


HOUSE OF THE SETTING SUN

A CURSED
HOUSE AND A
MISSING GIRL.
ALL OF EDO
TO SEE YET NO
ONE SAW
A THING



THE
PENULTIMATE
EVENT OF EDO
JAPAN. FINALLY
TAKING THE
INVESTIGATORS
TO EDO ITSELF.
WHAT WILL THEY
GET UP TO IN
THE CAPITAL?

SPECIAL THANKS AND COPYRIGHT

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

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HOUSE OF THE SETTING SUN

*How in this sullied world of ours can those
who are hard done by be expected to
reciprocate in kind?*

-Murasaki Shikibu

*Written by Steven
Goodison*

Intro

This scenario takes place almost entirely in the edge of *Tokyo* during the *Edo* period of Japan and in the year 1982 at the very end. The scenario is only useful as an ending for Investigators journeys in Japan or a solution for any time travel situations other Keepers might've made for themselves. Even with the time travel element, this scenario is suppose to be taken seriously as it has a several tragic stories all tied into each other.

Keeper information

On a cold and rainy night over 10,000 years ago, a lone caveman was ambushed by another tribe and has his head painted over a rock with a stone club. This would become the first ghost of the land which would house the *Yamada estate*. It wouldn't be for over 1000 more years than the *Yamada estate* would really become tainted with the disgusting acts of one Daimyo *Yamada*. Murdering his concubine in such a heinous manner that it became the stuff of gruesome legend. Unknown to the world however, the poor woman lives on as a demon in the bottom on the well he threw her in, her bitterness evaporating all of the water and turning it into a stiff mud. The *Yamada estate* would always have this bad reputation. People feared to go on the land, its grass became overgrown, people fears to even look at it, and its stone walls began to crumble. The many countless deaths and ghosts of the Yamada estate did not scare a foolish professor named *Ren Saito*, a secret expert in the occult discovered a spell from the *Edo* period, to see into the lives of others. He believed that his modifications would make him able to transform his very surroundings into whatever time period he wanted. His spell failed and the *Yamada estate* added another ghost into its halls. Now the spell still lingers and has torn a hole in the *Yamada estate*, leaking out all of ghosts all at once, through all the times of their deaths. It is up to the Investigators to find out what is really going on and fix the mess that *Ren Saito* caused. Unknowingly to them, undoing the spell will have a greater effect than they could ever know.

Investigator information

After getting the news of the recent death of *Yamaguchi Hogo*, the investigators are invited to his grand funeral being held in *Edo* itself unless from *Edo*, none of the Investigators will have heard about the recent disappearance of *Amai Yamada*. They will however have heard of the famously haunted *Yamada estate* but would

not have had the guts to venture into it. The Investigators will be mostly ignorant of the events and places surrounding the scenario. They will be mostly blind, all alone ironically in the most populous place in one of the densest countries in the world

Edo

Edo, being the capital of Japan was the largest, grandest and most populous of all of Japans cities at the time. *Edo* is Japans apex society. Houses topple and tower over the streets, interlocking with shops and banners. One could walk across the *Edo* and never touch the ground if they aren't scared of heights.

Getting to Edo

There are a few ways that the Investigators could get to *Edo* but the best and most easiest by far would be to join with the procession of *Yamaguchi Hogo*. A long parade carrying the body of the late daimyo all across Japan, from *Yamaguchi* to *Edo*. This procession is filled by cooks, musicians, poets and singers. All of them praising and celebrating the life of *Yamaguchi Hogo*. This display was mostly brought on through paranoia rather than outstanding reverence because of what happened to the body of the late *daimyo Tanegashima*. A situation all the Investigators if they played through an survived '*The kofun closes to the west*' will know all too much about. The procession of *Yamaguchi Hogo* was made to protect his body on its way to *Edo*. The idea being that no one can steal his body when 100 people are looking at it at all times. The procession will comfortably take the Investigators all the way to *Edo* without a hitch. Because the last time they went to a funeral it really turned out well....

The six ghosts of the Yamada estate

There are not one, not two, but six ghosts featured in this scenario. Its a lot to keep track of for a Keeper so it is heavily recommended to have all of the ghosts appear physically and only have their stories featured. Another tip for Keepers is to not have the ghosts deviate from their specific areas as they are all locked to specific parts of the Yamada estate. Each of the ghosts are tied with an item related to their pasts which destroyed will free them into the afterlife, all except the caveman. The ghosts are listed in order of when they died.

•*The caveman*

Unknown-10,000bc

Special item: Nothing

Without a real name and without real honour. The caveman died long, long ago on the land that would become the *Yamada estate*. His barely human head was caved in by a stone club of another tribe. His body lay on the ground and was devoured by wild beasts, but the angry spirit still remained. Over the next few thousand years his skeleton was covered by the shifting earth which tsunamis and earthquakes shifted yet again. Cursed to an afterlife of torment and with his only earthly possession, his own body being buried 100s of feet under the *Yamada estate*, there is not hope of his ever being released and freed from this horrid fate.

•*Osoroshi Yamada*

1452-1498

Special item: Ancient plate collection

The vicious and cruel patriarch of the *Yamada* clan he resided in the ancestral estate for his all his life, achieving nothing of worth and performing no act of kindness for his entire life. He was a feared man, but not respected. He took any scrap of power he could by making select servant girls of the Estate his unwilling concubines, only to toss them aside when they got too old for him. It is ironic that one such concubine would be his undoing.

•*Mujitsu Kaana*

1475-1498

Special item: Rope that holds up the well bucket

A young attendee to the *Yamada estate* and coerced concubine to *Oroshi Yamada*. Her full story is found in its separate handout and section but what is not told is how poor *Mujitsu* became more than a simple Mononoke. Her body still lurks in the well, forever changed into a twisted and wicked form, unforeseeable.

•*Amai Yamada*

1661-1679

Special item: Pink painted sandal

Daughter of *Tano Yamada* and more importantly, a foolish teenage girl and youngest of the *Yamada* family line. She had heard the rumours and gossip of vengeful monopoly and little hairy creatures and wanted to take a look herself. That fateful night she disobeyed her father's wishes and went into the *Yamada estate* and met her end over the edge of a balcony.

•*Misaki Kanto*

1912-1944

Special item: Service Katana

A fervent subject of imperial Japan, *Misaki Kanto* was caught in *Tokyo* just as another round of American fire bombs torched the city yet again. He took shelter in the long abandoned *Yamada estate*. Perhaps thinking the light of the fire would not be able to penetrate the darkness of the estate. How wrong was he then when a wall of flame engulfed him and turned him to ashes as he still clambered inside of the estate for shelter.



•*Ren Saito*

1949-1982

Special item: The blue liquid

An eccentric and wildly unconventional professor of physics at *Tokyo University* and frequent dabbler in the occult. Most of *Ren's* life revolved around putting in long days at the university and putting in his nights experimenting with any arcane spells and strange magics he could get his hands on. Knowing of the legends surrounding the *Yamada estate*, *Ren* saw the house as a conduit for magical power. For the first and last time in his life, his ritual to travel into the times of old was successful. For a single second *Ren* could see into four different nights of the *Yamada estate*, for that single second, *Ren* believed he could finally step into the past. Right until a strange creature sensed his meddling of time and ripped him apart, leaving only a blue smear. The foolish *Ren's* spell was too strong and now a tear in time exists, contained to the *Yamada estate*. This entire situation is his fault.



The funeral opening

If you as a keeper have decided to kill off *Yamaguchi Hogo* either ‘off screen’ or as part o your own adventure then it would make the most sense for the funeral the Investigators attend to be that of *Yamaguchi Hogo*, if not some other noble. As such this section will only be written as if the Investigators are in fact visiting the funeral of *Yamaguchi Hogo*.

The funeral of *Yamaguchi Hogo* is a massive procession heading from *Yamaguchi* all the way to *Edo*. The Investigators can enter the procession at any time, as if they have experienced the previous scenarios, then they are more than well known friends of *Yamaguchi Hogo*. Perhaps some passers by will even recognise them for their heroics and bravery. As a Keeper, spend as much time as you like describing their entering of *Edo*. The banging of drums, the whistling and cheers as the funeral procession enters the city. The Investigators will be hit with the smells of sweet and sour as vendors sell Mochi decorated with the Yamaguchi clan crest

The funeral of *Yamaguchi Hogo* takes place within *Edos* own *Sensoji temple*. *Hogo* was always a very open man and as such has allowed his funeral to be seen and heard all across *Edo*. As a Keeper you are open to do whatever you like with the funeral. Have the Investigators be at ease, have them recognise the other Daimyo from the second scenario in this collection. Maybe a rematch of the archery competition. A suggestion would be that at the very end, have the Investigators each give a little speech and have a minute along with *Hogo’s* body to say their final words to him.

The scenario really begins at the end of the funeral, when all attendees are leaving the temple. As the Investigators leave alongside the other attendees a middle aged man, dressed in samurai attire as well as carrying two katana on his waist rushes through the crowd and spits right in the faces of the other Daimyo. This is *Tano Yamada*, the father of *Amai Yamada*. He will yell at them.

‘You Daimyo only protect yourselves. You care about the little guy, or even us samurai! Our sons, my daughter! I spit on you! Ill cut though as many of you as i can until i get my girl!’

He will continue to scream obscenities and threaten the funeral attendees until being apprehended by samurai guards and taken away to the *Edo barracks*. The guards even having to gag him to contain his rage as they drag the grieving father away.

The bar fight opening

If the Investigators are not in *Edo* for the funeral then the bar fight opening is another way to start this particular scenario. But it will be a lot harder for the Investigators in the very beginning as it is quite an intense situation so keep that in mind.

The Investigators will be in *Edo* for whatever reason, just minding their business, drinking away in a sake bar. Perhaps they have just finished a previous adventure and want to unwind and loosen up. Or perhaps they are just wasteful drunkards. No matter what reason they are there, a successful **Listen** roll will reveal that there is a lot of chatter about the ‘*Yamada girl*’ and ‘*That house*’. There will be a middle aged man at the bar, head in the style of the samurai and with two swords wrapped around his waist. A successful Spot Hidden roll on him will reveal that he in quietly sobbing into his wooden sake cup. This is *Tano Yamada*, the father of *Amai Yamada*.

Eventually, *Tano* will have enough of this nonchalant chatter about his daughters disappearance and will turn around to the

entire bar and draw his katana. He will then scream out loud, with tears pouring down his face.

‘Enough of your rotten chatter. Is she dead? Did she run off with some boy? Was she eaten by a Tengu? Its been three days and the streets of Edo are covered with the blood from my feet I’ve been looking for her so hard! If you think she’s dead, how about it send you to hell first, you might get a glimpse of her in heaven, and i can ask you then!?’

He will then wildly attack whatever patrons of the bar are around him until he is apprehended by samurai guards and knocked out by them. He is then dragged to the *Edo barracks*.



Mr Tano Yamada in jail

No matter which opening is most suitable for the Investigators, *Tano Yamada* will be arrested and taken to the temporary jail in the *Edo barracks*. With him still technically holding the rank of samurai there will be punishment dealt to him although he will be held in the jail for two weeks. Investigators who have links to any Daimyo may enter the barracks if they have the means to prove it. If not, the guards can easily be bribed with 1000 Yen or otherwise sued with a successful *Charm* or *Persuade* roll.

Tano Yamada, despite either of his outburst is a gentle and responsible man. The last remaining male heir to the *Yamada estate*, he honours his grandfathers decision to keep the family estate abandoned and lives a modest life for a man who still technically holds the rank of a samurai. He will recognise the Investigators if the scenario opened in the bar fight or they otherwise interviewed with the scene he caused at the funeral. His only concern will be the whereabouts of his daughter, *Amai Yamada*, and he will divulge any information he is asked if he believes it will secure the return of his daughter.

He will allow the Investigators to enter his home in search for any clues if they so ask. *Tano* himself will not bring up such an idea. From this point on, *Tano* is now stuck in the cell for the rest of the scenario.

Researching in Edo

Edo is a big place with many places for Investigators to do prior research before entering the *Yamada estate*. Instead of writing down specific named locations, here presented is only a list of generic places that the Investigators might decide and should mostly likely visit if they are to have any change of understanding what is truly going on in the *Yamada estate* and how to counteract it.

Library

Edo only has one central library, one of the very few cities in Japan to have such a place. The *Edo library* is a wealth of relevant and important information for this scenario, investigators will be at a severe disadvantage if they do not do any research into the *Yamada estate* and will surely die. The handouts that can be found in the *Edo library* are the, *Story of Yamada estate* and the *Flaming man of Yamada estate* handouts.

Yokai museum

There is a relatively famous museum of Yokai in *Edo*, nothing more than a two story shack, it is a humble establishment built for the record keeping and defence against the malicious forces which haunt Japan and bump in the night. It is stationed by a cooky old man who almost climbs around his museum like a monkey and while his establishment holds many keys to defeating many evils, he does not and would be entirely useless if ever confronted with any of the monsters he knows so much about. The handouts found through *Library Use* rolls here are the *Otoroshi*, *Nurikabe* and *Centipede mononoke* handouts.

Tano Yamadas house

Tano Yamada and his daughter were the lone occupants of their families new house as his wife died in childbirth, one of the reasons why *Tano* is so protective of his daughter. For being a direct descendant of such a wealthy daimyo, this house is simple and modest, only having three rooms and a small patch of dirt for a garden. A successful *Spot Hidden* roll will reveal that the rice and sake bowls are stacked high, there are dried up clothes left hanging from the ceiling to the point that they are crusty. A successful *Psychology* roll will reveal that this is a sign that *Tano Yamada* has not been taking care of himself or the house.



The second room of the house is *Tano Yamadas* room. It is just as messy as the living room. The sliding door has been broken from its socket and the doors of the wardrobe have been torn off. There only clue to be found is the, *Abandonment of Yamada Estate* handout. The only tie that *Tano* holds to his families estate.

The last room of the house is *Amai Yamadas* room. A stark contrast to the mess of the rest of the house, Amais room has been immaculately kept. It is a typical teenage girls room, pink cushions, paper walls decorated with floral patterns and a fancy kimono pinned to the wall. On the windowsill are some little wooden figures. A woman carrying a water bucket, A very fat man spinning plates and a peasant holding a broom, that figure in particular is painted blue. A successful *INT* roll will reveal that these are not unusual for a young girl to have. These figures are very obscure clues on the ghosts and their particular objects. Tucked under her bed is a small scrap of paper, the *Ghosts attached to objects* handout.

The Yamada Estate

The *Yamada Estate* is exactly like any other upper class estate home at this time period. Made from a rich dark wood and topped with oily black roof tiles, the *Yamada estate* looks like the head of an ebony dragon poking its head out of this haunted earth. The estate itself is nestled on the eastern side of *Edo*, among the other homes of rich merchants, samurai and those few artisans who have proved themselves.

It is surrounded by a wall on all sides and one which cuts the garden in half, that one of which is in actuality a Nurikabe. The only entrance into the *Yamada estate* is through a typical Japanese Shinto gate, with a little cobblestone path leading to the front door. A successful *Spot Hidden* roll will reveal a figure in the top floor balcony, which will quickly dart out the way.

The *Yamada estate* is in a noticeable state of abandonment. The grass is overgrown and there is a noticeable spot of black mould wrapping its way around the building.



The Nurikabe wall

As stated before, the central wall is a Yokai known as a Nurikabe. It has been chained up and abandoned as a form of supernatural protection. It will not speak unless spoken directly to or cut with a weapon that ignores its thick armour. If an Investigator touches the Nurikabe then they will feel an unusual warmth on the 'stone' wall. A successful *POW* roll will reveal to the Investigator feeling the wall that its moving up an down, very slightly.

If the Nurikabe is discovered in any way, it will reveal its grotesque face. Two bulbous, fish like eyes will pop out of the wall. The wall itself will slump forward as its folds and folds of thick, fatty skin will unfurl. Below its eyes, a crooked grin filled with teeth like tombstones will spread across. This display will make all Investigators who see it lose *ID6* sanity.

The Nurikabe will beg and plead to the Investigators to be let go. It will even reveal its name, *Futoi* in an effort to get on some kind of common ground with the Investigators. He will be freed after the ropes holding him are cut, after which he will be released from his curse and move aside for the Instigators if they so ask. He does not leave the *Yamada estate*, he needs some time to stretch his legs.



First floor/Living room

The wide open front door of the *Yamada estate* lays view to a gloomy sight. A nice home abandoned and left to rot away completely untouched for over 50 years. The floorboards creak when walked across. A couple even snap under the feet of heavier Investigators. When inside the *Yamada estate*, it is as if the house itself was cloaking the midnight sky.

On the north end of the living room is a small desk with a collection of seven porcelain plates ascending in size. To the lay Investigator, these plates are just white and painted only in blue, showing scenes of people going about ordinary activities. A successful Foreign Nations roll will reveal that these plates are from China and tustve been procured centuries ago for them to be here. A successful *Spot Hidden* roll will reveal that these people all have three hands and backwards legs.

Pantry

There is nothing to note inside the pantry. When the entry door is opened the smell of decades of rotten food pours out and fills the entire *Yamada estate*. Inside the pantry are bags filled with rotten meat and the bones of long dead chickens and ducks, picked clean by the various creepy crawlies of Japan. The sight is truly sickening to most stable minded Investigators

Dining room

In the dining room is a long table, laid out with wooden bowls with complete meals left in them to rot and turn a sickly black. There are even sets of chopsticks left alongside the cushions. Its like the past inhabitants just got up and left. Never to come back. If an Investigator is foolish enough to actually eat any of the beyond rancid food thats in the bowls or pantry then they must roll a *CON* save. Unless they get an extreme success they will lose *6HP*, be violently sick and pass out for *2D4* hours. If an Investigator of yours does this, they honestly deserve such a fate, and worse for being so utterly stupid.

Servants room/Kitchen

There servants room is yet another display of the daimyos cruelty. Inside is nothing but a pair of bedrolls alongside kitchen equipment. The room is dusty and full of stinking black mould. There are no clues, there are no ghosts, just a sad indication that the daimyos servants didn't even have a proper room to call their own.

Long corridor

The strangest feature of the first floor is the long corridor on the east side. Its extends 30ft to seemingly nowhere. A successful *Spot Hidden* roll will reveal the beams of light seeping in from the very end of the corridor. These beams of light are coming from the gaps in a hole in the wets side that has been bored up, from the outside. A successful *STR* roll or bashing the boards to take away its *16HP* will destroy the boards and show a clear way into the garden behind the middle wall.

Second floor/lobby

The lobby is the first room on the second floor of the *Yamada estate*. Its a dark and cold place. The carpeted floor feeling like sharp pins of the feet. The beams of light which peek through the paper walls looking like the could burn against the creaking wooden walls. The decades of dust permeate the second floor. All Investigators not covering their mouths will have to roll a *CON* save. If failed, they cough up a good handful of blood.

Art collection

On the west side of the lobby are four portrait length scrolls each depicting a different scene. A successful *Occult* or *History* roll will reveal that these are all scenes from Japanese mythology. The first scroll is of *Usanagi* and *Usanami* creating the islands of Japan. The second scroll depicts *Orochimaru* and his eight heads being sliced off. The third scroll is ripped and unreadable . The fourth scroll depicts a small, gnome-like creature caressing a mans head



Ritual circle

In the lobby is also a strange white circle drawn in chalk. Investigators who saw the ritual circle drawn by *Oki Tantoshu* all recognise the pattern. A rectangle within a circle. But instead of the strange symbols written in the gaps. There are the drawn figures of men. A successful **Occult** roll will reveal that this is a ritual circle where someone is meant to stand. Surrounding the circle is a blue liquid, the remnants of where a strange creature crossed through and killed *Ren Saito*.

Balcony

On the balcony north of the ritual circle is a clear view to the rest of the *Yamada estates* garden over the central wall. A garden, even more overgrown than the rest, with grass almost reaches to the tops of the four lonesome trees. Barely visible in the middle of this garden is a well. A failed **POW** roll will have a woman voice call to them while looking at the well at a loss of *ID4* sanity. Barley dangling off the edge of the balcony is a bright pink painted sandal. If an Investigator goes to grab it, the sandal will snap off and fall into the garden below. A successful **Spot Hidden** roll on where the sandal landed will reveal a slight indentation where the grass has been flattened.

Master bedroom

The master bedroom is the room where lived out the only control and power he could get. The room is completely ruined. The wooden walls have clear splintered dents and the large bedroll has been torn and strewn across the room. A successful **Spot Hidden** roll will reveal that scratched into the wall are kanji reading.

'You preserve no honour by your own hand, Yamada'

On the floor is also an unsheathed Katana left pointed into the ground. Its is charred and blackened with fire. A successful **Spot Hidden** roll on the sword reveals that it is emblazoned with the words.

'Forged for the glory of Japan-1944'



Concubines bedroom

The other bedroom on the second floor was the room that belonged to all concubines of *Oroshi Yamada* though they didn't use it much, being behest to his wicked whims. It is decoded with pink paper, a comfortable pink bedroll and surrounded by flowers long decayed. A successful **Natural World** roll will reveal that these remains have been there for many, many years. There are wooden bars on the only window, similar to those in the room of *Idaina Shinjin*. A successful **Spot Hidden** roll will reveal that there are scratch marks on these wooden bars. The desperate attempts of countless young women to escape their entrapment in the *Yamada estate*. There is nothing else of importance in this room.

Garden

The garden of the *Yamada estate* is a overgrown mess of grass and weeds reaching up past most peoples waists. The mossy, scum covered walls have kept the evil of this garden from escaping, but in its place has allowed it to collect and pour out. There is a single tree in the garden. A small and gnarled thing with branches like the splinters of a burst doorframe. It sits besides the a small structure which manages to poke itself from the gardens overgrowth.

The well

The well itself is simple. A small well about 4ft in circumference and cobbled together with piled stones. Covered by a little roof where a bucket on a rope dangles. A centipede will crawl from out of the well and disappear into the grass. Investigators who are Onmyoji will recognise a centipede as a bad omen. Investigators who successfully pass an **INT** roll will also recognise this omen.

The Investigators are free to take the bucket from the well. Even cut the rope in order to get it. But if they do so much a drop a pebble into the well, they will not hear a gentle bloop of water, or a slimy plop of mud. A successful **Listen** roll will reveal the sound of something hitting...solid. After a couple of seconds a young woman's twisted laugh will echo out of the well. By then it is too late for the Investigators. Their punishment for disturbing the resting place of a murdered young woman, her transformed corpse will arise from the well turned tomb.

Arising from the well first is the face of a beautiful young woman. This visage quickly disappears as the *tick-tack tick-tack* of dozens of centipede legs makes her erupt from the well. The creature that used to be *Mijutsu Kanna* crawls into the garden. A beast 20ft long. Half unfortunate girl and half vengeful centipede demon. Its carapace is the same oily black as the tiles of the *Yamada estate*. Such a creature will most likely end all the Investigators quickly unless they manage to get away.



If as a keeper you really want the investigators to fight the centipede demon, you could have it so as an investigator examines the well, their tampering and nudgng around accidentally knocks over the bucket. This would certainly fill any investigator with dread



Destroying the objects

The only way to banish these particular ghosts are to destroy the objects which tie them to the material world. The only exception being the caveman. The Investigators may destroy the items in anyway they see fit as every item has a minimum amount of damage or kind of damage it can take before its bond is broken and then crumbles to dust.

•*The plate collection*

Method of destruction

-1HP

Smashed into at least 30 pieces

•*The well bucket*

Method of destruction

-10HP

Pulled apart or burned

•*The sandal*

Method of destruction

5HP

snapping in half

•*The Katana*

Method of destruction

-15HP

Pulling the blade out of the hilt

•*The blue residue*

Method of destruction

-0HP

Cleaned up with water or wiped

Destroying the sandal and the blue residue

The sandal and the blue residue are the two items which need destroyed in order to break the spell placed on the *Yamada estate* as well as free the spirit of *Amai Yamada*. If the Investigators have shown no interest of idea of cleaning up the blue liquid then you may simply skip to the conclusion after the Investigators destroy the sandal.



Conclusion: Breaking the time dilation spell and ending up in 1982

This is the specific event that this entire scenario is leading up to. After the sandal and the blue residue are both destroyed and the demon samurai is defeated there should only be one Investigator left standing. Unknowing of what they have done, they will still feel a gentle breeze overcome them. A successful *POW* roll will give them a feeling of relief and peace, even though their dead associates lie among them. That peace is soon dashed as they hear the song of a telephone ringing, a sound totally foreign to them. It is advised for Keepers to have a sound effect of a phone ringing ready for when the last Investigator is left stumbling around the *Yamada estate*, trying to escape.

If the final Investigator breaks the spell on the second floor then the dead body of a strangely dressed man, the recently dead *Ren Saito* will appear within the circle, covered in blood.

If they answer the strange feeling, annoying sounding device then there will be only static. Soon, police sirens are heard outside and the lights and red and lights of blue shine brightly through the the paper windows. No matter which way the Investigator leaves or attempts to escape the *Yamada estate*, there will be around 10 armed police officers alongside dozens of bystanders, murmuring and confused at the person ‘dressed as’ someone from *Edo* Japan, perhaps even carrying a katana and covered in blood.

The police officers will order the final Investigator to get on the ground, in a dialect of Japanese that they do not recognise. If they comply, they are arrested and soon locked away in this strange new world. If they do not comply, then the police will open fire on them. A person from *Edo* now left bleeding to death in *Tokyo*. It is up to the Keeper wether they have the final Investigator life or die in that scenario or, as strongly reccomended it is more of a ‘fade to black’.

And that is where the adventures of *Edo* Japan end, and where the adventures of 1984 *Tokyo* begin. Neither this scenario or any of the other previous scenarios need to be played in order to play the next scenario but it is highly encouraged as not only are there essential clues that only someone from *Edo* Japan would be likely to possess, but its just a better story too and ties the whole thing together and is how i intended this whole campaign to be played.

When the lone investigator steps out of the Yamada estate and into 1982, i highly reccomend that as a keeper you play the song ‘Plastic Love’ by Mariya Takeyuchi to really let the shock sink in for your players. The look on my own players faces was priceless

Rewards

There are no rewards in this scenario, sorry.



APPENDIX A: CHARACTERS, NPC'S AND MONSTERS

Tano Yamada, *Grieving father and heir to the Yamada estate*

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

Attacks

Attacks per round: 1

Brawl 55% (25/15) *1D4*+db
Sword 70% (35/15) *1D6+1*+db
Dodge 35% (20/10)
Armour: -2 point Samurai robes
Skills: Japanese 65%, Brawl 65%, swords 85%

Futoi, *Imprisoned Nurikabe*

STR 300 **CON** 300 **SIZ** — **DEX** 10 **INT** 80
APP 00 **POW** 70 **EDU** 20 **SAN** 00 **HP** 90
DB:+4**D6**+2 **Build**: 20 **Move**: 6 **MP**:8

Attacks

Attacks per round: 1

Brawl 20% (10/5) *1D4*+db
Dodge 5% (2/1)
Armour: -30 points skin
Skills: Japanese 20%, Cry out in pain 80%, Beg for release 80%

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%

Resident of Edo,

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%

Samurai guard,

STR 50 **CON** 45 **SIZ** 50 **DEX** 65 **INT** 65
APP 30 **POW** 70 **EDU** 65 **SAN** 65 **HP** 10
DB:+1**D4** **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%

Police officer,

STR 60 **CON** 60 **SIZ** 60 **DEX** 55 **INT** 65
APP 55 **POW** 50 **EDU** 50 **SAN** 45 **HP** 10
DB:+0 **Build**: 1 **Move**: 7 **MP**:8

Attacks

Attacks per round: 1

Firearm, Glock 17 9mm auto 60% (30/15) *1D10*

Brawl 45% (20/10) *1D4*+db

Dodge 25% (10/5)

Armour: -2 point police armour

Skills: Japanese 50%, Firearms 60%, Intimidate 60%

The caveman,

STR 65 **CON** 55 **SIZ** 55 **DEX** 50 **INT** 35
APP 20 **POW** 50 **EDU** 00 **SAN** 00 **HP** 12
DB:+1D4 **Build**: 1 **Move**: 7 **MP**:8

Attacks

Attacks per round: 2

Brawl 35% (15/5) 1D4+db

Dodge 35% (20/10)

Armour: 0

Skills: None

The spirit of *Osoroshi Yamada*,

STR 50 **CON** 45 **SIZ** 85 **DEX** 30 **INT** 45
APP 20 **POW** 70 **EDU** 50 **SAN** 00 **HP** 14
DB:+1D4 **Build**: 1 **Move**: 5 **MP**:15

Attacks

Attacks per round: 2

Brawl 50% (25/10) 1D4+db

Sword 20% (10/5) 1D6+1+db

Dodge 15% (5/2)

Armour: -5 point Samurai armour

Skills: Japanese 50%

Spells: *Fist of Yog-Sothoth*, *Clutch of Nyogtha*

The spirit of *Amai Yamada*,

STR 50 **CON** 50 **SIZ** 45 **DEX** 65 **INT** 35
APP 85 **POW** 10 **EDU** 60 **SAN** 00 **HP** 8
DB:+0 **Build**: 1 **Move**: 6 **MP**:8

Attacks

Attacks per round: 1

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

Dodge 35% (20/10)

Armour: 0

Skills: Japanese 60%

The spirit of *Misaki Kanto*, *Burning veteran of the Imperial Japanese army*

STR 55 **CON** 30 **SIZ** 55 **DEX** 65 **INT** 70
APP 25 **POW** 70 **EDU** 40 **SAN** 00 **HP** 10
DB:+1D4 **Build**: 1 **Move**: 6 **MP**:8

Attacks

Attacks per round: 1

Brawl 60% (30/15) 1D4+db+2

Sword 70% (35/20) 1D6+1+db

Dodge 35% (15/5)

Armour: 0

Skills: Japanese 40%

The creature that used to be *Mijutsu Kanto*, *Enraged centipede demon*

STR 60 **CON** 80 **SIZ** 300 **DEX** 80 **INT** 65
APP 90/10* **POW** 20 **EDU** 35 **SAN** 00 **HP** 16
DB:+1D6+3 **Build**: 3 **Move**: 11 **MP**:50

Attacks

Attacks per round: 3

* Centipede body

Impale (mnvr): The investigator must make an opposing **STR** roll against the creature. If successful they take 1D6 damage. If the roll is failed then they are impaled by one of the centipedes many legs and lose 3HP every round until they free themselves with an opposing **STR** roll

Brawl 60% (30/15) 2D6+db

Impale (mnvr) 25% (15/8) 1D6+1+db

Dodge 55% (30/15)

Armour: -7 point carapace

Skills: Japanese 35%, Cackle maniacally 99%, Brawl 60%,

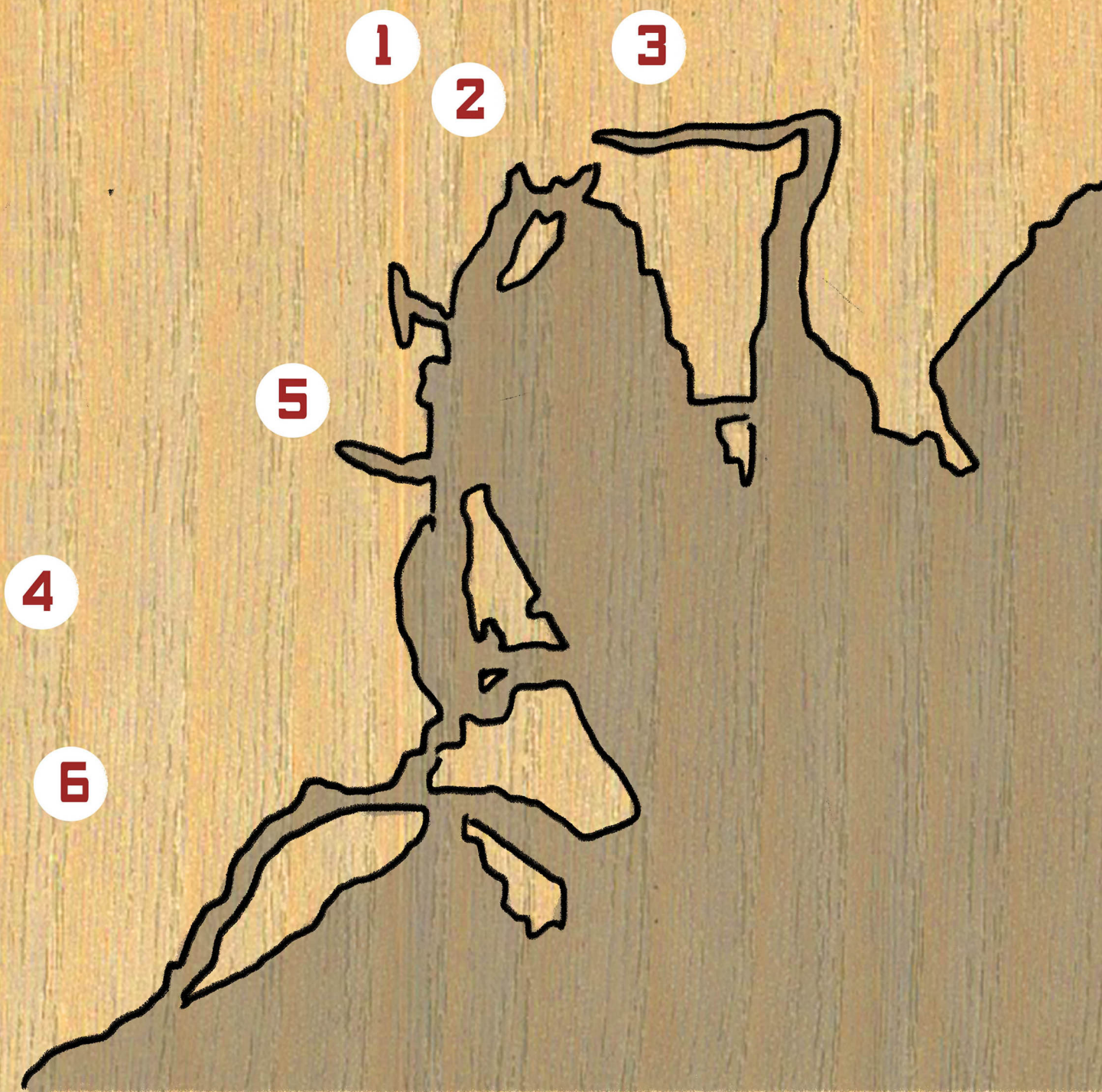
Impale 25%, Dodge 55%

Spells: None



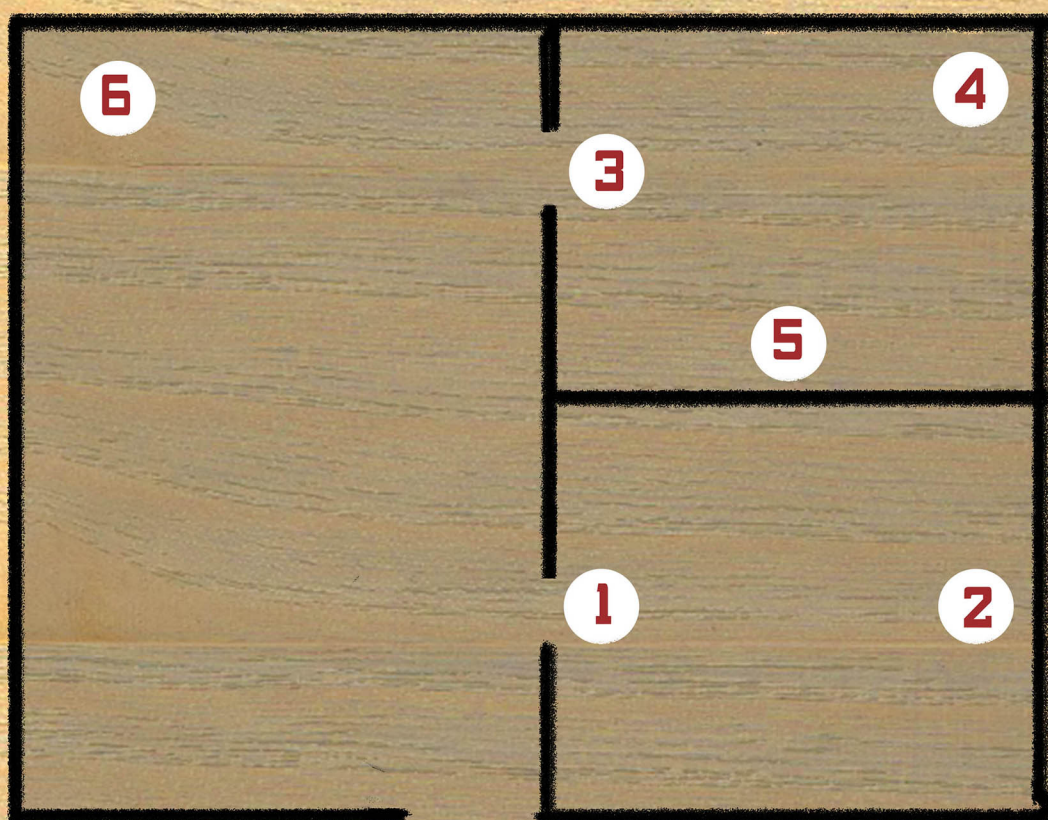
APPENDIX B: MAPS

EDO



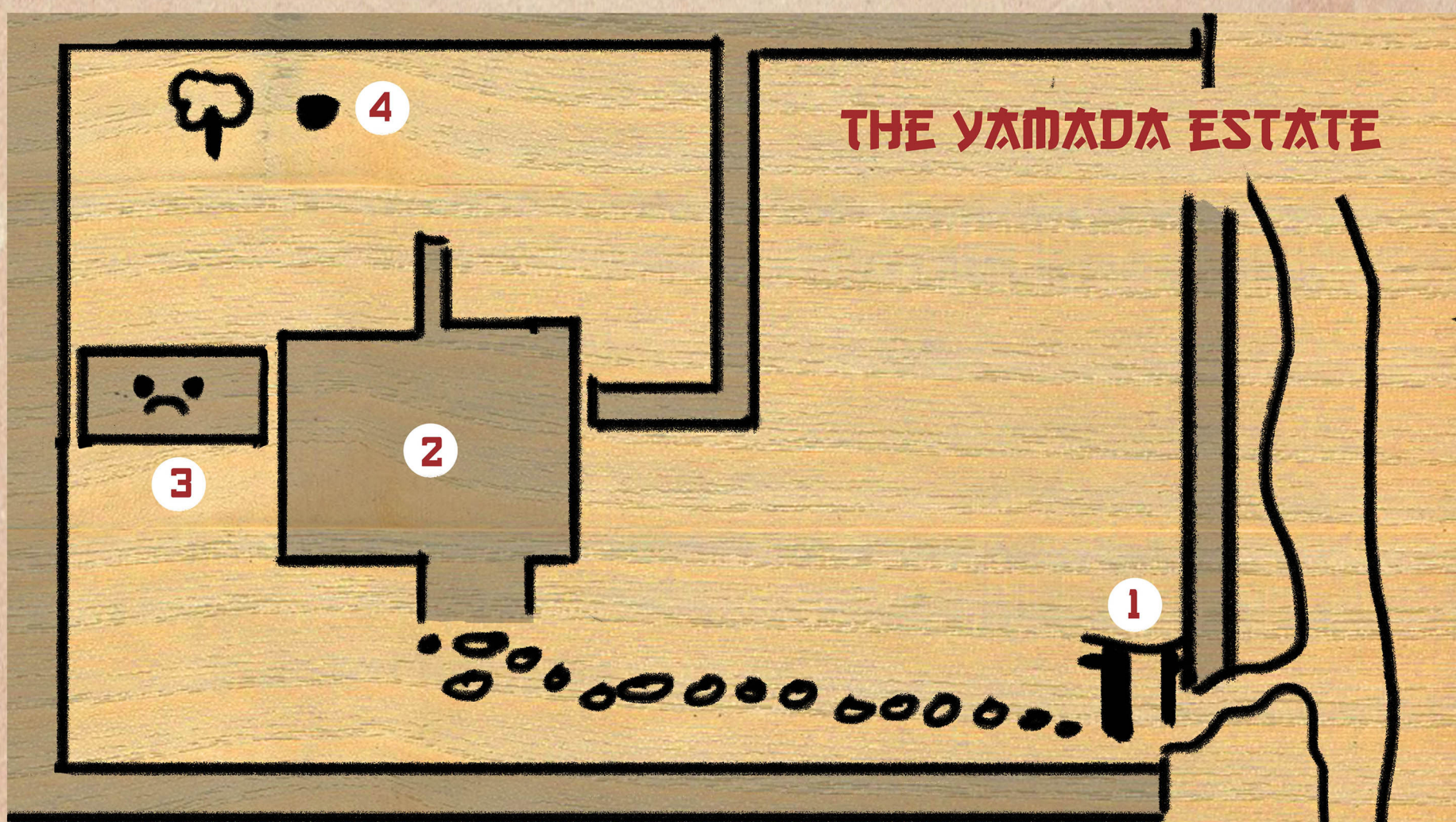
- 
- 1-SENSO-JI TEMPLE
2-EDO BARRACKS
3-EDO CENTRAL LIBRARY
4-YOKAI MUSEUM
5-TANO YAMADAS HOUSE
6-THE YAMADA ESTATE

**TANO
YAMADAS
HOUSE**



- 1-TANO YAMADAS ROOM
- 2-ABANDONMENT OF YAMADA ESTATE HANDOUT
- 3- TANI YAMADAS ROOM
- 4-WOODEN FIGURES
- 5-GHOSTS ATTACHED TO OBJECTS HANDOUT
- 6-PILE OF BOWLS

THE YAMADA ESTATE



- 1-SHINTO GATE
- 2-THE YAMADA ESTATE
- 3-NURIKABE FUTOI
- 4-THE WELL

YAMADA ESTATE FLOOR 2

A hand-drawn floor plan of the second floor of the Yamada Estate. The plan is rectangular with a thick black border. It is divided into several areas by black lines. In the top-left corner is a small rectangular area labeled '3'. The top-right area is labeled '1'. The center of the floor is a large open space labeled '2', containing a yellow circle with a black border and a diagonal line, surrounded by blue splatters. On the right side, there is a vertical rectangular area with horizontal lines, labeled '7'. The bottom-left area is labeled '4'. The bottom-right area is divided into two smaller rectangular areas labeled '5' and '6'.

1-PAINTINGS	5-KATANA
2-RITUAL CIRCLE AND BLUE RESIDUE	6-MESSAGE ON THE WALL
3-BALCONY AND PINK SANDAL	7-CONCUBINES ROOMS
4-MASTER BEDROOM	

5-K太T太N太

6-MESSAGE ON THE WALL

7-CONCUBINES ROOMS

7-CONCUBINES ROOMS

7-CONCUBINES ROOMS

APPENDIX C: HANDOUTS

Funeral of Yamaguchi Hogo December 1st 1679

Today marks the day where the grand procession of the recently parted Yamaguchi Hogo. The late daimyos funeral shall be held at Edos Sunsoji temple. As he wished in life to be wide open to give aid and charity to all, it is in death that we wish that we do the same to him in return. The emperor himself has even been rumoured to attend the affair. Feel free to laugh and smile in this time for Hogo made clear that at his funeral, when the day comes he wished that we celebrate his life instead of focusing on his death.

Edo newspaper 1

Hairy Creature seen at the Yamada estate!

Terror stuck a group of merchants last night while walking past the Yamada estate. Yet another creature to add to the menagerie of the Yamada estate. This time, these merchants have seen an Otoroshi clinging onto of the gate. Looming over them. The creature rose up and growled at the merchants, frightening them. They ran and ran as the Otoroshi howled at them, its noise piercing the night.

Edo newspaper 2

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OCTOBER 14TH 1611
PUBLIC ANNOUNCEMENT

I, EIBEN YAMADA RENOUNCE MY ANCESTRAL HOME.
I HAVE HEARD ENOUGH RUMOUR, AND SEEN ENOUGH TRUTH. I
HAVE EXHAUSTED ALL THE FREELANCE ONMYOJI I CAN BUY. I
HAVE RAN OUT OF OPTIONS. AS TO NOT ANGER THE SPIRITS
ANY FURTHER I HAVE ORDERED MYSELF AND MY FAMILY TO
LEAVE THE YAMADA ESTATE. WE WILL LIVE MODESTLY. DO
NOT MISTAKE OUR CHOICE FOR WEAKNESS. ANY POTENTIAL
TRESPASSERS ARE MORE THAN WELCOME TO ENTER MY LAND,
AND MORE THAN WELCOME TO DIE THERE AS SO MANY
ALREADY HAVE.

Abandonment of the Yamada estate

Over one hundred years ago there was a man, an evil man that inhabited the Yamada estate. Lived would be a term too good for him as he never had a life, only sucked the life from others like an unfeeling leech. Osoroshi Yamada was indeed a powerful, but there was no respect that he could draw. Even stray dogs would no accept his scraps, even water itself would bend out of the way as it would not want to show his ugly reflection. Despite all of this he had a wife. One that he bought with his rank of samurai and rank of samurai alone. But she soon got old and her hair turned grey. He tossed her aside and took one of his many young servant girls as a wife. When that one got too old for him by growing a single grey hair he tossed her aside as well.

Years went by as the horrible Osoroshi took on more and more concubines as he called them. He would brag loudly to the disgusted populace of Edo. Brag of the 'pretty young girls' who he would bless with his love. His last concubine, and the prettiest by all accounts by the name of Mujitsu Kanna. Although she could not relive herself from the nightly services demand of her. She decided to take at least one thing for himself. A single plate from a far of land, expensive sure but nothing compared to the riches which Osoroshi possessed. She hid the foreign plate within her bedroll with the plan to take it with her once Osoroshi got tired of her like all the rest be it by wrinkle or grey or drying up.

Of course the tyrant of the Yamada estate discovered the hidden disc. The disgraceful samurai dared not even use his sword when he beat her where she stood. She could only whimper as the fat oaf bloodied his knuckles on her fragile body. Coming to terms to what he had done, the dishonourable creature dragged Mijutsu's body to the garden behind the house, he head making a hard knocking sound with each step she was dragged down. It was in the well that Osoroshi threw her body down. Even after all that he had done to her, she only died when the well water stopped bubbling.

The torment which Osoroshi experienced we will never know. Some say the ghost of Mijutsu came back to drag a piece of his out through every dream he had. Some say the man poisoned his own mind with thoughts of regret and almighty punishment. Whatever is the case. A month to the night of that horrific act, Osoroshi Yamada plunged his katana in his bloated gut, not even strong enough to drag it across and spill his guts. He died between honour, a failed seppuku for a failed samurai. Survived only by descendants who despise him,

The story of the Yamada estate

The Nurikabe are a Yokai most commonly found of the obscure country paths all throughout Japan. Seen mostly by travellers be them monks or merchants, the Nurikabe has been an annoyance for generations, a Yokai that seems only to exist to torment and infuriate.

It appears as a wall as first sight. It can appear as any wall from paper to stone to brick. A weary man may not know any difference until that wall suddenly cuts into his path. An odd place for a wall but no both. He then noticed again as he tries to walk around it. The seemingly small wall has no end it seems. If a wall has no end to it, it is a Nurikabe and it will never let a traveller pass around it as one could stretch the entire length of Japan it could.

There is a phrase taught to young children, especially in the cities where the Nurikabe would be the biggest annoyance of them all. When you catch a Nurikabe and it does not let you pass simply declare

'I caught you little wall. Stretching too far out i see. Come back now, make yourself flaccid or risk getting marks on your belly'

The Nurikabe will retract back into its original size and slink away into the night for the Nurikabe are tricksters and wish nothing more than a good laugh to themselves. Even if it is at the expense of a poor traveller.

Nurikabe handout

The Otoroshi is an obscure Yokai. One which would make the eyes of any Onmyoji bulge with excitement. A harmless Yokai, if not a bit frightening to those only familiar with the many long haired women which haunt our land.

Short in stature, no bigger than a child. The Otoroshi is squat and hairy. So hairy in fact that it drags all the way down past its grubby little feet. Its hair is blacker than black. Greasy too, caught in dozens of rancid clumps. The most likely encounter one is to have with such a creature is by passing under a traditional Shinto gate, where its dangly stray hairs get caught in the mouths and faces of passers by.

Although a known pest to those who know what to look out for, the Otoroshi is an entirely harmless little beast and has never been know to bring any great harm to a person.

Otoroshi handout

January 5th 1642

A new spirit was seen on the Yamada estate late two evenings ago. It is said to have spotted multiple times before this but this the first report corroborated by a Daimyo and so i treat it with much more seriousness than the ramblings of a drunk peasant. It is said to appear as a man cloaked entirely in flame which casts no light. Its body is lumpy and coloured a sickly brown-green. Its head is said to be emblazoned with a silver star shape. This creature was also reported to be carrying a Katana of some kind. Most likely pilfered from a samurais grave. How else could a wicked spirit wield such a holy instrument.

The flaming man of Yamada Estate

There is said by some to be a particular Buddhist mantra of which to protect ones self from the forces of malevolent spirits. If you are a faithful individual simply clap ones hands together and repeat as such until the evil spirit leaves your presence and takes its impurity with it.

Shin'ainaru hotoke o
mamotte

This mantra will surely protect you if your are so accosted by vicious spirits looking to kill the loyal mouths of Buddha himself.

Protective chant

When a woman is ignored she chews off your ear. When a woman is scorned she will take the blade to you. And when a woman is killed, she brings the hell she now inhabits to the man foolish enough to bring such a fate to her. She can drag hell with her in the form of herself as a rabid mononoke to torment the wicked man forever. She can drag hell within the skin of a poison which he may eat by mistake. The worst hell of all may be the centipede.

Sometimes a woman crawls out of hell not on hand or knee but by appendage and claw. A husband which beats his woman in a drunken rage may soon see her face on the back of a centipede as it climbs down his throat to choke the life out of him.

Centipede mononoke handout

In some, but not all cases of hauntings in a home the poor spirit does not mean to tie itself to this mortal land and in actually wishes to free itself from such bonds and fly up to heaven or sink down to hell where it belongs. There are times when an unfortunate person, recently dead will unwillingly attach themselves to a certain object which they hold dear. It is only through the great pain brought through the destruction of its admired object that the spirit will be put to rest and finally experience mercy once again.

Ghosts attached to objects

THE ADVENTURE
CONCLUDES IN 1984

CANT STOP THE
LONLINESS



COMING SOON...