

# Mysteries of the Yōkai 妖怪

~ 妖怪の謎 ~

## THREE DAYS 'TIL MIDNIGHT



INTRODUCTORY SCENARIO

Trussell

# Mysteries of the Yōkai 妖怪

~ 妖怪の謎 ~

## THREE DAYS 'TIL MIDNIGHT

### Table of Contents

What's In The Book.....	3	The Volcano.....	20
Preparing For Play.....	3	Jin Ei's Domain.....	22
Introduction.....	4	GM Information.....	25
Exploring The Caves.....	5	The Prophecies.....	25
Time.....	5	Additional GM Tips and Ideas.....	27
The Kidnapper.....	6	The Demons.....	29
The Cave Entrance.....	7	NPC Stats.....	32
Northern Tunnels.....	10	Full Dungeon Map.....	40
Shu-Li's Domain.....	12	Map Tiles.....	41
Muo Long's Domain.....	15	Prophecy Props.....	43
The Hallway.....	17	Scenario Player Characters.....	45
Rock Dojo and Tsu Wa.....	18		

<b>Matt Trussell</b>	Author
	Scenario Design
	Mechanics
<b>Richard Martija</b>	Producer
	Editor
<b>Andrew Sudangnoi</b>	Mysteries of the Yokai Creator
<b>Suzanne Larsen</b>	Art
<b>Alex Langenstein</b>	Art

### Special Thanks

David Everett, Brittany Keller, and Kacey Yeo for being our first playtest group.

### Matt's Special Thanks

To Brittany, for encouraging me and putting up with the long hours I had to work, and to my parents, Ann and Dave Trussell, for supporting their son with such an odd dream of making games for a living.



Copyright 2014 Warding Circle All Rights Reserved

## What's In The Book

**Three Days 'Til Midnight** is an Adventure Scenario for **Mysteries of the Yokai**. You will need the **Mysteries of the Yokai** rule book to play through the scenario as presented here, but readers who wish to adapt the story to a different rules system can do so by changing the stats of the characters, enemies, items, etc to the rules of their choice.

**Three Days 'Til Midnight** is an introductory adventure designed for four players, and should run 1 or 2 sessions. Included in the book are four pre-made characters. New groups and Game Masters should use the example characters if players are hesitant to or uninterested in making their own characters, or if the Game Master doesn't want to improvise as much during play. The story, locations and puzzles in this scenario are designed to be challenging to the example characters and to give each of them something interesting to do that advances the plot. Custom characters may be too powerful for the adventure and find it unchallenging, or may lack important skills that will reveal more of the mystery. See later in the book for suggestions on altering the adventure and using custom characters.

*Note: If you plan to be a player in this adventure, you should not read the book. The information presented here is for Game Masters, and contains spoilers for the mystery and adventures of the story.*

This scenario begins with the players kidnapped and trapped inside a cave, left there by an unknown man with cryptic warnings of doom and orders for them to save Japan. Each example character has a section of back story that talks about who that character is and how they arrived at the start of the story.

The players have 3 days to stop one or more dire prophecies from coming true. They are unable to leave the caves, and must work together with little information to discover what is happening.

The cave complex the characters find themselves in is inhabited by Demons and their underlings. Each player has a list of details they know of Demons from their previous adventures and travels, but even armed with this information they will need to carefully investigate the situation to discover what is REALLY happening.

During the course of play, actions the players take will advance the clock. Game Masters should have a piece of paper or dry-erase board on the table so that all players can see how much time has passed. See the section later on Managing Time.

## Game Masters Preparing For Play

If you plan to be the Game Master for this adventure, you should start by reading through the adventure completely once or twice. It's not necessary to memorize the entire adventure; all you want to do is have a familiarity with the various Non-Player Characters (NPCs), locations, and the overall mystery that is taking place.

When preparing for play, you should gather the various components and get them ready for your players.

- **Character Sheets:** One character sheet is provided for each of the four characters. It includes all the stats and abilities the player can use during the adventure, as well as a small background of the character and how they got to the start of the story.
- **Prophecies:** Included with the story are four Prophecy clues to distribute to your players. These are included at the back of the book, along with suggestions on how you can make them into interesting physical props.
- **Combat Tracker:** This sheet includes the Zone Map for combat, along with the Morale and Tide bars. This version has the Morale Threshold and Rally values of the player characters included for convenience.
- **Cave Map:** Several versions of the map are included in the book. A complete map with the locations labeled with numbers and letters that correspond to their information sections can be found at the start of the scenario description section. Each section has a small version of the map with all of the other sections besides the one being described blackened out. Included at the back of the book are two versions of the map. The first is a larger version for the GM to use during the play. The second is divided in to tiles outlined in red. The GM can print this map and cut out each tile. When the players explore a new are, the GM can place the corresponding tile on the table to for a map so that no one needs to draw the map as play progresses.
- **Role Playing Staples:** There's a wide array of things to make role playing more comfortable for everyone. Having pencils and scratch paper in case people forget to bring their own is a good idea. A supply of drinks and snacks is handy, especially if you plan to play for an extended time or at a time where someone in the group wasn't able to eat beforehand. Some play groups prefer background music, TV or other ambiance, while others can be distracted by it and prefer everyone stay focused. Whatever works for the people involved is always the best plan; remember, this is about having a fun night with friends.

## Introduction

### The Mystery - Throwing The Players Into The Adventure

Before you start the session, give each player the Character Sheet of the character they want to play, and allow them to read it over carefully. Each sheet includes a list of things the character can do. Also included is a bit of information on the character's personality and background, as well as how that character was kidnapped and brought to the start of the adventure.

Give the players time to get comfortable with their characters, and ask them if they have any questions. Let players make changes if they want, especially to very basic things. For example, a player should feel free to change the name, gender, or physical descriptions of their character. More experienced Game Masters and players may want to change the stats and skills of the characters. Be careful when taking away skills, as the adventure assumes that the party is able to do certain things, removing skills may make things more difficult for the players. See the section at the end of this book for more information on changing characters.

Once all players are ready, you can begin the adventure from the section titled 'The Kidnapper'. Before starting, be sure to read through the book once or twice so you have a good idea what's going on here.



## Using The Information Presented Here

The adventure is broken down into several types of sections.

### Clues and Items

These boxes include things of interest to the players. Some may be easy to find when the players enter a room or explore. Others may be information that can be gained from interacting with the Demons. Each Clue box lists what the information is, how it can be obtained, and how you might get the players thinking about using it to unravel the mystery happening around them.

### Game Master Actions

These sections are provided for Game Masters to reveal information to the players, or give suggestions how a GM may react to player actions or questions. GMs should feel free to alter these sections. When a block of text for players is provided, feel free to present the information in your own way so that it feels more natural and less 'canned'.

*Text in italics is information to convey to the players, usually dialogue.*

### Locations

These entries describe the pieces of the cave complex, listing what the players see when they initially enter, what they can find if they explore, and any NPCs that can be found here.

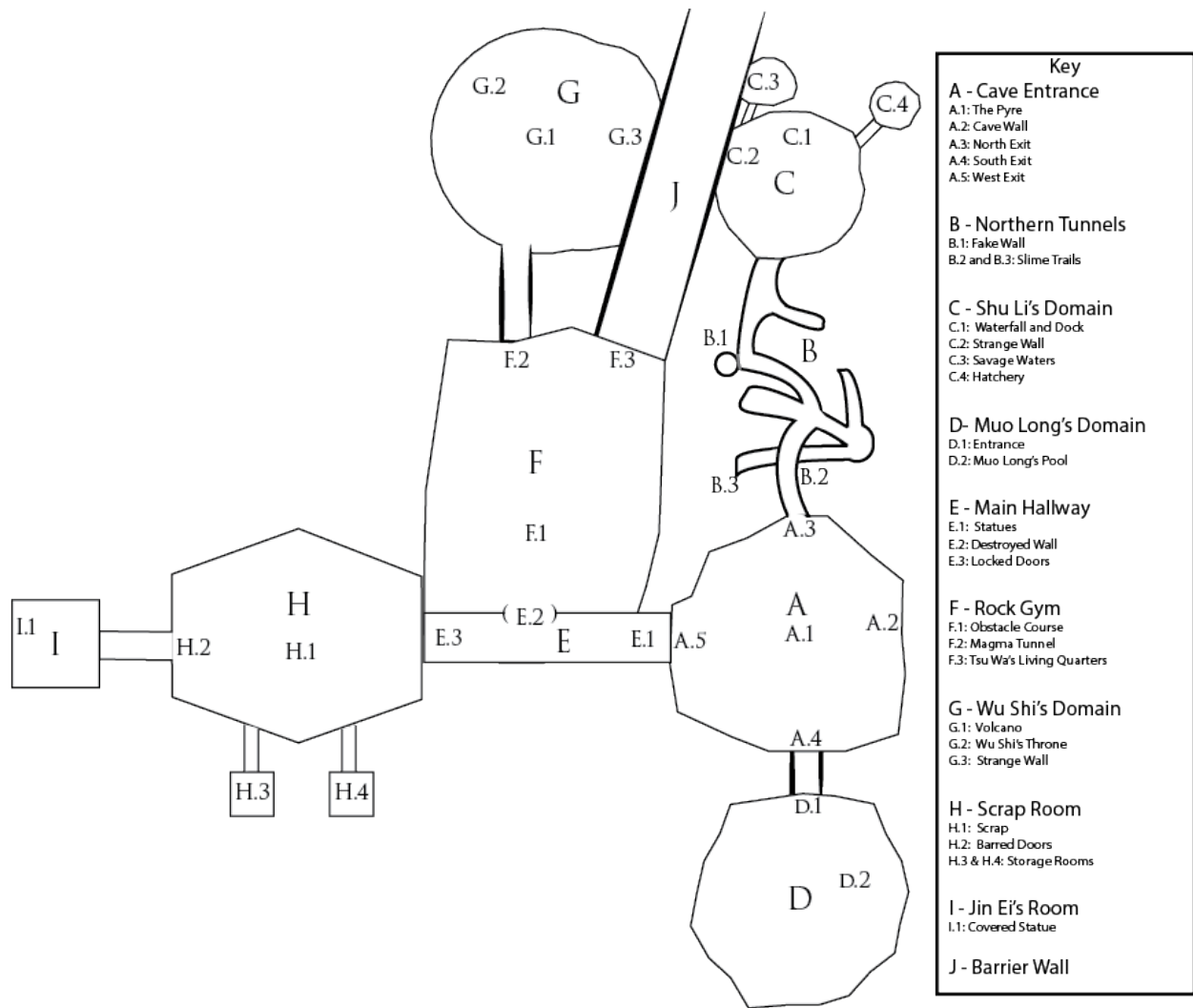
### Location, Extra Information

This information requires the players search or perform other actions (listed in the description). Reveal it to the players when they've met the listed conditions.

### NPCs

These entries list the NPCs the players can encounter. For convenience, they are summarized near the Location they are most likely to be found in, and then included with full stats and suggestions for how they interact with the players in the NPCs section after the main story.





## Exploring The Caves

The entire scenario takes place inside a cave complex illustrated by the map above. Players begin the scenario in Location A after the events described in the section “The Kidnapper”. Each general section of the cave complex is split into a separate letter, A through J, and each letter has several subsection followed by a number, such as A.1. These subsections corresponding to room details, locations for NPCs, or other important information, and each is described under its own specific header on the following pages.

If you are using the map tiles from the back of the book, each time the players enter a new are, add the corresponding map tile to the existing ones on the table.

## Time

As the party explores the dungeon, talks or fights with the demons, rests, or performs other activities, time passes in the game world. Below are suggestions for how long certain actions might take. The GM should keep a running total of how much time has passed where the players can see it. The players will likely want to spend their time as best they can, but remind them that humans need to rest, especially as the characters become hurt or exhausted. If a character goes more than 20 hours without rest, impose a cumulative penalty of -1 to all of that character's Checks for each hour until they get at least 6 hours rest.

### 1 Hour

Decipher one word of a prophecy.

Explore a new section of the dungeon.

### 10 Minutes

Return anywhere in the cave the party has already explored. Short rest after a battle or other event, in order to ‘catch their breath’. Without this brief rest, the GM may wish to impose penalties to checks.

Short dialogue with NPCs. Longer conversations may take more time, at the discretion of the GM.

## The Kidnapper

At the beginning of the adventure, the players are all awakening from being kidnapped. They will find themselves bound and gagged in Location - Cave Entrance. Read or paraphrase the following

### Game Master Action - Read

*You each find yourself slowly coming to consciousness. As you try to move, you find your hands and legs bound; you appear to be tied to a chair. You also realize your mouth is gagged. As your eyes slowly begin to focus, you realize you seem to be in some kind of large cave. The air smells faintly of dirt and stone. The room seems to be lit by one large opening on the side of the cave.*

### Game Master Action - Player Input

At this point, ask the players what they want to do, and allow each of them to take a simple action or two, such as struggling against their bonds or looking around. If a player wants to do something complicated, let them know they will be able to soon, but you are going to continue explaining what the characters are experiencing, and this is an 'instinct' or 'quick reaction' type chance.

If a player tries to break their bonds, they find them tightly secured and strong. Tell them it will take a decent effort to break, and they will be able to continue working on it soon.

If a player looks around, give them more information on the room from the Location Box below.

Make note of any other actions players attempt, they will be able to continue working soon.



### Game Master Action - Read (Kidnapper Speech)

After the players have been given a chance to quickly react to their new situation, let them know they notice someone standing near the cave entrance.

*You realize you are not alone in the room. Three others are bound in a similar manner to you, spread around a pedestal with a large fire in the center of the cave. You also notice a fifth figure standing near the entrance to the cave. You are unable to make out many details of the figure because they are standing with the sunlight against their back. It appears to be a man, decently tall and possibly wearing armor or heavy clothes. The figure faces you all, and begins to speak when he sees you are awake.*

Players may want to speak or continue struggling during the speech. Let them know they can only manage muffled sounds due to their gags, and that they will be free to act as soon.

*Kidnapper: 'Ah, you are all awake, how convenient. There's no need to struggle now, there will be plenty of time to free yourself later.*

*I shall be brief, as time is of the essence. The four of you were brought here because your skills are needed. This cavern is a site of great power. For many years, the Ki of nature flowed healthily through here, and gave blessing to the surrounding countryside.*

*However, this place is now home to 5 Demons from the foreign land of Chuugoku. They have altered nature here to make it fit their comforts.*

*For a time, we have accepted their presence, because the loss of soldiers to drive them away would be too great. Now, however, things have become dire.*

*Several prophecies have shocked our sages by coinciding. They tell that in exactly 3 days, Nihon will be destroyed as a result of actions in this very location. They also speak of four saviors who meet your descriptions... [have players make a Perception roll against difficulty 12). If they succeed, they notice a slight cough as the speaker tries to steady his voice]... more or less.*

*You have each served our Emperor and the lands of Nihon admirably. While we have no doubt [make another Perception roll vs 12 for the same observation, as above] that you would bravely risk your lives to save us... we must be certain that no... err, forces of the demons escape. Therefore I shall seal the cave entrance. Good luck to you. I shall see you in 3 days time... assuming you have not allowed Nihon to be destroyed.'*

*(As GM): "The figure backs away into the sunlight after he finishes speaking. The sunlight begins to dim. Is it possible he is actually sealing the cave entrance?"*

### Game Master Action - Player Input

At this point, let the players do what they want to do. Those who look around should be given more of the Location description, but will not notice all the details (they will need to be able to move freely to see some things, such as the exact contents of the supplies, or details on the pedestal)

Players trying to escape their bonds should tell the GM how they plan to do so. Some possible suggestions include

**Using Might to break their bonds or the chair.** This would be against a difficulty of 15. A failed roll will slightly injure and tire the character attempting. This will cause a -1 to all Body Attribute checks (maximum -1 no matter how many failed attempts) until the character rests.

**Using Agility Stat or Mechanics Skill to untie the ropes.** This will be against a difficulty of 14. Failure will cut the character's hands, result in a -2 to Agi checks using the rules above.

**Move themselves.** This is an Agility check against difficulty 12. It requires a total of 3 successful checks to move next to another character. A failed roll means the character doesn't move very far from where they are.

**If a character is next to another character, they can attempt to help each other undo their bonds.** Make the Agility or Mechanics check, as above, but allow an assisted check (both players roll, highest roll counts, and adds +1 for the assisting character if they also made their check).

**Move to the fire and use it to burn through the bonds.** This is extremely dangerous, warn the players they are likely to be hurt attempting this before they make any rolls. Have the player make both a Resolve Check to go through with it, and an Endurance Check to handle the pain. This will break through the ropes with no roll required, but will burn either the character's hands (-3 to all Agi checks until rested) or feet (Always counts as last initiative, -1 to Agi checks, until rested).

Allow the players to try other actions, and reward creative actions that have any reasonable chance of success by giving the roll a chance of success. This scene is about letting players become familiar with the rules and their characters, if a player comes up with a creative or entertaining idea, it's better to move the scene along and have a good story than to worry about balancing the difficulty of the action.

As the players begin to tell you what they're doing and begin making rolls, reveal that the sunlight from the cave entrance quickly dims and disappears. Where the entrance was, there is now a solid wall of stone.

Once the players are free, show them the Time Tracker and explain the following to them.

### Game Master Action - Time Tracker

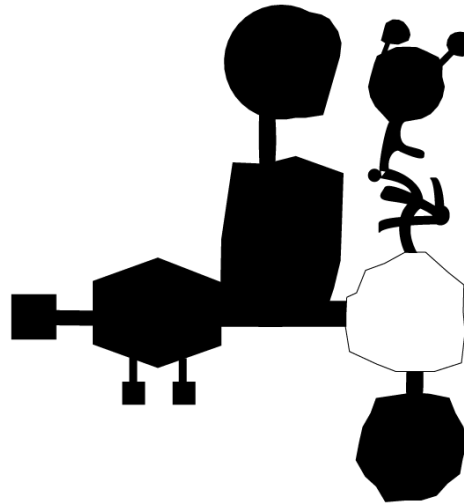
Increase the time from 00:00 to 00:10, then read the following to the players.

*It took you around 10 minutes to break out of your bonds. As you take actions, explore, or otherwise pass time during this adventure, I will increase this tracker. If the figure who spoke earlier is correct, you have 3 days before Japan faces a disastrous fate.*

See the notes on Time on page 4 for more information on how long actions take.

The players are now free to look around the room. It takes them 10 minutes to search thoroughly, describe the information listed in Location - Cave Entrance.

### The Cave Entrance (Location A)



### Location - Cave Entrance

You are in a large cavern, partially lit by a massive pyre in the center. Shadows dance around the room, as the fire seems to burn with an unnatural activity. You can see a large opening in the cave to both the north and south. The southern exit is a massive arch, around 15 feet tall, but it and the walls around it are totally overgrown with large plants and what appears to be tree vines or roots. The northern exit is small, almost as if carved out for human travel. To the West, a set of massive metal doors stands imposingly closed, as if to bar further progress in to the caves.

The room is filled with your equipment, which you quickly gather up. Your captors have provided you with food and water for what looks to be around 3 days, as well as some basic necessities that are often useful on adventures. As you search, you notice a small platform near the fire. It's built of ornate metal, and upon it rests 4 carefully bound scrolls.



### Location - Cave Entrance, Additional Information

Provide the players with the following information whenever they explore or examine the appropriate parts of the room.

**The Pyre(A.1):** The center of the cave contains a massive pyre. The cave steeples up to a roof that seems around 30 or more feet high, at the top there seems to be a small opening. The characters can see a faint light above, and any smoke from the fire seems to be drawn upward, because they are not bothered by it. It appears that oxygen is entering through the hole in the roof, so you should be safe from the fire. If the party finds some way to climb to the roof, they find the opening too small to escape through.

The pyre is about the size of a small bathtub, and is made from expertly forged metal. The fire burns inside the pyre with no visible source of fuel. The pyre is supported by a metal base with what appear to be pearls or glass beads set in patterns around its four sides. [ See Clue - The Device, below]

**Cave Entrance(A.2):** If the players examine the area where the cave entrance was, they find it to be a solid stone wall. Attempts to strike the wall will verify that it is solid stone, like the rest of the cave wall. Players will not be able to break through the walls to leave the cave.

**Northern Exit (A.3):** As you approach, you notice the air coming through this tunnel is slightly cooler. The tunnel is extremely smooth, as if carved by magic, a very thorough mining operation followed by excessive sanding, or as if a river had flowed through it for decades or perhaps centuries. The tunnel is about 7 feet tall and 5 feet wide, as if it was made for humans to travel through.

**Southern Exit (A.4):** To the south there is a large opening in the cave, an arch around 15 feet tall. The entire opening is filled with plants. Many are the width of a human leg, appearing to be either tree branches or roots. Others are smaller plants and vines, many having a dazzling collection of flower types and colors growing on them. The ground here is moist soil, and the plants have even began to grow into the room and along the walls near the opening.

**West Exit(A.5):** The doors here are massive and impressive, made of expertly forged metals and fitted into the natural opening of the cave perfectly. They stand over 12 feet tall, and each door has a metal decoration, which appears to be the head of a demon or monster that is howling. There seems to be no knob, keyhole or other way of manipulating the doors.

**Equipment:** The supplies provided by the captors include a wide variety of common items. For the rest of the adventure, any time a player needs a relatively common item, such as rope, common tools, thread and needle, torches, bandages, charcoal, or any objects required to use their skills, they can get them from the entrance room. A player may also request rare items; the GM can decide if those items would be something your captors would have left for you.

**Scroll Display:** Set carefully aside from your gear and the provided supplies, the characters find a small, elaborate display stand. It is made out of gold, and covered with red silk. Upon it sits four sets of scrolls. [See the Clue - Scrolls below.]

### Clue - Scrolls

Included in the adventure are four sets of Scrolls, props for these can found at the back of the book. These scrolls are carefully placed on a small display stand in the room. When the players find them, give them the scroll props and explain that each one comes from a different source.

- One is written in Chinese
- One is written in an arcane script, used by those with magical knowledge, including the Emperor's personal sages.
- One is written in the language of demons.
- The last is written in a special form of Japanese code used by the Bureau, an organization created by the Emperor to deal with supernatural problems.

At this point, ask the players to decide among themselves who can read each one. Let them know that they are free to create backstory for their characters that justifies their choices, as long as it makes sense. For example, Tiberius has studied at a monastery and Hikaru has investigated magic many times, so either may be qualified to read the arcane script Akita would know how to read demon language, and Musakaze has probably come across it in his travels.

Use this time to give the players a chance to get a better understanding of their characters, and let them make up anything within reason. This is also a good chance for you to get a feel for what the players want to do with their characters. Don't spend an extremely long time on this, but give the players a chance to talk amongst themselves and continue as long as they're having fun.

Once the players have chosen which they can under, let them know it will take about an hour for them to figure out the basics of what is written on the scrolls. After the characters spend that first hour, give each of them the corresponding prop item. All but the Bureau scroll have parts that are not easy to understand. Let the players know that they can spend one hour to decipher a single word on a scroll. When a player spends the hour, write in the revealed word on the scroll prop (found in the Revealed Prophecies note in the back of the book). For example, after one hour deciphering the arcane script, write the word 'Hatred' over the first word written in alternate characters.

Each player can study their own scroll during the hour, so if the party works at the same time, each of the 3 scrolls will receive one translated word.

### Clue - The Device

If the players examine the base of the Pyre, they will notice it has a set of glass beads or pearls built into the decorations on each side. If a character presses on one of the beads, it creates a small musical tone. A character can make a Mechanics check against difficulty 16 to decipher the pattern, or the party can spend time using trial and error. It takes 1 hour if all four characters work together, or an additional hour for each character below four that tries (so if 2 characters work on the pyre while the other two do something else, such as deciphering scrolls, it would take 2 hours to find the pattern).

Entering the correct pattern/melody causes the pyre to begin making mechanical noises. A few seconds later, the base of the pyre begins to rise into the air. Below the base, rising in to the room, is what appears to be a massive crystal. As it settles in to place, the characters see that it is instead a collection of dozens, perhaps hundreds of small gemstones of various kinds. Strangely, many of the gems seem to be glowing as if illuminated by a light source inside the gem itself. There are some that are not lit, but most are.

If a character tries to touch one of the gems, a spark from the pyre falls down, forcing the character to pull their hand back. Continued attempts to touch the gems cause increasingly stronger fire to leap from the pyre, persistent characters will find their hands burned if they don't cease trying to manipulate the set of gems.



### Clue - The Device (continued)

This device was created by Tsu Wa, the Earth Demon (see later), with help from Jin Ei, the Steel Demon, who created the mechanics of the device, and Wu Shi, the Fire Demon, who created the defense mechanism.

This device collects energy whenever one of the 5 Demons is defeated in the cave. Each time the characters defeat the Demon and bind it to grant wishes, one gem lights up. When all the gems are powered, this massive crystal will explode, creating a portal to the realms of the Yama Kings (see the section 'What They Want' in the Demons descriptions). This is the prophecy warned about by the Chinese scroll. The 'second sun' is the portal. Allowing it to be opened means that the Yama Kings and their minions would have an easy way to walk upon Japanese soil.

The device is the work of Tsu Wa in an attempt to garner favor among the Yama Kings. See his full write up to understand why he is trying so hard to accomplish the mission. He convinced Jin Ei to help him by appealing to the Steel Demon's artistic desires and vanity. He exchanged work with Wu Shi; the Fire Demon created the defense system of the device and Tsu Wa created the Rock Training Grounds found in Location F.

Tsu Wa has lied to the other four demons. He has told them that the device is meant to restore a portion of a demon's lost power when they are defeated. There is truth to this, as the device DOES collect and return some of the Ki a demon's manifestation loses when defeated. However, the portion it collects is relatively tiny to what it saves and stores inside the device.

The device gains one unit of power whenever a mortal defeats a demon, -per mortal-. So if the entire party challenges and defeats a demon, it gains 4 units of power. At the start of the adventure, it needs 25 units to turn on, which it will do at the end of the 3 day time limit. Whenever the party is in the Entrance, they may notice newly glowing gems. If they spend an extended time here, for example to rest for the night, they notice automatically. If not, you should make a perception check against difficulty 15 for each character whenever they pass through the Entrance, success means the character notices. Let the players know that the gems are lighting up in patterns. For example, if the party has defeated both the Fire and Water demons since their last time in the room, let them know that 8 new gems are glowing, in two sets of four of the same kind of gems.

Players can learn more about the device from the three demons involved in its creation, and if the GM feels the players need more information or have burned their bridges with those three, the other two may have some information to give. The device can be destroyed, but doing so will create a massive explosion, destroying anything in the Entrance room. Any character in the room must make an Endurance check against Difficulty 20. If they fail the check, for every point they fail by, reduce all of their Body stats by one point for the rest of the adventure. If any stat is reduced to 0, the character falls in to a coma and cannot take further part in the adventure, though a wish from a demon will restore D3 points to a stat, and if all stats are restored above 0, the character will wake up after a few hours. Any character caught in the explosion will need at least 8 hours rest before they are able to act again.

### Clue - The Device (continued)

To destroy the device, the players will need to be creative. Attacking the device causes fire to leap at them, and continued attacks will end with the players facing gouts of flame large enough to cover their entire bodies. Run this as a special form of Combat.

#### Combat with the Device

The device has a special Morale Threshold of '5'.

For this combat, you will use a separate tracker for the Tide bar, just like morale.

Whenever a player attacks the device, that player will be struck by flames. A player rolls damage for their weapon as normal without needing to hit, they do not gain a damage bonus for Margin of Success.

The flames increase as the players continue to attack. A player is struck for 1D6 damage per point the morale bar is pushed against the device. For example, if the players have inflicted enough damage to break the tide bar 3 times, the player's side will take 3D6 damage.

Players should quickly realize this is a painful struggle, and that they're more likely to kill themselves than destroy the crystal. Warn them as they continue, and give them plenty of chances to stop.

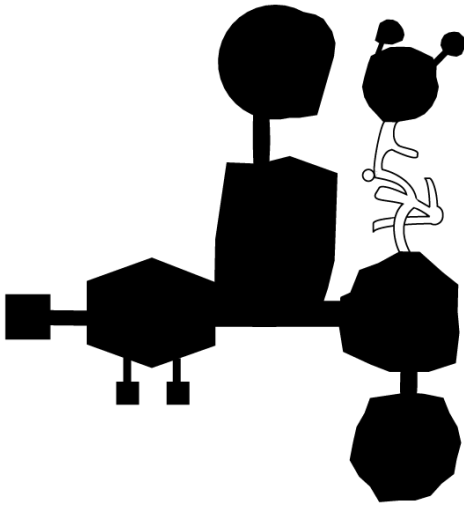
Any character taken out of combat by the flames will have to make an Endurance check against difficulty 16. For every point they fail by, they suffer the same penalties as if the crystal had exploded, above.

If any player has the Concussive Hammer (see the Clue - Concussive Hammer, later), they can use it against the device, destroying it instantly and causing the explosion listed above. Otherwise, once the players damage the device enough to cause it to leave battle (the Morale bar is pushed passed 5 on the Enemy side), they damage it without causing it to explode and save Japan from the portal.



## Northern Tunnels (Location B)

When the players begin to explore the tunnel to the north, read the following



### Game Master Action - Read

*“As you examine the tunnel leading North into darkness, you notice that the walls are extremely smooth, as if worn down by water or sanded with a fine grain rock. The air inside the tunnels is slightly cooler than in the Entrance room, and you can hear faint sounds somewhere deep in the tunnels, that might be talking or singing.”*

If the players begin to explore the tunnels, they quickly become pitch dark, and the party will need to use torches from the equipment in the main room.

### Torches

Have the players tell you who is carrying torches. Anyone carrying a torch will not be able to use one hand. Tiberius and Musakaze can both fight with one weapon instead of both, but Hikaru and Akita need two hands to use their weapons.

Torches last about 8 hours, unless affected by something in the caves, such as Shu-Li's water attacks. GMs should allow players as many torches as they need from the main room supplies.

## Northern Tunnels (Location A.3 and B)

*The tunnels here twist and split, but most side paths lead back to the main path, or quickly reach dead ends.*

After some exploration, the characters will realize the general pattern here. Explain the above to players, add 30 minutes to the Time Tracker, and have everyone make Intelligence tests against difficulty 14. Anyone who succeeds will realize the following:

*These caves seem to have been artificially created, and they have a logical layout to them. There appears to be a single, main path, and most of the splits lead back to it eventually. After a short time you're able to recognize the main path. If you want to, you could easily stick to the main path.*

Give the players the option of exploring further, or staying on the main path. If they stay on the main path, it takes another 30 minutes for them to reach The Pool, described below. If they continue to explore, have the party make Perception checks every 30 minutes. When any player succeeds with the value listed below, you can allow the party to locate the listed Location, but you should only allow a maximum of one side location every 30 minutes.

12+: Tunnels, Additional Information

15+: Slime Trails (B.2 and B.3))

20+: Fake Wall (B.1)

If the players are having bad rolls, don't let them waste too much time in the tunnels. If the party spends more than 2 hours exploring, have them arrive at The Pool anyway, but tell them they think there was side tunnels they missed if they didn't find the Slime Trails and Fake Wall.

## Northern Tunnels, Additional Information (Location B)

If the characters do not rush through the tunnels, have them make a Perception check against Difficulty 12, with a success giving them the following information.

*“As you continue to explore the tunnels, the temperature slowly drops. The air also begins to take on a faint smell of salt, as if you were near the ocean. The damp, dark tunnels should be filled with fungus, but strangely you find nothing growing here. The walls are completely smooth everywhere in the tunnel, including the dead ends. Some of the side paths end in alcoves that have smaller grooves hollowed out in the walls. A few of these grooves have what appears to be carefully dried and preserved plants stacked in them. As you move deeper into the tunnels, you hear sounds coming from the direction you are heading. At first you hear what appears to be humans talking or singing happily, but you cannot make out the language they speak. As you progress, you hear the sounds of water lapping, as if in a pool or upon the shore.”*

### **Fake Wall (Location B.1)**

If the party succeeds on a Perception check with 15+, they travel down a side path and reach a seemingly dead end. Read the following.

*You come to a dead end, but something feels wrong here. There is a feeling of pressure, and you feel as if the air is moving around you.*

If the players touch, throw something at, or otherwise interact with the wall:

*The wall shimmers and the appearance of rock wall disappears. The wall is composed of swirling water, as if it was the side of a perfectly square typhoon or water spout.*

If the players place a hand or arm in the water, they feel it being tugged by the force of the water, and quickly pull their arm back to avoid being sucked in to the water. If a player voluntarily chooses to enter the water, they will be carried by the flow of water. Have the character make a series of 3 Drowning Checks (described below) against difficulty 10, then 13, then 16.

Players taken by the water in this way are flushed out of the water fountain in the Savage Waters (Location C.3), described later.

### **Drowning Checks**

Several things in Shu-Li's domain and the caves may force players to make Drowning Checks, usually several in a row. A player makes an Endurance check against the number listed as a difficulty. Each failed check causes the following penalties to a player:

Each failed Drowning Check temporarily reduces all of a character's Stats and Skills by 1 point. If a character reaches a value of '0' in any Mind stat, they become too addled to think or take any actions. If a character reaches a '0' in any Body stat, they are so fatigued they pass out. Addled or Passed Out characters can take no actions, and if they are still in the water when this happens, they will need to be saved by another player carrying them to the surface, or they will die.

It takes 10 minutes to fully recover from all Drowning penalties a character has, during which time the character must rest and cannot perform any actions. It takes 20 minutes to recovered from Addled condition. To recover from passed out, another character must help the character begin breathing again, and then a full hour is required to recover enough to act again.

### **Slime Trails (Locations B.2)**

If the party succeeds on a Perception check with 15+, they travel down a side path and find a series of shuffling footprints made by a slimy water trail. If they wish to follow the trails, the following takes 1 hour.

*You notice a trail of what appears to be slime on the ground, leading in to a side corridor that continues to shrink as you go deeper. At the end of the tunnel, you are being forced to crawl. However, you finally reach its end, which widens into a room sized cave.*

#### **Amabiko Dwelling (Locations B.3)**

*The floor is covered in what appears to be wet plants [Intelligence check vs difficulty 16 to recognize seaweed]. The plants are also stacked up in piles, as if beds or decorations.*

This is the home of the adult Amabiko demons that are found in The Pool area.

[After the players search the room]:

*You find the room to be filled with Sapphires, Aquamarines, and other blue colored precious gems. Most of them are cracked or otherwise flawed, but there seems to be several large, perfect stones as well. The most startling piece is a large Aquamarine that has been bound by thin plants and tied, as if to be worn as a necklace. You also find several pieces of dried plants that seems to have crude figures drawn on them, as well as undecipherable script or random characters.*

If the players take the Necklace, it acts as a magical item with the following rules:

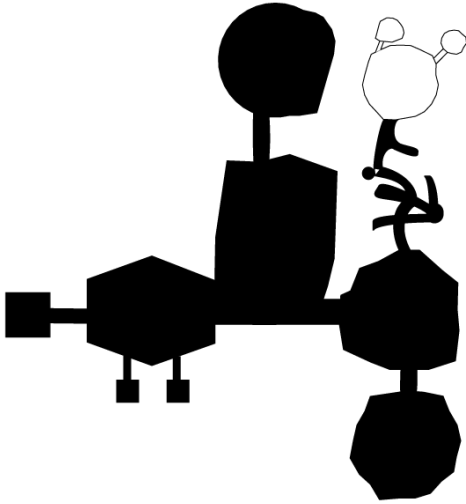
#### **Aquamarine Necklace**

Armor - Body: 0, Mind: 1, Soul: 2

When the wearer is hit by any fire-based damage, reduce that damage to a single point of Tide damage. For AoE attacks such as Wu Shi's Pain Fueled Rage attack, the other party members contribute damage to the total as normal, they are not protected by this item.

### Shu-Li's Domain (Location C)

Once the players reach the end of the tunnels, they come to the large cave containing The Pool. Several minutes before reaching The Pool, tell the players they are hearing sounds of laughter and talking, but are unable to understand the language being spoken. Near the end they also hear the sounds of water splashing, and light begins to fill the tunnels from The Pool cave. Allow the players to make any preparations they want before entering The Pool location.



#### The Pool (Location C.1)

Give the players the following information.

*Around a final corner the tunnel suddenly opens up in to a beautiful area that momentarily stops you. The ground has become a fine sand, almost like a beach. Directly in front of you as you enter the large cavern, you see a massive waterfall that pours into a huge pool of water, below. The waterfall is split by a giant rainbow that appears to come from nowhere.*

*Below the waterfall, the water fills two pools. The large, center pool contains what appears to be a large dock, though it looks more like a stage you would see at a festival. Around the dock several vaguely looking human figures play in the water. Their skin appears to be orange, and they are speaking in the same song-like language you have been hearing. However, as you enter, they stop, eerily silent, to stare at you.*

Ask the players what they want to do. As soon as any character moves or speaks, the figures all dive beneath the water, seemingly panicked. The room is now filled only with the sound of the waterfall. The players now notice more about the room.

*As you take more time to look around the room, you notice several things. The cave is huge, the ceiling perhaps as high as a hundred feet up. From above the entrance you came through, a hole in the wall allows light to pour in, causing a magnificent rainbow to form. The rainbow seems to defy logic, and streams across the room, piercing a massive waterfall pouring in from another large opening in the cave wall directly across the room. The split waterfall fills two distinctly separate bodies of water. To the West, the water falls in to a roughly moving lake, which seems to exit through a low slung cave opening. To the East the water fills a calm pool, the one the humanoids were swimming in.*

#### NPC - Shu-Li

The dock floats calmly in the clear water pool, around 10 feet from the shore. When the players approach the dock, read the following.

*As you approach the dock, the mist from the waterfall seems to collect at the center of the stage. It slowly begins to take a solid form, a humanoid form. As it shimmers, it seems to harden, like cold water freezing in the wind.*

*The form it takes is that of a coldly beautiful woman, wearing an ornate robe. She has black hair, though it almost appears a deep blue in the mist. Her robes moves on its own unnaturally, as if they were composed more of water than cloth. She stares at you with cold eyes, and you have a hard time reading her expression.*

Shu-Li will react to the players based on their actions. Since it's possible she will be the first demon the party meets, she initially begins cautious, and waits to see how the mortals react to her. See the section on role playing Shu-Li in the NPC Information section later in the book.



#### NPC - Amabiko

The Amabiko remain in the water here, hidden from the players. They will surface if Shu-Li is challenged to combat. In general, they will try to avoid the characters. They cannot speak or understand Japanese, or any language other than their own. Shu-Li will speak in their language if she needs to communicate with them.

The Amabiko here are adults. They usually sleep in the side cave mentioned in Slime Trails (Location B.2), with one or two taking turns watching over the cave listed under Location - Hatchery. If the players try to enter the Hatchery, the Amabiko will fight to the death to prevent them from entering. If players kill the Amabiko, they each gain 1 point of Corruption (see Wishes - Corruption).



### The Pool- Additional Information

The following information can be gained from a thorough exploration of the room (takes 30 minutes).

#### [West Lake]

*The Western wall of the cave appears quite odd. While every other wall in this area is smooth and seems to have been carefully carved or polished, this wall is rough, and almost appears to be a separate material from the rest of the cave walls.*

Have players make a Perception check against difficulty 15. On success, reveal the following.

*The wall appears to be pours and rough, almost like it was created by cooling molten rock or magma. It forms a surprising straight line, as if it were a barrier meant to keep something out of this room, or perhaps keep something inside.*

This wall is part of the Barrier created by Tsu Wa. See the section on Location J for more details.

#### [West Lake]

*The west lake is filled by water from the waterfall, and looks like an actual lake. The water splashes against the edges of the cave floor, which have become covered by what looks like beach sand. The lake seems to be draining away through an opening in the North wall.*

If players attempt to swim through the opening, see Savage Waters (Location C.3), below.

#### [East Pool]

*The Eastern body of water looks more like a Pool than the West. In fact, it appears as if someone has created the area for that exact purpose. The walls of the pool are flattened rock, and the water here seems to be pure, or at least lacking salt. It appears as if the Rainbow splitting the waterfall has somehow caused the water pouring here to be purified.*

*The pool is large, dozens of feet in radius. In the center floats a wooden dock, though the dock itself is ornate, and looks more like a stage that would be seen at a shrine festival.*

#### [Dock]

If the players engage Shu-Li in direct combat, she will fight from the Dock. This combat will use specially modified Zones.

The Dock represents both the Enemy and Player 'Close Zone'. The Enemy and Player 'Medium' zones are the Pool. Any character in these zones will have to swim, and be unable to attack with held weapons. The Player 'Far' Zone is the cave floor, and players in that zone can act normally.

Characters can cross a water zone using a Move action, but this takes 3 Focus Points. Characters cannot cross the Medium Zone while making an attack (see main rules).

Shu-Li will not leave the Dock, but can either walk on water or swim if she needs to. The Amabiko are able to fight equally well in water or on land.

### The Pool- Additional Information Continued

#### [Waterfall and Rainbow]

There are two large openings in the cave walls in the Pool room, set directly opposite from each other. Above the entrance to the room, a hole in the cave wall allows a strong beam of light into the room. This beam is aimed directly at the Waterfall across the room, which is being fed into the room from a similar opening in the cave wall.

The Waterfall is fed from a bridge between the mortal world and Shu-Li's home realm. The water it fills the room with is heavily saturated with a kind of natural Ki that is quite healthy to Shu-Li and her 'children', the Amabiko and Ningyo, which are weaker forms of demons from her realm. The Ki of this water has a startling reaction to the Ki of this cave complex; it amplifies the life force of 'natural' creatures, such as humans, animals and plants. This is why Shu-Li's children and Muo Long thrive so well here (see the section later in this book about the plans of the Demons for Shu-Li and Muo Long's feelings on the cave).

The Rainbow is fed from another bridge between worlds, though this time it actually comes from Jin Ei's realm. The beam of light is a special form of Ki, focused upon a polished disk created by Jin Ei. The result is a magical effect that causes the light to separate the water into one stream that resembles an ocean, and one that resembles a mountain stream.

If either the waterfall or rainbow is disrupted, it would negatively impact Shu-Li, her followers, and Muo Long. While it would take days, even weeks for them to suffer any serious penalties, they would be not forgive the one(s) responsible, and would be very grateful for help restoring the water. See the GM Tips and Ideas section for more on how you can use these as plot ideas.

### Savage Waters (Location C.3)

If the players attempt to use the North exit from The Pool, Shu-Li will warn them that it is home to “some of my more... savage acquaintances” and that the group “should not expect to be greeted with proper hospitality”. If the players wish to proceed anyway, they will need to enter the opening in the rock through which the seawater is being pulled by tidal force. The opening is low, and the characters will have to dive and swim into the next room. Each character makes two Drowning Checks, against difficulty 12 and then 16, each failed check results in one level of drowning as described above. The characters then arrive in the home of the Ningyo.

There are 5 Ningyo here. When the players enter, 2 or 3 will be visible among the rocks, the rest hidden below the water.

Note that this room can also be reached from Location B.1. In this case, the players will surprise the Ningyo and have a full Round of Combat during which the Ningyo get no Focus Points, if they attack.

*This room opens up to the shoals of a coastline. The water you swam through continues to be pulled out through the room to a massive waterfall drop off to the West. Scattered around the room are various sized rocky land croppings, from only a few feet to the size of small boats. You quickly swim to the nearest ones to avoid being swept away by the tide.*

*As you recover from the rigors of swimming into the room, you notice you are not alone here. The creatures here seem bizarre to you, they appear to be giant fish with the arms and legs of humans. Two (or three, GM choice) have noticed you, and stare with strange, glassy eyes that seem to have trouble focusing forward. Slowly, they begin to advance towards the party, picking up weapons discarded among the rocky islands. You hear the splashing of water, and realize that more of the creatures are approaching from the sides, you are surrounded.*

The Ningyo cannot speak Japanese or any human language. Any attempt to speak with them will be met with silence. If the players leave immediately, the Ningyo will not pursue them, otherwise they will fight to the death. Players do not gain any Corruption for killing the Ningyo.

Players attempting to leave this room will have to swim against the current, requiring a total of 3 Drowning Checks vs difficulty 12, 14, and 17, using the drowning rules.

### Savage Waters, Additional Information

If the party defeats the Ningyo, they will be able to search the area. They will find the Tribal Mask item, and learn the following about the room. This takes 1 hour.

The water flowing in this room is drained by a large waterfall to the West. You are able to safely find an island close enough to the opening in the cave floor to observe that the hole is too deep for you to see the bottom of. You hear the water continue to fall, but no splash, so it must be quite a fall.

*You also notice that as water splashes against the West Wall, small clouds of steam appear, as if the rock is hot. The entire Western Wall is rough, similar to the wall in the Pool area you entered from.*

#### Tribal Mask

*This mask is constructed from rough skin and scales, perhaps made from parts of the creatures you defeated living here. The face is nothing like the faces of the creatures. Perhaps it represents a hero, god, or some other exaggerated idea.*

Any character wearing this mask can breathe water, and does not need to make Drowning Checks.

### Hatchery (Location C.4)

This area can be reached from the East exit of the Pool, but the party will only be able to reach it after defeating Shu-Li three times so that she cannot stop them, as she will never let them through, even with a wish. The party must also kill all the Amabiko in the Pool, as they will never let anyone enter as long as they can stop them.

If asked what is within, Shu-Li will only say that it is not for mortal eyes to see. Unfortunately, if pressed, she will say it contains ‘treasure of value far beyond wealth’, which is more likely to tempt than to deter. If players continue to attempt to enter, she will use her powers to cause spouts of water to throw the characters away from the opening, and then freeze the pool over if she has to. If the party somehow enters the room, give them the following information.

*You enter the room by swimming through a small corridor underwater. When you enter, you find that you are surrounded by large croppings of plants, perhaps some strange variety of seaweed. Exploring the room, you find the croppings filled with pearls, though some pearls seem to be made of slimy, spongy material.*

Both Akita and Tiberius will sense life energy coming from the strange pearls, which are the eggs of the Amabiko. If the party is careful, they can extract the pearls without harming the eggs. If they are careless, or intentionally destroy the eggs, give the players 3 Corruption points. This is a terribly evil act to slaughter the unborn children of a sentient race.

### Southern Exit (Location A.4)

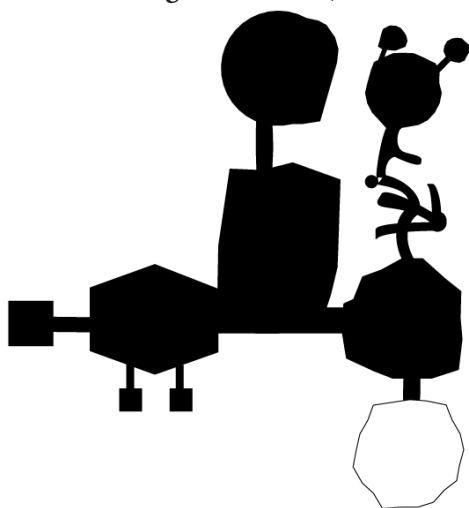
*This large cave opening is overgrown with plants ranging in size from small flowers growing in the earthy soil to what appears to be the limbs of a tree the size of a human limb. The opening itself is blocked, but a person could probably push through.*

If the players bring a torch close to any of the plants, or move close with a drawn weapon, the plants begin to move away from the character of their own power. As long as the characters move slowly and are not openly hostile, a path will eventually open up, leading them farther in to the cave. Once the characters see the plants move, if they attempt to make any movement to communicate or test the plants, the plants will do their best to mimic the movement. For example, if a character waves, a small, thin vine will curl up near the player and mimic waving.

Attacking a vine or quickly applying a torch will cause all of the plants to react as if in pain. The plants will move completely out of the way of the players, giving them wide berth to travel through the tunnels.

As long as the party has either not offended Muo Long, or has defeated him and demanded easy passage, the party can navigate this tunnel as per the usual rules (the party can move to any already explored location in 10 minutes). However, if Muo Long dislikes or is hostile to the players, this passage will be blocked and require a full hour to navigate. In this case, the players will have to destroy vines and plants that attempt to block their progress through the tunnel.

## Muo Long's Domain (Location D)



### Muo Long's Cave (Location D)

When the characters finally reach the end of the tunnels listed in The Southern Exit, above, they step into a massive cave.

Give the players the following description when they first enter.

*As you step out of the vegetation choked hallway, you walk into a large cave that feels more like a jungle. The floor, walls and ceiling are overgrown by more types of plant-life than you've ever seen in one location. Trees crisscross the room, vines drape from the trees and ceiling, and the ground is covered in beds of flowers. To the East a natural spring bubbles softly, feeding the room through small rivers that seem carefully irrigated. There appears to be nothing here but plant-life, but you feel as if you're being watched.*

### NPC - Muo Long

Muo Long is here, hidden among the massive jungle. In fact, Muo Long IS the jungle, as all of the plants originate from his body, though some have grown so far away that it's hard to tell. Muo Long's core body will remain hidden, seeing how the characters act.

If the characters hurt the plants earlier, he will begin very cautious and wary. If they cause any damage to the plants in this room, his giant green eyes will light the room, a deep grumble will echo, and the plants will take the shape of a face around his eyes, moving towards the players. He will then say something similar to the following

*Muo Long: "I see that you are destructive creatures like most of the other mortals in this land. Disappointing. I had hoped to meet someone to converse with after such a long time."*

If the players stop their destruction and respond with politeness, they may still salvage the situation. Any signs of hostility will cause Muo Long to take on his full dragon form and issue challenge to the characters.

If the players have been peaceful in their approach, they will find that several of the plants here seem to be watching them, and will begin to mimic the character's actions. Muo Long is testing the patience and disposition of the characters. Once he feels they are not threatening, the green eyes and face-like mass of plants will appear, and he will introduce himself and ask the character why they are here. See the section on Muo Long for hints on playing out the conversation.



### Muo Long's Cave Additional Information

This large cave is completely filled with plants that are part of Muo Long's body. As the party spends more time here, they will also notice the following.

To the north, there is a small lake or reservoir. Closer examination will reveal that it seems to be fed from the ground, perhaps connected to an underground river. In fact, it is being filled from the water of Shu-Li's portal to her realm that fills her cave, and flows in to this room to feed the jungle growing here.

The roof of this room is open, letting in either sunlight or starlight, depending on what time of day the characters arrive. The roof is at least 50 feet up, and the walls are too smooth to climb. It also forms a rough, natural dome, so there would be no way to reach the opening from the walls. The party will not be able to escape the cave from here.

How the encounters with Muo Long go will depend on how the players act. As mentioned in Muo Long's write up, the GM should play him like a wise old grandfather. He does not expect the 'children' (the characters) to behave well, and is pleasantly surprised if they do. He will be patient and forgiving as long as they are not openly destructive (such as burning his plants after realizing they're sentient).

The GM should use Muo Long to expose the players to the idea that the demons need not necessarily be their enemies, and that there are different sides to the story. He should be a sympathetic figure that gives the players access to information when they are confused (though he will often talk in a wandering way, never really giving them direct answers). Muo Long has grown tired of the demon's mission for the Yama Kings, and wants to spend his 'remaining years' (which will likely be several hundred more) enjoying what he calls "the wonderfully comfortable soil, sun and water" here in this cave complex. He has grown so fast and healthily because of the positive Ki of this cave and its interaction with the water from Shu-Li's domain.

Muo Long does not like to fight, though he will honor the rules of challenge if the players confront him. He would much rather play a game of Go, and will offer it as an alternative to combat.

### Game Master Action - Playing Go

Players who wish to challenge him at Go will find him to be a decent player, but he can be distracted easily, possibly due to his advanced age. As the games go on, they will notice him making mistakes that a player who had performed the skilled actions that Muo Long showed earlier should not make.

There are two ways for a GM to run this challenge, depending on how in-depth the GM would like the encounter to be. Using Option A, the matches are run as a series of Intelligence Checks until the players achieve a certain number of successes. Using Option B, the matches are treated as Combat, using the Morale bar to track the overall progress of the games.

If the players defeat Muo Long at Go instead of combat, they will find him much more forthcoming with information, friendly, and giving with his wish fulfillment.

Go is a board game where players take turns placing colored stones (black for one player, white for the other) on a grid, attempting to capture the other player's pieces. GMs and Players aren't required to know the rules of Go to role play matches in this game, but if your playgroup is familiar and wants to actually play out matches (probably using small boards for time reasons), feel free.

### Go - Option A

In this method, Players challenging Muo Long at Go make an Intelligence Check every hour against Muo Long. As soon as they players have achieved a total of 4 successes, he will admit defeat. Note that if any of the characters besides the first mention wanting to play as well, Muo Long will create additional tables (see below) and play multiple games at the same time! In this case, he becomes distracted much easier. Have all the players involved in a game make an assisted roll (use the highest players results, add +1 if any players also succeeded).

### Go - Option B

If the GM and players want a more active challenge, the Go games can be played as a Combat using the Morale and Tide bars.

This is a special form of combat that uses the standard rules for moving Tide and Morale, but the players will have to use actions and abilities besides their standard ones. A player cannot use their weapon skills or combat abilities. Instead, they must take actions that either change the Go board, or distract Muo Long.

For example, a character that uses Tactics could analyze Muo Long's piece placement and predict a good next move. A character using Deception, Diplomacy or Investigation could talk to Muo Long during the game, to spread his attention much thinner. The GM should allow the players to come up with their own ideas on how to use their abilities, as well. As long as the idea makes sense and doesn't shift the focus away from the game (Muo Long will politely keep the characters from straying too far from the game), they should be encouraged. These actions should generally take either 1 or 2 Focus Points, depending on how elaborate they are, but far reaching plans may require more.

Whenever a player takes an appropriate action, make an opposed roll against Muo Long for that skill or ability. The winner of the roll (including Muo Long, these stunts can potentially backfire on the players, distracting them as well) inflicts 1 point of Tide Damage for every 2 points of Margin of Success on the roll.

For this combat, Muo Long and the players both have either 2 (for a shorter challenge) or 3 (for a longer challenge) Morale Threshold, which is not modified by anything. As soon as one side is pushed past their Threshold, the other side wins. There is no Rally for this combat.

Each player should choose whether or not their character knows how to play Go. Characters who do not know how to play (or pretend not to) can help distract Muo Long by requesting 'teaching games' during the matches.

### Go Tables

When the players challenge Muo Long, large, flat mushrooms grow up from the earth, creating tables upon which the games can be played. Muo Long will direct the players to two small pools of water near the lake, where they will find collections of perfectly smooth stones, black in one pool and white in the other.

### NPCs - Muo Long's Plants

The various plants in this room are able to act as if they had minds of their own. They can take actions separately from Muo Long, though he's almost always aware of what happens to them, unless he is completely distracted by something happening to his core body. Each plant has rudimentary senses, and is able to 'see' the actions of players and react accordingly. See the NPC stats section for the full abilities of the plants.

If Muo Long is engaged in combat, There will be D3 + 1 of the Jubokko (large plants) and D6+2 of the Jinmenju (smaller plants). The second time Muo Long is engaged, there will always be 4 Jubokko and 8 Jinmenju.

## Moving Deeper Into The Caves

From the main Entrance room, the players have seen three exits, and are likely to have explored the North and South and met Shu-Li and Muo Long. They will have also found the West barred by massive metal doors with no apparent way of opening. Attempting to move the doors with the strength will prove impossible. An Investigation or Mechanics check vs difficulty 15 will tell the players that the doors slide sideways in to the walls, instead of opening inward or outward. The party will find they cannot get a grip or leverage to move the doors manually.

### Clue - Keys

The doors can only be opened by special keys, or from the other side.

Either Shu-Li or Muo Long can give the party a key with one wish, and Muo Long will volunteer information about the door if the party mentions they are unsure how to proceed.

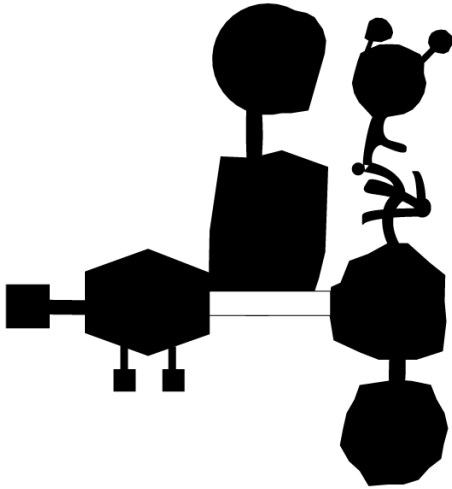
When the key is placed inside the mouth of the heads on the door, the mouth closes, and the door begins making mechanical noises. The door the key was placed in will then open, sliding into the wall until only half of it remains in the door frame. The key can be taken from the door safely.

On the other side of each doors is a large switch on the wall. It has been pulled to the down position by the mechanics. Moving the switch requires a Strength check vs difficulty 13. Moving the switch back to the up position will close the door.



### The Hallway (Location E)

Opening the doors means the players will be able to explore deeper into the cavern. They can now encounter Tsu Wa and Wu Shi in the center areas, and begin to explore Jin Ei's domain.



#### Hallway of Statues (Location E)

When the players first open one of the doors from the Entrance room, read the following.

*The door opens of its own accord, making noises like metal scraped across metal. Looking through the opening revealed by the door, you see a giant hallway.*

*The hallway continues for several hundred feet. It seems to have been made by mortal hands, unlike the rest of the cave complex so far, this hallway is formed by metal construction. The floors are flat, the walls are straight, and torches line the halls at even intervals.*

*The first thing you notice inside the hallway is that it is lined by a collection of statues. They seem to be arranged near the torches, and you begin to wonder if the torches are more to illuminate the statues than to light the hallway, which remains partially dark as it extends deeper into the caves.*

#### Location - Hallway, Additional Information

As the players take more careful notice of the statues, give them the following information.

*There seem to be two distinctly different sets of statues here. The first, composed mostly of chiseled rock, shows great skill, but possesses no beauty. The artist must be a master, but it seems that they have no concept of what makes for beauty or emotion in art.*

*The second set of statues is formed for a bizarre and seemingly random collection of sources. Here and there, metal is hammered into shapes, jewels adorn hand shaped clay, clothing is sometimes cut masterfully, sometimes ripped and hung chaotically. This artist seems to lack the skill to properly express the emotions they wish to convey, but beneath the rough exterior, you find a stunning emotional pull that stirs the hearts of even the stoic among you.*

#### Hallway, Northern Exit (Location E.2)

Halfway down the hallway, the players will find a massive hole has been cut or blasted into the wall. The edges of the hall are damaged, the area around the opening are scorched and there are piles of debris everywhere. The area has a light covering of dust, as if this happened long ago. Looking through the hole, the party will see the cave complex continues, as if this hallway had simply been built inside it, instead of reinforcing an existing tunnel.

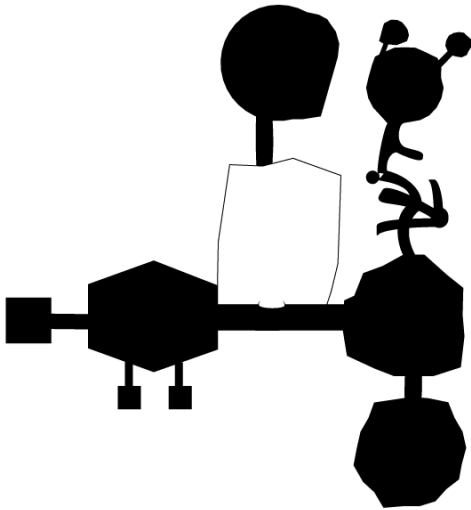
The characters will be able to see inside The Rock Dojo (Location F), but it is dark and they will only be able to make out vague details of large rock formations from the torches they carry and in the hall. They will need to go further into the darkness to learn more.

#### Second Western Doors (Location E.3)

These doors are the same as the first set the players entered through, and the same keys work on them. They lead to the Junk Yard (Location H).

The party won't be able to see the West end of the hallway until they begin walking down it. It takes 30 minutes to carefully explore the hallway and examine the statues, but only 10 minutes if the party simply walks down the hall. As they begin to walk forward, they will notice the hole to the North, and near the end of their exploration time, they will reach the dimly lit West end of the hall, where they find another set of doors with the same demon head locks.

## Rock Dojo and Tsu Wa (Location F)



### Rock Dojo (Location F)

As the party first enters this area, have them make a Perception check vs difficulty 14, those that succeed hear a faint laughter that seems to be coming from several directions. Then give the players the following information.

*This cave is huge, the largest area you've encountered so far. It's too dark to see how far it extends, but it feels like it must be at least as large as a noble's townhouse.*

*As you peer in to the darkness, you can make out massive stone obstructions. The rest of this cave has been remarkably clear of such things, so you find it odd that this area is now home to far more than you would expect.*

When the party first arrives here, Tsu Wa, the Earth Demon is perched high in the stones of the roof that act similar to rafters. He watches the party, unable to prevent himself from an occasional quiet chuckle as he makes plans to use these mortals for his plans.



### NPC - Tsu Wa

Tsu Wa is a misshapen creature. Made of earth and stone, he appears as a hunched over man with the face of a gorilla and the wings of a bat.

Tsu Wa has endured centuries of mistreatment in the Hells of the Yama Kings. He has suffered insults, abuse, and has been constantly overlooked by his superiors, even when his diabolic plans succeed.

Currently, Tsu Wa is the only one of the 5 actively working hard to perform the mission they were sent to Japan for. He believes that when he succeeds, he will finally gain the recognition he deserves. He despises the other demons, and will willingly cause them problems through mortals, but must maintain the appearance of an ally in order to get them to do what he wants.

See his full write up in the NPC Information section for notes on role playing Tsu Wa, as well as the full extent of his plans.

Tsu Wa will usually be found either here in the Rock Dojo, or to the North in his small sanctuary (Location F.3). Unlike the other Demons, he cares nothing for these caves, and has not established a full living area for comfort like the others.

### Rock Dojo, Additional Information

As the players spend time exploring this room, they will learn the information below.

*As you move through the room, your torches throw light upon the various standing rock formations, creating a weave of strange shadows. The rocks here are obviously not naturally formed. Not only do they look intentionally placed, many of them are forms that couldn't occur naturally. Rocks are placed horizontally across other standing rocks, formations are heavier on top than on the bottom, and geometric pits have been cut out of the floor. As you explore, you begin to see similarities to obstacle courses and training gyms. It appears that someone has built this entire room to train and test physical abilities.*

It takes the party 30 minutes to walk around the room completely. Every 10 minutes, make Perception checks for each character against difficulty 16, then 14, then 12. Any character that successfully makes check will hear laughter coming from above them, but even with their torches, it's too dark to make out the ceiling. This is Tsu Wa, moving around, watching the characters, and chuckling to himself. His laughs grow louder as time grows on, which is why the difficulty checks become easier.

Finally, when the characters have explored the whole room, or when they have stopped and do not appear like they will move until they figure out the source of the laughter, Tsu Wa will descend from the roof in front of the party and speak to them.

### Magma Tunnel (Location E.2)

Near the Northern walls of the gym, the players will begin to feel the air increasing in heat. The walls themselves are rough, in the same way as the other volcanic walls in the dungeon. If the players spend additional time examining the northern area, give them the following information.

*As you spend more time along the northern walls, you begin to notice the various juts and indents in the walls are large enough to catch the light from your torches. This makes it hard to tell where a wall conceals an opening that might extend more than a few feet. Many of these openings are too small for you to move through, but they are venting heated air in to the room. Eventually, you find one tunnel that continues away from the room. The air in this tunnel is even hotter than the other openings.*

This tunnel leads to The Volcano (Location G)

Tsu Wa is a schemer, and the arrival of the characters instantly interests him. Every time mortals have arrived, he has done his best to guide them into challenging the demons in order to fill the energy of his Device (see Clue - The Device, earlier). He does this by appealing to mortal greed and vanity. Upon first meeting the characters, he will speak to them in an attempt to learn enough about them to discover what he can lure them with. He will then encourage them to challenge him, and will even challenge the party if they seem hesitant. He will throw the first challenge in order to build energy for his machine and give the characters a 'taste' of the usefulness of wishes. While granting wishes, he will make suggestions for things that could 'help' the party, trying to steer them in the direction of fighting the other demons. He is quite glad to give the party The Hammer item (detailed below), as he hopes they will either destroy his barrier (see Location J), causing Shu-Li and Wu Shi to renew their conflict, or strike his Device. Striking the device will cause the energy to release in a massive explosion. This will open the portal to the Yama King realms in such a powerful way that it will be harder to close. Unfortunately, Tsu Wa cannot do this because the explosion is likely to destroy anyone in the room when struck. See the Information section later in this book for more information on Tsu Wa and his plans.

#### **Tsu Wa's Dwelling (Location E.3)**

If the players explore the Northern walls, they are likely to find both this location and the Magma Tunnel (Location E.2). Give the players the following information, including the notes about the air temperature and wall openings from the Magma Tunnel write up if you want them to find this location first.

*Among the nooks and tiny tunnels of the North wall, you find an opening that drops into a small room. You are forced to hunch over and then crawl down through the opening to reach the room.*

*Inside, you find what seems to be living quarters. Along the Eastern wall there is a bed composed of a strange match of crudely assembled steel supports and a plush, opulent mattress and bedding set. The sheets are torn and covered in dust, as if the sleeper had simply gone to bed after working or training in the Gym outside.*

*Along the Western wall, there is a collection of books set upon shelves that have been carved out of the wall itself. The writing in these books is unintelligible, but all of the books share the same style of penmanship, making you think they were all written by the same hand. After more carefully examining the shelf, you find pots of ink, which seem quite unlike any ink you've ever seen [Intelligence or Alchemy check vs 16 to deduce that this ink is composed of ashes, likely from the Volcano room].*

*Next to the books and ink are several small vials of unknown liquids. [These are the Poison item, below].*

#### **Clue - Poison**

Tsu Wa has been collecting the necessary ingredients for various poisons that could be used against the other demons, as well as mundane poisons that will work on mortals.

Currently, there are several vials of the Confusion Poison that Tsu Wa will use in combat (see Tsu Wa's combat stats later in the book), and one vial specially brewed to poison Shu-Li. If the players attempt to taste any of the poisons here, they must make an Endurance Check versus difficulty 20, or temporarily lose 1 points in all Attributes for each point they fail the check by, until they rest for 8 or more hours. If any Body or Mind stat drops to 0 or below, the character will fall in to a coma, and require an antidote within 24 hours, or will die. Tsu Wa can create an antidote as a wish.

Tsu Wa can also brew a poison that will affect any of the other demons. Splashing this poison on the demon will cause the same affects to them as a player suffers for tasting the poison, above. If the party can actually trick one of the demons into drinking the full amount of poison, the demon will be so deathly poisoned that they will immediately return to their domain to avoid death. In this case, the demon leaves the cave magically, and does not return for the rest of the scenario. If players express a desire to kill or permanently remove the demons, Tsu Wa will offer them the option of one vial of Poison per wish, though it will take him 12 hours to brew any poison (except the vial for Shu-Li that is ready).

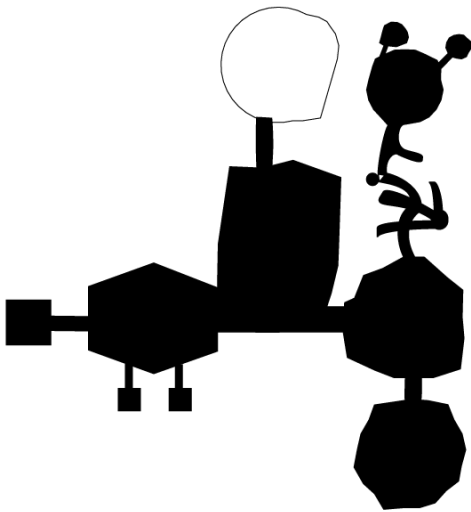
#### **The Hammer**

This specially crafted Hammer was originally made by Jin Ei, but he found it to be rather plain (even though it is beautifully crafted and amazingly sturdy by mortal standards) and discarded it. Tsu Wa has recovered it and infused it with spells, poisons, and his own Ki. This has caused the hammer to become a magical item. If the hammer is used to strike any solid object, such as rock or metal, it shatters it. This will destroy the Karakuri (Jin Ei's minions) in a single strike, batter the reinforced doors in the Hallway (Location E) in only a few strikes, and even stagger the mighty Jin Ei, doing a total of 2D6 + MGT damage when used as a weapon against the Steel demon. Special wards prevent this weapon from harming Tsu Wa.

If the players use the Hammer on the Barrier Wall (Location J, special explosive runes have been place inside the wall by Tsu Wa, and a single blow will collapse the entire wall and create shock-waves into the domains of Wu Shi and Shu-Li. Due to their animosity, this startling event will immediately cause the two to begin fighting, an event that will trigger the release of the corrupt Ki that results from the two domains meeting (see the Demon Information section later in the book).

If the players take the hammer anywhere near the Device in the main entry room, the pyre will spit fire and crackle as if a strong wind was blowing in all directions around it. Approaching the Device to within striking distance with the hammer will cause a combat to start immediately, with all characters in the room being struck by fire doing D6+4 Tide damage. If the Hammer is used to strike the Device, it immediately explodes, as described in its description, opening the portal to the Yama King's realms.

## The Volcano (Location G)



The air rapidly heats as the party travels through the tunnels to the 'Volcano'. At the center of this large room is a bridge to Wu Shi's realm that allows a superheated substance to enter the mortal world. While not an actual volcano, this portal and the magma-like substance are similar in appearance, if not actual temperature (a real volcano or magma would be unbearable).

Wu Shi has made his lair here. While originally sent to Japan to battle the champions who would rise to stop the Yama King's plans, Wu Shi found mostly peasants from nearby farms exploring the caves. An occasional monk, adventurer or ronin has ventured within, and Wu Shi has challenged them all to combat, providing brief respites to his boredom. Lately, there has been no mortal incursions to the caves, so he has worked with Tsu Wa to build the Rock Gym (Location F), where he practices relentlessly. See the Information section for more on Wu Shi.

### NPC - Wu Shi

Wu Shi is an imposing sight, having the body of a tall, well muscled mortal man, but the head of a lion. When he speaks, he has the voice of a man, but it is deep and filled with growls. During combat, Wu Shi roars and hisses. Perhaps the most striking feature is the demon's eyes; the bright red color changes with his mood and actions, as if they were flames dancing in the wind.

Wu Shi cares very little for the mission set by the Yama Kings, other than that it lets him challenge mortals. The challenge of combat is the most thrilling thing for Wu Shi, and he has so far found the land of Japan lacking. If the players propose combat, Wu Shi will respond with excitement, and should they provide him a good challenge, he is more likely to be giving with information afterwards. Those who wish to challenge him at games or non-combat activities will find that he has no interest or skill in cerebral challenges, but is willing to use the Rock Gym to engage in challenges of might, agility, or endurance.

The essences of capable warriors who perished in the caves have been partially restored as Kosenjobi, small animated fire Yokai. Though Wu Shi does not consider these his 'children' in the same way Shu-Li feels about the Amabiko, and they are not actually connected to him like Muo Long's plant Yokai, he still feels protective of those who he considers have 'earned the right to fight beside' him.



### NPC - Kosenjobi

Kosenjobi are fire spirits born of the blood of those who fall on the field of battle. In the case of these caves, the naturally powerful Ki, and the strength of Wu Shi's will, has caused a special variation of Kosenjobi to be born whenever a particularly strong or valiant mortal dies while challenging Wu Shi. These small balls of flame are able to manipulate their flames to form small appendages as they wander around the cave. This allows them to form limbs for manipulating objects, or attacking other mortals. These creatures have a very simple intelligence. They are loyal to Wu Shi, and seem to instinctively know where to go and who to attack in battles. Many of these Kosenjobi were destroyed by the mixture of the Ki from Wu Shi and Shu-Li's realm, causing Wu Shi to blame Shu-Li for carelessly flooding the caves with her realm's Ki. Tsu Wa often 'plays' with these Yokai when bored, and there are times the Kosenjobi don't survive these 'games'.

### Challenging Wu Shi - Combat

Wu Shi loves melee combat more than anything else. Though he prefers to fight barehanded using martial arts, he respects any good melee weapon master. He finds ranged weapons to be less interesting, as they do not allow the user to the enjoyment of a good brawl, but he does not find them cowardly or dishonorable. In addition, his own use of the Flames of Pain Ki ability (see his combat stats) causes him to have a more lenient attitude towards magic and magic-like abilities than most pugilists.

For combat, Wu Shi will recommend that he and the party move to the Rock Gym to fight. Not only does this give more interesting terrain for tactics, it prevents the party from suffering from the effects of the heat in the Volcano Room (see notes in Location G.3). The first time the party challenges him, he will offer a one on one challenge, but warn the characters that he is likely to be far more formidable than they, and there is no shame in fighting together. Akita or Musakaze may be tempted to engage in solo challenge, and Tiberius could be pushed towards accepting the challenge if his pride is exploited. GMs who find their players are getting tired of team based combat can use this opportunity to let individuals a chance to stand alone.



### Challenging Wu Shi - Combat (Continued)

If the party decides not to fight solo, or fail to defeat Wu Shi alone, he will face them in group combat, assisted by the Kosenjobi. During the first challenge, Wu Shi will not believe the party to be a credible threat, based on his experience with other mortals, and only one Kosenjobi will fight beside him. However, if the party defeats Wu Shi and challenges him again for more wishes, the second time he will be joined by 4 Kosenjobi.

During the first round of combat, Wu Shi will Focus as his first action, and allow the party to attack him, absorbing their attacks with his arms. The characters will see that when cut, his arms release fire, not blood. At the end of the round, he will use his special Ki ability, Flames of Pain (see stat section). If the players don't catch on that only bladed weapons that cut Wu Shi build up the damage of this attack, have them make Perception or Intelligence checks versus difficulty 14 each time they attack. If they succeed, explain how the power works. The party may need to rely on Tiberius' Escrima sticks and Hikaru's sling bullets if they wish to avoid counter-attacks.

### Challenging Wu Shi - Physical Challenges

Like the rules for playing Go given in Muo Long's section, GMs can choose to either play Physical Challenges using a more simple Option A (a series of contested Attribute and Skill tests), or a more in-depth Option B (using Morale and Tide).

#### Physical Challenge- Option A

In this method, Wu Shi will challenge each party member to one event, resolved as a contested check. Wu Shi will perform with Athletics, players can use Athletics, Acrobatics, Might, Endurance, or Agility. The winner of the check scores one point. After all 4 challenges, Wu Shi will challenge them again, in the same order. This continues until one side scores 5 points.

#### Physical Challenge- Option B

In this method, Players challenging Wu Shi make a series of contested checks against the competitive lion-man-demon. At the start of the Challenge, Wu Shi will choose one Attribute (Might, Endurance or Agility) or Skill (Acrobatics or Athletics). Wu Shi will usually begin with Might. The party chooses one character to accept the challenge, and both sides make an opposed check. The winner scores one point; the first side to score 10 points wins the contest.

After Wu Shi's choice, the party will get to choose one Attribute and Skill and one character; Wu Shi will compete against that character at the chosen challenge.

As the events go on, the competitors will begin to tire. For every two challenges a character participates in, they will temporarily be at a -1 to all Attribute and Skill checks. Because of this, the party may want to have everyone participate, rather than just relying on the more physical members. Wu Shi possesses inhuman stamina, but will still eventually tire. Every 4 challenges he participates in will lead to a -1 penalty in the same manner as above. These penalties go away at the rate of one -1 per hour of rest.

Unlike Option A, the players are free to take any actions that they could normally take in Combat. This means they can attempt to goad Wu Shi into performing more challenging stunts, distract or frustrate him with taunts, or otherwise affect the demon's ability to perform. They can also gain situation bonuses by taking actions that affect their own challenge. For example, Hikaru could analyze the rock formations and avoid the more frail or misshaped pillars when performing Acrobatics. Tiberius could attempt a modified version of Nerve Strike upon a large rock, striking the weak point, in a challenge of Might to break boulders. Allow the players the chance to be creative in these 'Olympics'. They are unlikely to do well simply trying to keep up with Wu Shi's inhuman endurance, but using their skills and expertise they should be able to impress him with their prowess and creativity.

### Wu Shi's Prizes

Wu Shi has two rewards he can give the party if they request "items of great power" in return for a wish.

#### Lock of Hair

*Wu Shi cuts off a lock of his hair, binds it carefully with thread from his Gi, and gives it to you. He tells you it will bring you great fortitude.*

A character carrying this item has a +2 to all Might, Endurance and Athletics checks. Wu Shi will give one of these to each character who asks for one, but each one requires its own wish.

#### Bedroll

*Wu Shi provides you with a large, well constructed bedroll. You are uncertain what material it is composed of, but it feels unearthly soft to the touch, and seems to be heated at all times. Resting in this bedroll would no doubt be comfortable. Wu Shi tells you that sleeping in it will even heal your fatigue and minor wounds.*

A character who rests inside this bedroll will recover four times faster, so that only two hours of rest are required to get a full night's sleep. There is only one bedroll, but characters can take turns using it.

### Wu Shi's Throne (Location G.2)

On the opposite side of the Volcano from the entrance to the room, the players will find a large stone throne. The base of the throne is littered with weapons, armor, and other treasures gathered from challenges who failed to defeat Wu Shi. If the GM wishes to provide any high quality normal items or minor magical items to the players, Wu Shi can offer them in exchange for a wish.

Wu Shi will usually be found in this area when players first meet him. He sits on the throne, brooding about the lack of challenge in Japan, for most of the day, while the Kosenjobi play around his feet and move around the room. When the players enter, he will rise to greet them. He will introduce himself and immediately ask if they are here to challenge him. If the players do not wish to fight right away, he will be disappointed, and slump back down onto his throne, allowing them to continue the conversation. If they are open to a challenge, he will suggest they all move into the GYM (Location F), talking about various challenges along the way. He will encourage the players not to battle inside this room, as the heat is "unbearable to one's of your frail nature, mortals". If the party seems insistent on fighting here, he will allow it. In this case, for every two rounds of combat that pass, each character will receive a temporary -1 penalty to all Attribute and Skill checks. It takes one full hour of rest in a cooler location to remove these penalties.

### Barrier Wall (Location G.3)

This wall is composed of the same porous rock of the Barrier (Location J). Unlike most of the other places this wall is visible, it's possible that one of the demons will be here to answer questions about the wall. Wu Shi will mumble an answer that hints that Tsu Wa created the wall, and that it was created "to protect us all from that woman's foolishness". If pressed, he will tell the party that such information requires a wish, or that they should ask Tsu Wa.

Using a wish to ask Wu Shi gives them the following information. The wall was created by Tsu Wa, whose magic allows him to sculpt rock as if it was clay. The barrier was created when Shu-Li opened a bridge to her realm, allowing water to flow into the caves. The Ki of this water reacted negatively with the Ki of his own realm, that was being fed into the caves from the Volcano (he will gruffly point out that his bridge was here first, and this was shameless and irresponsible by 'that woman', never using Shu-Li's name). The magic of the rock wall keeps the Ki mostly separated, which is good, because when the two realms overlap, it creates a terrible poison that even harms demons. Mortals and their realm suffer extremely painful, but quick, deaths, when exposed to the mixed Ki. If the players have translated the prophesy of the sages, they may begin to realize this is probably the threat warned about by it.

Shu-Li knows roughly as much about the wall as Wu Shi, but of course blames him instead. The initial poison caused by the first interaction killed several of her 'children', and she blames Wu Shi for this, despising him.

Tsu Wa knows the full story of the poison, but he is likely to lie to the players, especially if they have taken the Hammer from him. He built the wall in order to keep the caverns safe while he constructed the Device, but now that it is nearly charged, he would be glad to unleash a deadly poison in the area. This would not particularly help his plans, but he is filled with bitterness towards the entire universe, and would gladly enjoy poisoning part of it.

Asking the other Demons will result in them telling the players that Jin Ei is very temperamental, and difficult to meet. A character can use a wish to draw on the ancient rule that one demon can introduce a mortal to another that it knows, but using this doesn't guarantee immediate results; the players may have to wait up to several hours if Jin Ei is in a bad mood. Tsu Wa will use this opportunity to offer the party the Hammer, and suggest that it would do well to open "doors barred when no key is in sight". Battering down a door in Jin Ei's domain will indeed lead to a meeting with the steel demon, but he will be quite upset.

If the players attempt to attack the door without the Hammer, or otherwise damage the doors or anything in the Scrap Room, the Karakuri (see below) will see them as a threat and attack them. After the battle with the Karakuri, Jin Ei will enter the Scrap Room from his dwelling to see what the commotion is about.

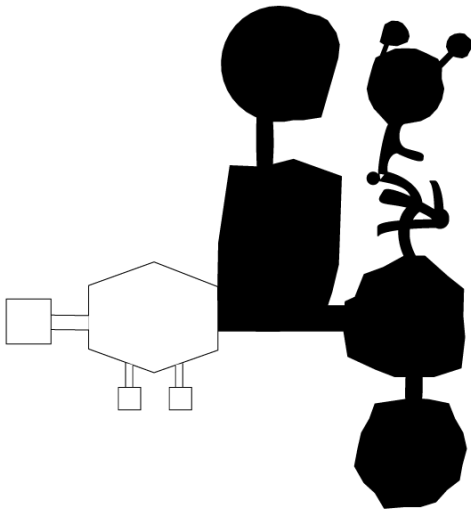
### Scrap Room (Location H.1)

When the party enters this room, give them the following information.

*As you step through the massive doors into this room, you are momentarily uncertain you are even in the same caverns. While the hallway you have entered from was obviously created by design, this room feels more like the abandoned workshop of an untidy blacksmith. The room is massive, and the walls are not only completely flat and constructed of metal, but they form a geometric pattern with their smooth, parallel surfaces. Aside from the odd shape and construction of this room, its defining features are the dozens of piles of what can only be called 'junk'. Scraps of metal, pieces of broken or incomplete weapons and armor, damaged carts and wheels, tools you cannot even fathom a use for, and even dolls and art litter the room.*

This room acts as a secondary workshop for Jin Ei, and the place he leaves the discarded remains of projects that he loses interest in. The Ki of the caves, as well as Jin Ei's own passion for creation, has caused several piles of junk to actually gain a slight form of sentience. These are the Karakuri, clockwork dolls of various appearances. These small creatures work to slowly clean up the various messes Jin Ei makes, though they can never seem to keep up, leading to the state of the room. He has also taught them to provide rewards to the local mortals who bring Jin Ei supplies. In general, the locals bring raw metals and tools and leave them in this room, and the Karakuri drag out pieces Jin Ei is not satisfied with that are nonetheless treasures for the locals, such as quality farming tools or weapons.

### Jin Ei's Domain (Locations H and I)



With the keys given to them by either Shu-Li or Muo Long, the party can enter the Scrap Room (Location H). The door to Jin Ei's quarters (Location I) and the two doors to the storage rooms (H.3 and H.4) will be locked by strange mechanical devices.

In order to enter the locked rooms, the players will have to find a creative approach, as there are no keys to these doors, they are controlled by Jin Ei from his room.



#### NPC - Jin Ei

Jin Ei is the demon of the fifth element in the Chinese system; Metal. While Tsu Wa, Wu Shi and Shu-Li are humanoids with powers that involve their elements, and Muo Long is a dragon growing with the power of nature, Jin Ei is actually a strange being composed of multiple pieces of metal. The very will of Jin Ei's Soul animates the pieces and absorbs them into a humanoid body. Most of these pieces are either created or altered by Jin Ei himself, for he is a dedicated smith and artist.

Jin Ei appears to be a terrifying automaton made of metal, but he is, in fact, a gentle soul who only wishes to create the most perfect artwork that he can. Unfortunately, Jin Ei is overly critical of his own work, to the point where very few of his creations satisfy him, and most are discarded, sometimes without even being finished. This leads to his domain being littered with tools, scraps of metal, and half-finished artwork spanning from weapons and armor to children's dolls. Along with Tsu Wa, he has created the statues in the hall leading to his domain. Tsu Wa has mostly continued this activity with Jin Ei to distract the large armored warrior, for though he has a gentle heart, Tsu Wa realizes that if he is ever pushed to combat, he would be a dangerous foe. Tsu Wa plays on Jin Ei's self-doubt to keep him occupied. Tsu Wa himself is able to produce amazingly accurate sculptures by applying his various alchemical acids to burn away rock. With his eye for detail and mind focused on manipulation, Tsu Wa is able to create detail that Jin Ei's more clumsy metal hands never could. Though Jin Ei's works have more soul behind them, and an artistic beauty, Tsu Wa's constant achievement with accuracy bothers Jin Ei and mostly keeps him locked up in his workshop, trying to do better.

#### NPC - Karakuri

The strength of Jin Ei's soul not only animates the armored fragments that make up his own body, but tends to 'bleed' off when he works on projects that are particularly meaningful to him. In many cases, this excess Ki lingers in the broken remains of several pieces he focused for long periods of time on, and these pieces eventually take on a kind of life of their own.

These strange 'creatures' have an odd kind of intelligence about them. Mostly, they wander around the area, cleaning it and dealing with the discarded remains of Jin Ei's work. Occasionally they will perform work on their own that seems almost like art itself.

When the players enter the Scrap Room (Location H.1), there will be several of these little clockwork sentries lying dormant in the room. As the players move around, they will 'wake up' and begin to observe the humans in the room. They are used to humans bringing in supplies and taking away weapons from Jin Ei, so these kinds of activities will not cause them to act. However, if the players do anything disruptive, they will do their best to protect their home. If the players approach the doors or try to manipulate the locks, the Karakuri will move up to them, as if watching them carefully. If the players attack or damage the doors, or do anything too destructive to the scrap and supplies in the room, they will attack as well.

If the players try to interact with the Karakuri without being hostile, the GM should treat them something like curious animals. They will be curious, and may even be playful if the players try to gain their favor.

#### Door to Jin Ei's Room (Location H.2)

This door is barred by a strange mechanical device composed of interlaced bars. These bars sit inlaid inside the door, and slide sideways in to the walls when activated. Players will be unable to pry or grip these bars in order to slide them. The door itself can only be opened from the inside. When the players enter the Scrap Room, Jin Ei will usually be in his room, with the door closed.

Players will find that trying to open the door physically will be difficult, if not impossible. Creative players may be able to use the scrap in the room to gain leverage on the components of the lock, but sliding the three bars will take a lot of strength and time. Tell the players that if they attempt this, it will likely take them the better part of a day, and exhaust them. There is also a good chance that the scrap pieces will break and hurt the players doing this. This is probably the worst option for them to enter Jin Ei's room.

If the players try to knock on the door, they will have to strike it very loudly to get Jin Ei's attention. The thick metal will drown out their voices unless they yell, and even then Jin Ei may simply choose to ignore them.

The Hammer the players can receive from Tsu Wa will easily crush through the doors in this room. The first strike will make a large dent in the door. The second strike will buckle the door inward, and the third strike will destroy the door and let the party through. Doing this will greatly upset Jin Ei, however.

Players can also meet Jin Ei by using a wish of any of the other four Demons for an introduction. Shu-Li is the most favorable towards Jin Ei, and is glad to suggest this option to the players, especially because it is an easy wish for her to grant without giving up anything of value. Muo Long will also be favorable towards this. Tsu Wa will gladly grant such an easy wish, but will give the players a run around, playing on Jin Ei being 'too busy to meet yet' to stall the players for several hours. Wu Shi will introduce the party, but will be delayed for an hour or so since Jin Ei considers him to be a simpleton, and will put off listening to him if in the middle of something. GMs should delay the party as little or as long as they wish in order to have the party investigate other things first.

#### **Storage Rooms (Locations H.3 and H.4)**

These rooms are locked with the same mechanical lock as Jin Ei's room (see Location H.2).

Inside these two rooms Jin Ei has placed all of his creations he deems 'good enough'. Arrayed here are masterwork weapons and armor, tools, and artwork that collectors would pay fortunes for. GMs should use these rooms to provide the players with any additional rewards they wish to give out, especially if the campaign is planned to continue after this scenario. Players can also use this room to find more exotic supplies than can be found in the main entrance. This additional equipment can be used to help the characters with any plans the players come up with during play, and the two rooms together should provide almost any resources the players could find in any city or other external location in the world.

#### **Jin Ei's Room (Location I)**

Jin Ei's room is a medium sized open room. Like the rest of the rooms in his domain, Jin Ei has created the walls here, they are made of crafted metal and are straight and geometric.

In the center of this room is a large forge and work area. When in use, this forge is fed by magic fire from Wu Shi's area, led in through a tunnel under the caves that connects the two areas. Wu Shi can use this forge to easily enter Jin Ei's room, even if the artistic demon is too busy to listen to requests for an audience. The cooling barrel here is a gift from Shu-Li, and shows a style of decoration more similar to her tastes than the other items in the room. Characters may notice this on an Investigation, Appraise or Perception Check performed on the room that scores a 16 or higher.

In the back of the room is a large, covered object display. By the shape of the object under the covering cloth, it appears to be a statue. This is the statue of Shu-Li (see clue, below). Jin Ei will be willing (and happy) to talk about his other creations, but if asked about the object under the cover, he will be dismissive, saying only that it's incomplete, and not worth looking at yet. Removing the cover will enrage Jin Ei, and cause him to immediately challenge the mortals to combat. If they refuse, he attacks them anyway. However, once the party defeats him, he will calm down and apologize.

#### **Statue of Shu-Li**

This statue is meant to be Jin Ei's masterpiece. His interaction with Shu-Li enamored him with her unnatural beauty, and he decided he had to create something worthy of such a sight. This statue is being constructed by carefully molding and shaping very small pieces of metal, and then melting the edges to seal them together. Jin Ei is using a process that rivals modern era manufacturing and welding, and the result is a statue that looks entirely accurate to Shu-Li, but is constructed of metal that seems to be a single piece. Such an amazing achievement of craftsmanship would awe any mortal that saw it. This statue is part of the prophecy about beauty. See the notes in the Prophecies section for more information.

Jin Ei will not allow the characters to see the statue. If the party removes the cover against his will, he will attack them. If the party damages or destroys the statue, Jin Ei will be so enraged he will set out to kill the party. If the party defeats him after this, he will flee to his domain long enough to heal and upgrade his body with pieces more useful in combat, and then return to hunt the party down again. In this case, all of Jin Ei's combat rolls (attacks, defenses, etc) gain a +2 bonus.

#### **Barrier Wall (Location J)**

This entire section of wall in the caves is artificial, created by magic by Tsu Wa when Shu-Li's realm first opened into the cave. As the water and the Ki of her realm mixed with the fire and Ki from Wu Shi's domain, it created a deadly poison. In general, the five demons themselves were strong enough to resist the poison, but their followers were not, and many of the endangered followers Shu-Li brought through were killed. Several of Wu Shi's Kosenjobi were also destroyed by the poison, and this event led the two demons to battle each other. Seeing an opportunity to manipulate the situation (and not wanting the powerful Ki of the caves to be damaged), Tsu Wa performed a ritual that fused the two realm's magical energies into a porous rock with a special Ki from his own realm that contained the two realms' energies within their own boundaries. This calmed Shu-Li and Wu Shi, and settled the five demons back to work. Not only did Tsu Wa look good in the eyes of his Yama King masters, but he now has several contingencies he can play out. He can press the two others for a favor, since he is responsible for the stability of their areas. He could, if he needed, easily destroy the wall (he built special wards in to it that allow him to shatter it with almost no effort). Doing so would no doubt bring the two others to blows again, which would generate energy for his Device (see The Device, earlier in this section). While this would not generate a lot of energy (the two would stop, or be stopped, before they did lasting damage to each other), it would be enough to push the device to full power if it was already very close. Should the party be close to damaging or otherwise disabling his Device, he may shatter the wall himself. Otherwise, he will try to manipulate the characters to do it for him. This would cause both Shu-Li and Wu Shi to turn on the party. With any luck, this would power the device to full, and cause the three sides to finish each other off, removing almost all of Tsu Wa's potential enemies at once!



## GM Information

The following information is intended to give a Game Master more understanding of the situation developing in the caves, the demons, and how to react to player actions and choices. While the previous section gave all the physical information for the areas of the cave, this information is intended to be more for idea purposes. It is here to help GMs develop their own ideas for what to do with the situations that come up during play. GMs should feel free to use as much or little of this information as they want, and alter any of it as needed.

### The Prophecies

At the back of the book, the GM will find the four Prophecy Scroll props. These should be printed out and given to the players when they first find the scrolls in the Cave Entrance area. Three of the four Scrolls contain words that are not printed in English. These words require the players to spend time deciphering them. Each time the characters spend one hour (of in-game time), write in the translation of the word on the scroll for the players.

#### More Elaborate Props

Enterprising GMs may want to create more elaborate scroll props. You can get as tricky here as you want. Special paper that has the look and texture of 'ancient scrolls' can be found at most stores that sell specialty paper. The scrolls can be wrapped around a pencil or other cylinder and taped closed to create a more visual scroll prop to hand to the players. You might even want to soak the paper in something like coffee or tea, then allow it to dry while wrapped around an object. This will cause the scroll to have a naturally rolled up condition, and will even make the scroll smell like what you soak it in. You can use this to give your players scrolls that smell like a sweet tea or a bitter coffee. These kinds of physical tricks for props give the players something physical to focus on during play, and can make the game more interesting.

### Prophecy 1: *"The hatred of Fire and Water shall corrupt the world and destroy balance."*

This prophecy speaks of the poison that is created when the Ki from the realms of Shu-Li and Wu Shi interact. Currently, Tsu Wa has built a wall between the two domains that keeps the Ki in check, but should this wall fall, the two magical energies would again begin to mix and create a dangerous negative Ki that is deadly to most living things in the mortal world. In general, this can be stopped by simply sealing one or both of the bridges to the two realms. Unfortunately the naturally strong Ki of the caves could be corrupted by this poisonous Ki, changing to be the area's default state. In this case, the entire area would be a corrupt and deadly blight that would slowly weaken and kill off all living things in the area. Over time, it could even spread through Japan, and while this would take generations, could actually slowly kill off the country.

This situation is one of the dangers that could be made worse by the players (see Prophecy 4, below). The players could choose to (or be manipulated in to) destroying the rock barrier, or could re-ignite the hatred between Shu-Li and Wu Shi. Shu-Li, in particular, is likely to become enraged, especially if discussion with the players brings up the loss of her 'children'. Even if the

players manage to keep the peace, Tsu Wa may destroy the wall near the end of the third day in order to power his Device using the chaos of the ensuing battle. In this case, the party will have to quickly move in and stop the two demons fighting, likely subduing both of them and their followers at the same time. This will not be an easy task, and they may need to seek help from Muo Long or Jin Ei. Tsu Wa will pretend to agree to help the players in their plans to stop the battle, but then betray them and make the situation worse.

#### The Fight Between Shu-Li and Wu Shi

The battle between these two will be spectacular. It is likely to take place in the Rock Gym, as it is between the two domains. Wu Shi will leap around the field, trying to attack Shu-Li, who will use large spouts of water to knock him away. He will then shift to attacking her minions, which will enrage Shu-Li (he will not hold back, and his attacks will easily prove lethal to the generally peaceful Amabiko. After a few casualties, Shu-Li will lose all of her composure, and begin to attack Wu Shi by freezing her water attacks and trying to impale him with ice shards. In this case, her illusion will drop, and her true features will be revealed. If the players have called Jin Ei in to this battle, he will be stunned by the reveal, and then retreat back to his domain, abandoning the fight. If either Shu-Li or Wu Shi have their bodies in this world destroyed by the other, due to the way demon Ki and the laws that bind them to the mortal world work, they will be gravely injured and forced back to their own realm, unable to do anything for weeks, or even months. In this case, there will be no way to shut down the bridges to their realms. Tsu Wa will immediately betray anyone he has allied with and attempt to assassinate the remaining of the two, preventing the mortals of Japan from stopping the poison. He will then open his portal to bring the forces of the Yama Kings to Japan, knowing the negative Ki of the area will make it hard for the Emperor to dispatch forces to deal with the threat. In this case, the party must find a way to convince Muo Long to close one of the bridges, since he is the only one in the area with the power and willingness to do so. Tsu Wa obviously will not, and Jin Ei does not have the magical aptitude to do so.

Muo Long will be unable to travel to this room with his full body. If asked for help, he will send parts of his extended body that will attempt to calm the two and settle the matter with Diplomacy. During the fight, neither side will listen, so it will be up to the players to bring a calm to the battle.

Jin Ei will arrive on his own if not called by the players. At first, he will attempt to protect Shu-Li, but Wu Shi will challenge him, claiming 'The woman does not understand creation like we do! I may be a simpleton, but I know what it is to struggle and build a world you believe in with your own hands. What does she do? Sit in her pool and waste the days away. Why do you defend someone who could never appreciate your endeavors and hard work?'. At this point, Tsu Wa will attempt to shift Jin Ei's allegiance if Wu Shi is losing, otherwise he will defend Shu-Li to Jin Ei. He wants the battle to stay as close and balanced as possible, so that all sides are equally exhausted and he can defeat everyone at once.

If the battle breaks out, the players will have to decide what their characters will do, if anything. They may be convinced that their interference will cause Prophecy #4 to come true. They may also have grown close to one of either two demons, and made an enemy of the other, in which case they will likely join one side.

If they players do nothing, the battle will continue for almost two hours, as the demons have inhuman endurance, and are both determined to win. Tsu Wa will manipulate the fight to continue for as long as possible so that his Device will draw as much energy from the other two as he can.

If the players get involved, they will have to decide how they want to end the battle. They may try to talk to Shu-Li and Wu Shi, but neither will pay much attention to them at first. If the party proves strong enough to force the attention of the two demons (without hurting their minions too much), they may begin to give their words more weight, but only if the party is not seemingly supporting their opponent more than them. If the party hurts their minions (especially Shu-Li's), they are less likely to listen.

Due to the terms of wish laws, neither demon is bound to stand down in a fight through the use of a wish (due to it putting them in danger). However, if the demons are friendly to the party because the characters have earned their trust and respect, the party could convince them both to stand down *simultaneously* using two wishes, since this would guarantee their safety. However, the demons have freedom to decide if this is dangerous or not, and will only do so if they trust the characters.

Quickly ending the battle in one of the demon's favor will cause that demon to retreat to their domain. If the party pursues, they may be able to convince the demon to close the portal to their own realm. For Wu Shi, this is not too much of a concession; the poison might eventually poison him. However, he is quite prideful, and will refuse to 'back down' to Shu-Li unless the players convince him that he should. If they have any inkling that the cave is particularly strong in Ki (for example, from speaking at length with Muo Long), they can convince him that the negative Ki would eventually become poisonous, even to him. Shu-Li will be unlikely to close her realm, as her 'children' need the energy to survive. Players will need to use logic to convince her that her children will not be safe here if the two realms continue to overlap. If she is convinced, she will return her children to her realm and seal the bridge, hoping to re-open it later. This will stop the danger for now, but if the GM plans to continue the campaign, this may be a future plot point.

## Prophecy 2: "The gathering of power shall create a second sun upon the earth"

This is potentially the most dangerous prophecy. This speaks of the result of the Device Tsu Wa is creating. When first activated, it will actually interact far more violently than even Tsu Wa predicts, exploding into a fireball so large it will disintegrate the entire cave and hundreds of yards around the cave are on the surface. This giant explosion is a result of the violent tearing of the barrier between the mortal world of Japan and the Hells of the Yama Kings. Worlds as different as these were not meant to connect so directly, and doing so violates untold laws of magic, nature, and the divine. The resulting tear in both realities will create a bridge between the two worlds that will be extremely difficult to close for even the most magic-attuned of Japan. The players are unlikely to be unable to do anything about this though, as the explosion will certainly kill them. GMs who want to continue the campaign may have the players saved by one of the demons they have befriended. Otherwise, this is definitely the worst way the adventure could end.

The only way the device will achieve this result is if it is fully powered, requiring 25 'units' of power gained from the defeat of the Demons within the caves. This means the party will have to win a total of 7 battles, assuming that in each battle all four characters are granted a wish as a result of winning. However, starting at around 16 units, Tsu Wa will begin to aggressively manipulate the players to challenge the other demons, and as noted in his combat notes, he will 'throw' the first challenge with the players, giving them a free wish and adding 4 units to the Device. When the Device has 20 or more, he is likely to start a fight between Shu-Li and Wu Shi in order to collect the energy from that fight.

If the Device is fully powered, all of the demons will sense its immense power as it begins the process of opening the portal. They will all gather in the main room, and confront Tsu Wa on what he has done. If the players have still not figured out what is happening, have them be present for this discussion; Tsu Wa is more than happy to gloat about how he has performed the demons' mission, and will reveal the details to everyone listening.

At this point, the players have one last chance to stop the device from opening the portal, as it will take a little over 1 hour to finish processing the energy. Tsu Wa will disappear to his own realm, and the other 4 demons will warn the players that the Device is going to destroy the area when it activates. They will then flee to their own realms. If the players explain that they are trapped in the cave, they may be able to convince any demon they have become friendly with to save them, either by taking to their own domain or teleporting them somewhere else in Japan (this would cost them a wish, unless the demon is extremely friendly towards them, in which case they may simply due it for their new friends).

If the players stay to try to stop the device, there is very little they can do. They may attempt to destroy the device (see the section on how to do so early in the book). This is potentially suicidal, but considering that they opening of the portal is a guaranteed death sentence, it may be worth it to trapped players. If they are on good

terms with Jin Ei, he will explain to them before leaving that the hammer he built and that Tsu Wa modified would likely destroy the device, but the resulting explosion would kill anyone in the room. In this case, the party will have to search for the Hammer if they have not already received it (it will be in the Rock Gym, in Tsu Wa's area). Since this explosion would only kill anyone in the main room, one character may volunteer to sacrifice themselves while the other three seek shelter elsewhere in the cave.

Players may also want to devise a plan where no one sacrifices themselves, but they use the hammer to destroy the Device. This will require a very clever plan, simply throwing the hammer at the Device from a safe distance will not work. The Device will need to be smashed, requiring a dedicated, up close effort. However, GMs should reward any particularly creative plans by allowing it to succeed; afterall, players may not want their characters to have to die. In this case, they may be able to rig up something using the supplies in the main room and Jin Ei's storage rooms.

No matter how friendly any demon has become to the players, they will not assist in this. They are, afterall, supposed to be supporting the Yama Kings, and this portal will do just that. If the players have formed a deep bond with any of the demons, they are likely to wish them luck, answer any questions, and perhaps even give suggestions before leaving, but will quickly flee to their domains to avoid danger.

### *Prophecy 3: "A beauty beyond mortal compare shall be created, causing all man to forever forgo the pursuit of creation."*

This prophecy results if Jin Ei completes his statue of Shu-Li. This statue will make its way in to Japan, and it will cause all who see it to marvel at it's beauty. Other artists, especially sculptors, will begin to feel dismay that they cannot create anything so beautiful (after all, Jin Ei is basically using custom, prefabricated metals and welding). However, the true danger of this statue lies in the lingering spiritual residue imbued in the statue from Jin Ei. All of his frustration in creating the statue has built up into it, and left a force of emotion that will affect anyone seeing it. In addition, the unreturned feelings Jin Ei had for Shu-Li have further affected the energy of the statue. In the end, this beautiful statue will lead to a sense of defeat and hopelessness that spreads to any who see it. This will be a long term problem, but as Japan advances, the lack of ambition and drive among the creative, especially the middle class, will further cement the power of the upper class as they seek to keep down the spirit of individual achievement.

This prophesy is a bit of a red herring, at least compared to the direct, dramatic effects of the other two. While the results will actually be damaging to Japan, it will be a subtle and long term effect. GMs should be careful how they play up this result if it happens. Some players may feel bad if they 'fail' the scenario because of this result because they don't take it seriously. Gauge your player's feelings on it, and don't be afraid to remind them that not all prophesies are correct, and even when they are, they tend to be 'exaggerated'.

On the other hand, some play groups may find this threat to be

valid in a long term campaign that continues from this scenario. As word of the beauty of the statue spreads, the players will notice the middle and lower classes seem to be giving up on their individual goals. At first it will only be in the area of the caves (the natural Ki of the caves will magnify the effect), but as this 'group mind' curse sinks in, it will be able to affect even distant areas.

## *Additional GM Tips and Ideas*

### **Improvising**

One important lesson most GMs learn early on is that no matter how much planning they do, players will do something unexpected. A GM often has to improvise or move the story in a completely different direction than planned. While the story and location of Three Days 'Til Midnight are structured to help GMs keep things as organized as possible, it's likely something will come up that isn't covered in this book.

There's no 'right' way to deal with these situations, other than to try to move the story along in a way that everyone enjoys. GMs can improvise on the spot, making up additional material or information for the players. In fact, we encourage you to do so. This book is a starting place, but your world is your own, change as much of the story and characters as you want to!

It can be helpful to read over the sections involving the demons several times before you start play, so that you're very familiar with their personalities. These 5 characters will be the main source of dialogue and interaction for the players while they're in the caves. If you are comfortable ahead of time with the demons, you can more easily answer questions not covered in the book. Read through the 'Voice' sections of the demon entries below, and try to think of how they might react to strange questions or odd situations.

Players often come up with creative solutions to problems, sometimes problems that only exist in their minds. In these situations, you'll need to decide the results of their actions. For example, what happens if the players receive the Tea Pot from Shu-Li, and use the fact that it can pour seemingly endless water to try to douse the endless flames atop the device? Do you rule that the 'endless' part is just hyperbole, and that it actually needs time to recharge its supply after a certain amount of usage? Do you let the fire be doused, but have it come back an hour later? Do you fill the room with scalding steam? You'll find your own style as GM, and everyone is different. As long as you're consistent in how you treat the 'laws of the world' you play in, your players can learn them and everyone can be on the same page.

### **More Or Less Time**

This adventure is meant to be played in 1-2 sessions, each around 4-5 hours.

If you want to reduce the time the game takes, you can remove several sections of the caves. This focuses the party on the 'main story', and gives them less to get sidetracked on. In particular, you can remove the additional rooms in Shu-Li's domain, and allow the players to make contact with Jin Ei easily.

To further reduce time, you can use the more simple options for the challenges presented in the main section, such as resolving games of Go and Physical Challenges as Checks instead of full battles.

Depending on the actions the players take, you may find they're either running out of the Three Days deadline, or completing the adventure too quickly. In the case where they wrap things up early, you can simply have them wait for the kidnapper to open the cave back up for them, or you can allow them to keep interacting with the demons. You can use this time to flesh out the personalities of the demons, or introduce plot hooks for a continuing campaign, if you plan to run one.

In the case of the players getting close to the deadline without having solved the mystery, you can use one or more of the following tricks. Try not to overcompensate and make the story seem rushed or the answers given to the players too easily, but don't let them fail just because they spent too much time early (especially if everyone had fun using that time).

- Allow the characters to perform actions, such as investigations and resting in less time. This can be logical as they're more familiar with their environment.
- Remind them that they can get information from the demons if they're lost. If necessary, have the demons give away more information than they might normally do, especially if the players have befriended them.
- Arrange things behind the scenes so that the players are closer to success without direct intervention their parts. This is especially effective if this comes from actions they took earlier. For example, if the players spent the better part of the first two days befriend Shu-Li, learning her self doubts, and Wu Shi, proving their valor and prowess, it will be easier to stop their fight if it happens. Perhaps Tsu Wa destroys the wall, and the players rush to the scene, but do not understand what's going on. The friendships they developed earlier cause the demons to not only stop fighting, but realize Tsu Wa's plot. Since the players have proven themselves, the demons jump to the *players'* side, and turn on Tsu Wa! In this case, the players have prevented the device gaining power through their earlier actions, even if those actions kept them from the main plot.
- If the players only need a few more hours, you can always allow them to succeed... Prophecies can be pretty vague with their timetables.

### Adjusting Difficulty

The example characters and demons are balanced in such a way to provide a difficult, but achievable challenge to new players of *Mysteries of the Yokai*, and those new to role playing in general. More experienced players may find these challenges to be too simple, especially for those with experience with gaming and combat in general. On the other hand, many players enjoy the storytelling aspects of gaming more than the details of combat. You can modify the values of the demons and their minions to make the combat easier or harder. In general, reducing all of an NPC's rolls by -1 will make them easier, and by -2 will result in players rarely failing to hit or dodge them. On the other hand, a +1 to all rolls will give even Akita, Musakaze and Tiberius a

challenge, and increasing the rolls by +2 will require the entire party to fight smart and not just rely on the dice. The same values have a similar effect on Skill checks used out of Combat, such as resolving the Physical Challenges of Wu Shi.

### Using Different Characters

Some groups may wish to use this adventure, but have players create their own characters.

GMs should keep in mind that the characters were made for this adventure to have a mix of Skills and values to work with the content they will be faced with. A different set of characters may not have the right skills to solve all of the challenges, or may have skills and values that make it too easy. Below is a list of things that characters should have somewhere among the party, and some things that may make the adventure seem boring.

#### Useful Skills

- Athletics
- Investigation
- Mechanics
- Combat Ability
- A reason in their backstory for at least one character to be able to decipher each of the scrolls

#### Powerful Skills

- Any skill check value greater than +5 (with Attributes included)
- Any mystic abilities, or familiarity with illusions and sorcery. In particular, the GM should not allow any characters that could open the cave entrance back up, can fly, or have abilities that would easily defeat the demons.



# The Demons

## What Are Demons?

In the world of Mysteries of the Yokai, demons are an umbrella term for a varied group. Most of these are not like the traditional conceptions of Western demons, though some having those qualities do exist. In general, demons are simply another form of beings from outside the realms of mortal Japan. Most demons are grouped together as demons because they are hostile, or at least dangerous, to humans.

The demons of China are not like the more free and unaligned individual demons of Japan. In China, demons are all under the bureaucratic mandates of the Yama Kings, unbelievably powerful demons who each rule a realm dedicated to processing and punishing mortals in the afterlife (as well as demons and other supernatural entities bound under the laws of the Yama Kings).

The five demons presented in this adventure occupy a middle level in the bureaucracy of the Yama Kings. They are the equivalent of 'special agents', dispatched on special missions. Each of them have a 'realm' of their own, but these are small areas, more like the holdings of a noble in Japan, rather than an entire alternate dimension like the Yama Kings.

This section discusses the five demons in more depth. For their stats, see their entries at the back of the book. For information on the locations they can be found, see the main area descriptions.

Each entry contains the following information

- **Introduction:** A basic look at the personality of the demon.
- **What They Want:** This describes the basic goals of the demon, and what they are looking to achieve during the adventure.
- **Voice:** This section includes some potential things each demon might say in certain situations. GMs should feel free to use these, or modify them, in order to get 'into the heads' of the demons.
- **What They Can Do:** This section goes into more details of the Abilities found in the stat section at the end of the book, and gives tips on how the demons might react in combat or other challenges.

## Jin Ei

**Introduction:** Jin Ei is the demon of metal. His body is composed of various pieces of crafted metals, mostly ones he made himself. While he is an imposing sight, Jin Ei is actually a gentle soul, an artist at heart. While he follows the mandates of the Yama Kings, he is easily distracted by his pursuit of creating objects he considers worthy of his artistic eye. Unfortunately for Jin Ei, he is quite self-critical, and often finds his own work lacking.

**What He Wants:** Jin Ei mostly wants to be left alone, create perfect works of art, and quench his thirst for creating something he can be proud of. He is unlikely to get any of those things, however. Stuck on Japanese soil with the other four demons, he is often forced to interact with his fellows in their assigned duties. His post requires that he not leave the Cave, so he must trade with the local humans for supplies, which he receives in exchange for his lesser creations. He is so critical of his own work, he has yet to create a piece that really satisfies him, but the statue he is making of Shu-Li has the potential to actually do so.

### Voice:

(Introductions) *"I am Jin Ei, servant of the Yama Kings. Welcome to my domain in your lands. I apologize for the mess."*

(Challenged by the party) *"If we must battle, then I shall do so. For even in combat can beauty be found. In fact, the crafting of weapons and armor is one of my specialties. Shall I show you why I make my body of these pieces?"*

(Defeated by the party) *"You are strong for mortals. I shall take you more seriously next time. Well fought, soft ones."*  
(Asked about his discarded creations) *"They are flawed. It is not worth continuing a flawed project when you can more quickly create a new one without the flaws."*

(If told his 'flawed' creations are actually good) *"You are far too kind. I appreciate your politeness, but I prefer to be honest when it comes to art. Let us not mar the process with false pleasantries."*

(Asked about the covered statue) *"That is not something to be yet discussed. Perhaps someday... yes, perhaps someday I can show you and your entire world the beauty that right now can only be seen in my mind..."*

**What He Can Do:** Jin Ei is composed of pieces of armor and other metals. Not only is he very difficult to physically damage, but the 'core' of Jin Ei is not physical at all. Destroying the part of his body simply causes the energy that makes him up to disperse, and requires him to rebuild his body by collecting new pieces.

Jin Ei is an excellent artist, even if he is limited in the manipulation his metal hands can perform. He is also very creative in any production related skills, he is a good engineer and has created processes similar to welding and producing assembly quality metal supplies.

## Muo Long

**Introduction:** Muo Long is the oldest of the demons here, being ancient even in the long lifespans of demons. Muo Long is a demon of the element Wood, and is in fact a massive dragon from which plants and trees grow. The natural Ki of the caves, and its interaction with the soil from his realm and the water from Shu-Li's realm have allowed Muo Long to grow quickly and healthily. He now fills the entire room he has claimed as his domain, turning it into more of a jungle than a cave.

**What He Wants:** Muo Long has long since passed the years in which he was a crusader for the Yama Kings. He was dispatched mostly to keep the other demons from fighting among themselves. He is a wise old fatherly figure, and, having found the power of this area, has decided he will simply settle here until he dies. In the meantime, he entertains himself challenging the few humans who enter to games and riddles. He is particularly fond of Go.

### Voice:

(Introductions) *"Mortals? Welcome, little ones. Tell me, why are you here?"*

(Challenged by the party) *"(sighs) I had hoped you would not be as rash as the others who usually wander in here. Would you not rather play a game instead?"*

(Defeated by the party) *"Are you now satisfied? You have defeated a tired old man. What wishes can I grant you?"*

(If asked about Go) *"(Muo Long is quite willing to discuss the history and strategies of Go for hours. In fact, the party will likely have to stop him before he stops himself)"*

(If asked about the other demons in the caves) *"There are four others here with me. The cold one, she provides me with such pure water that I can grow so strong. The cruel one, he plays his games alone, as well he deserves to. The painful one, we simply try to avoid each other. It is not his fault, it is who he is. And the sad one, I do so hope someday he opens his eyes to what his hands have already created."*

**What He Can Do:** Muo Long has expanded so much that he now takes up the entire room. He has control over all of the plants in the area, and can use them with the same control a human can use their arms or legs. Muo Long can get confused trying to control too many plants at once, but as long as he stays around 5-10 at a time, he can attack anywhere in the room. Because of this, his attacks do not take extra Focus Points to enter zones farther into the player side. Muo Long is the most proficient at magic and rituals of the 5, and can be a source of information for the players on The Device, the sealed Cave Entrance, the poison caused by the interaction between Shu-Li and Wu Shi's realms, or other plot points the GM wants to make available.

## Shu-Li

**Introduction:** Shu-Li appears the most human of the Chinese demons sent to Japan. She possesses an unearthly, though cold, beauty. Those who see her take away the image of a calm, collected, removed woman, seemingly in control of everything around her. In reality, all of these things are simply illusions. Shu-Li is a member of a demonic race of water dwelling creatures held in low esteem by most other types of demons. These fish-like creatures are considered little more than animals to most of the higher prestige demons. In fact, some of the others from her home realm are used as food, even though they possess basic sentience. Shu-Li has spent her life trying to gain power for herself so that she can protect her people. She is also ashamed of her looks, and hides behind glammers meant to make her look like an Imperial Chinese woman.

**What She Wants:** Shu-Li has brought the Amabiko to the mortal world after discovering the strength provided by the cave's Ki when mixed with water from her realm. The Amabiko from her realm are nearly extinct, being little more than food to the more malicious demons of the Yama Kings. She is hoping Japan will prove to be a safe new home where her 'children' can prosper. Shu-Li also desperately wishes to feel beautiful; a lifetime of having her realm's inhabitants treated as worthless has caused her to hate her original looks, which include tan and orange scales instead of the soft skin she prefers in her illusions. On the outside she is trying to appear powerful, reserved, and dangerous. Inside, she struggles with fear for her realm's inhabitants. Achieving the Yama King's goal set for her should raise her in their eyes, and by extension, the eyes of others.

### Voice:

(Introductions) *"Mortals... This place is not for you. This may have originally been your land, but it is now under domain of the Yama Kings. You would do well to leave. I have no wish to harm you, unless you force me to."*

(Challenged by the party) *"You underestimate me... You shall regret that. I shall show you my true worth!"*

(Defeated by the party) *(Shu-Li will not speak after being defeated. The party will need to make their wishes or leave her alone).*

(Asked about the Amabiko) *"These small ones need protection. I will defend them as if they were my own children."*

(Asked about Wu Shi) *"A barbarian. Worse than you mortals. All that beast cares about is hunting and giving himself accolades of his own prowess. He has no use in the grand picture of the world."*

**What She Can Do:** Shu-Li can project and manipulate water telekinetically. She can also freeze water. In combat, she will usually stay in place, using her magic to push attackers away. If things get desperate, she will call upon the Ningyo in the Savage Waters area to attack the party.

## Tsu Wa

**Introduction:** Tsu Wa is a demon of the element of Earth, but he contains none of the virtues typically associated with *Wu Xing*, balanced energy working towards stability. Tsu Wa is a wicked, plotting, broken creature. All of his life, Tsu Wa has been tortured, overlooked, and considered expendable. This has made him bitter and hate filled. All Tsu Wa wants to do is punish the universe, and if he can prove himself superior to others while he does so, even better.

**What He Wants:** As mentioned above, Tsu Wa wants to hurt everyone and have them praise him at the same time. He generally doesn't have malice towards individuals, he's simply so tired of being kicked around by the universe he's started seeing it as one big game of "Me versus everyone else", and he doesn't want to lose any more. His posting here by the Yama Kings has given him a chance to earn their praise, and he finds himself lucky that the other four generally do very little to achieve their mission. Tsu Wa wants to finish powering his Device, which will open a permanent bridge between Japan and the Hells of the Yama Kings. If he can make the player characters or the other demons look stupid while doing so, that's a welcome bonus.

### Voice:

(Introductions) *"Oh my! Mighty mortal champions! Surely you have come here to challenge me in order that I may grant you wishes vital to your causes!"*

(Challenged by the party) *"Oh, what am I to do? I am bound by honor to accept your challenge, but how could I ever best such as thee?" (Tsu Wa will act overly dramatic during the first fight, complimenting the party and obviously letting them win).*

(Defeated by the party) *"Now then, I am sure mortals as powerful as you have wishes they need granted, yes? Perhaps you need help against the others of my kind found here? I can help you with that. Or maybe you seek to grow even stronger? The magic of the Yama Kings opens doors for those willing to seize it..."*

(A character wishes for an item of power) *"I have just the thing for you. This hammer was crafted by that... (he coughs, biting back an insult) skilled crafter, Jin Ei. I have... modified it. It is now able to strike any solid structure in this world as if it were made of glass."*

**What He Can Do:** Next to Muo Long, Tsu Wa is the best at rituals and magic. He has created the wall between the two domains in the north, and helped shape the training stones in the Rock Gym. He is also a master of alchemy, and has created various poisons and acids. He has used the acids to make the sculptures in the hallway, and is able to brew a poison that will work against any of the other demons. In combat, he can fly, making him hard to strike, and his body is composed of durable stone. He will throw the first challenge against the party in order to power his Device, and if they are tricked in to corrupting themselves with dark wishes, that is a bonus to him. He is also a master schemer and manipulator, so GMs should feel to make up as many contingency plans for him as they want. Tsu Wa may even return in later adventures if the campaign continues.

## Wu Shi

**Introduction:** Wu Shi is from a race of demons that combines the parts of animals with the bodies of humans. Wu Shi himself has the body of a man and the head of a lion. Wu Shi is driven to prove himself as the greatest physical warrior and athlete among both demons and mankind. He spends most of his time training, and is always ready to accept any challenge of the body. Wu Shi is also imbued with the power of fire, and has created a new martial art based upon internalizing the pain he receives in battle and turning it into flames he can project.

**What He Wants:** Wu Shi only wants to compete and excel. Weak challenges hold no interest for him, and even his duties assigned by the Yama Kings are pushed to the back of his mind. Wu Shi respects strength, but even more he respects those that do not give up when over powered. If the party either does well in combat against him, or returns to challenge him again without becoming discouraged, he will be more likely to befriend them.

### Voice:

(Introductions) *"Who are you? Have you come to challenge me? I accept!" (Deep, growl like laugh)*

(Challenged by the party) *"Good! I hate wasting too much time talking. Let's prove our intentions in battle!"*

(Defeated by the party) (Deep laugh) *"Great! Great! You're good, very good! But next time I may not go so easy on you!"*  
(Asked for a non-combat challenge) *"You don't want to fight? (He will frown for a second, then chuckle) Well now, I can't match you in riddles or games with little stones, but if you like games, let's go to the gym and see who among you has the strength, endurance and dexterity to survive my obstacle course!"*

(If asked for an item of power as a wish) *"You have defeated me. I believe I can trust you with a part of my power." (He clips a lock of his mane, twists and seals it, and hands it to you)* *"You may be only mortal, but this will let you experience a tiny bit of what it would be like to be more!"*

**What He Can Do:** While Wu Shi can do only a few things, what he can do, he's one of the best at. He is a master of numerous forms of martial arts, both demonic and human in origin. He is an accomplished athlete, and has impressive endurance, even for a demon. While he prefers to fight barehanded, he is able to use most weapons well when there is cause to. He has pioneered a new Ki art where the pain inflicted upon him turns any blood lost to flame, which he gathers internally and can then project. This means that when a bladed weapon cuts him, instead of blood, the players will see a brief flash of fire from the wounds. When he has gathered enough of this fire, he releases it in great blasts that fill the area he is fighting in.

## NPC Stats

### JIN EI

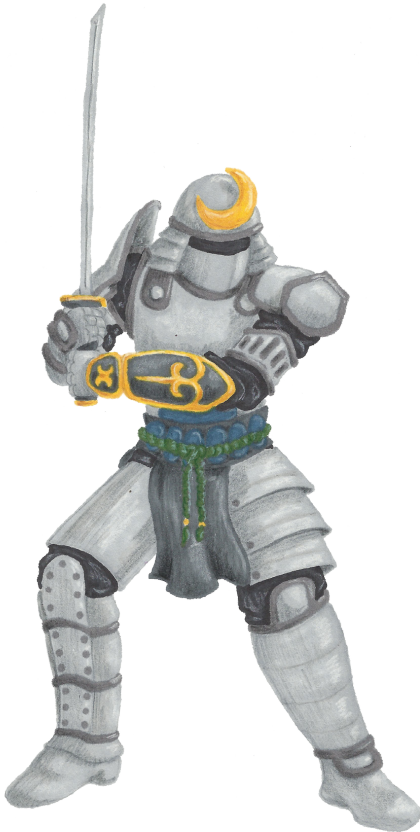
#### Attributes

might	+5	intelligence	+2	zeal	+1
endurance	+5	discipline	+2	resolve	+2
agility	+2	perception	+3	insight	+1

THRESHOLD	4	RALLY	---
FOCUS REF.	4	MAX KI	10
INITIATIVE	+1		
ARMOR			
BODY	3	MIND	3
SOUL	3		

#### Abilities

Ability Mod.		Attribute	TotalMod.
+1	Acrobatics	(AGI)	+3
+3	Appraise	(PER)	+6
+1	Bargaining	(PER)	+4
+7	Craft: Metalsmithing	(PER)	+10
+3	Craft: Sculpture	(PER)	+6
+1	Empathy	(PER)	+4
+1	Intimidation	(MGT)	+6
+3	Mechanics	(INT)	+5
+3	Profession: Smith	(END)	+8
+2	Weapons - Disciplined	(MGT)	+7



#### Made of Weapons (MGT) +7

Action: Full, Attack. Cost: 1 FP. Range: 0. Recommended Defense: Agility, Acrobatics, Weapon Skill  
Jin Ei is composed of pieces of weapons and armor, and he can quickly adapt his body in combat using the various additional pieces in his room. His do D6+2 Body damage, and ignore armor.

#### Made of Armor (END) +5

Action: Simple, Defense, Attack. Cost: 1 FP.  
Because Jin Ei is not a living body, it is very hard to damage him. He may use this Defense Action against any attack. In addition, Attacks that would normally ignore armor do not do so when they hit Jin Ei.



# MUO LONG

## Attributes

might	+3	intelligence	+4	zeal	+4
endurance	+6	discipline	+4	resolve	+3
agility	+0	perception	+2	insight	+5

THRESHOLD		4	RALLY		---
FOCUS REF.	4	MAX KI	12	INITIATIVE	+0
ARMOR					
BODY	4	MIND	3	SOUL	3

## Abilities

Ability Mod.		Attribute	TotalMod.
+2	Alchemy	(INT)	+6
+4	Botany	(INT)	+8
+1	Diplomacy	(INS)	+6
+1	Empathy	(INT)	+5
+1	Gambling	(INT)	+5
+2	Lore: Ritual Magic	(INT)	+6
+3	Medicine	(INT)	+7
+1	Sake	(END)	+7
+1	Tactics	(INT)	+5



### Strike From Anywhere (AGI)

+1

Action: Full, Attack. Cost: 1 FP. Range: Special. Recommended Defense: Agility, Acrobatics, Weapon Skill  
Using the parts of his body spread through the room, Muo Long can attack characters in any zone without paying additional FP to move. These attacks do D6 + 3 Body damage.

### Entangle (AGI)

+1

Action: Full, Attack. Cost: 2 FP. Range: 2. Recommended Defense: Might, Athletics, Weapon Skill  
This attack does no damage if it hits. Instead, roll a D6 and add 2 to the total. The character hit by this attack can take no actions, other than attempting to break free. During that character's turn, they may spend Focus Points to struggle against the Entangle. When the character has spent a total number of Focus Points equal to the total Muo Long rolled, as noted above, the character breaks free.

# SHU-LI

## Attributes

MIGHT	+0	INTELLIGENCE	+3	ZEAL	+4
ENDURANCE	+1	DISCIPLINE	+4	RESOLVE	+4
AGILITY	+5	PERCEPTION	+4	INSIGHT	+3



THRESHOLD	4	RALLY	---
FOCUS REF.	6	MAX KI	16
INITIATIVE	+0		
ARMOR			
BODY	1	MIND	3
SOUL	3		

## Abilities

Ability Mod.		Attribute	TotalMod.
+1	Acrobatics	(AGI)	+6
+1	Bargaining	(PER)	+5
+1	Deception	(DIS)	+5
+1	Empathy	(PER)	+5
+1	Etiquette	(DIS)	+5
+1	Intimidation	(INT)	+4
+3	Poise	(PER)	+7
+1	Tactics	(INT)	+4

Water Spout (ZEA) +5

Action: Full, Attack. Cost: 2 FP, 3 Ki. Range: 1. Recommended Defense: Agility, Resolve, Acrobatics  
A character hit by this attack takes D6+4 Physical damage and is pushed back one zone.

Freezing Mist (ZEA) +5

Action: Full, Attack. Cost: 1 FP, 4 Ki. Range: 3. Recommended Defense: Endurance, Resolve, Survival  
This attack does no damage, but a character hit by it loses D3 + 4 Focus Points, reduced by any Soul Armor the character has.

# Tsu Wa

## Attributes

MIGHT	+2	INTELLIGENCE	+5	ZEAL	+2
ENDURANCE	+5	DISCIPLINE	+2	RESOLVE	+3
AGILITY	+2	PERCEPTION	+4	INSIGHT	+3



THRESHOLD		5	RALLY		---
FOCUS REF.	6	MAX KI	12	INITIATIVE	+4
ARMOR					
BODY	2	MIND	2	SOUL	2

## Abilities

Ability Mod.		Attribute	Total Mod.
+3	Acrobatics	(AGI)	+6
+4	Alchemy	(INT)	+9
+1	Appraise	(INT)	+6
+1	Bargaining	(PER)	+2
+1	Craft: Potions	(INT)	+6
+1	Deception	(INT)	+6
+3	Investigation	(INT)	+8
+1	Medicine	(INT)	+6
+1	Stealth	(AGI)	+4

### Flying Martial Arts (AGI) +3

Action: Full, Attack. Cost: 1 FP. Range: 2. Recommended Defense: Agility, Acrobatics, Weapon Skill  
If Tsu Wa attacks a character that has already taken a Full Action this turn, he gains +3 to his Combat Check.

### Confusion Poison (AGI) +3

Action: Full, Attack. Cost: 3 FP. Range: 2. Recommended Defense: Agility, Endurance, Acrobatics, Survival, Weapon Skill

If Tsu Wa hits a character with this attack, they are affected by the poison, causing their vision to be distorted. The character will see friends as enemies, and be unable to tell who they are actually attacking. When the affected character tries to take any Attack Action, they must make an Endurance Check versus difficulty 16. If they succeed, they are no longer affected by the poison, otherwise they attack the nearest friendly character (choose randomly if more than one character are equally close) with whatever Attack action they were trying to use on Tsu Wa.

# WU SHI

## Attributes

MIGHT	+4	INTELLIGENCE	+0	ZEAL	+1
ENDURANCE	+4	DISCIPLINE	+4	RESOLVE	+2
AGILITY	+3	PERCEPTION	+1	INSIGHT	+1



THRESHOLD	7	RALLY	---
FOCUS REF.	6	MAX KI	10
INITIATIVE	+4		
ARMOR			
BODY	4	MIND	1
		SOUL	1

## Abilities

Ability Mod.		Attribute	TotalMod.
+2	Acrobatics	(AGI)	+5
+4	Athletics	(END)	+7
+1	Leadership	(DIS)	+5
+1	Poise	(INS)	+2
+1	Survival	(END)	+5
+1	Tactics	(INT)	+2
+3	Signature Weapon: Martial Arts	(MGT)	+7
+1	Weapons - Disciplined	(MGT)	+5

Flames of Pain

(ZEA)

+4

Action: Full, Attack. Cost: 4 FP, 8 Ki. Range: Area. Recommended Defense: Agility, Resolve, Acrobatics  
Cost: 4 FP and 8 Ki. This must be the first Full Action Wu Shi uses in a turn, and he can not make any other Full actions that turn (such as attacks). Track the total Tide damage inflicted on Wu Shi from attacks that cut him or would cause him to bleed. At the end of the Round, Wu Shi makes a special Attack action that targets each player character. For each character hit by this attack, the party takes a number of Tide damage equal to the damage noted above. This attack is Soul damage type for purposes of armor.



## AMABIKO

### Attributes

MIGHT	+2	INTELLIGENCE	+0	ZEAL	+0
ENDURANCE	+2	DISCIPLINE	+0	RESOLVE	+0
AGILITY	+2	PERCEPTION	+1	INSIGHT	+0

THRESHOLD	2	RALLY	---
FOCUS REF.	3	MAX KI	10
INITIATIVE	+0		
ARMOR			
BODY	1	MIND	1
SOUL	1		

### Abilities

Ability Mod.		Attribute	TotalMod.	Ability Mod.		Attribute	TotalMod.
+2	Acrobatics	(AGI)	+3	+2	Athletics	(END)	+4
+1	Stealth	(AGI)	+3	+1	Weapons - Simple	(MGT)	+3

## JINMENJU

### Attributes

MIGHT	+0	INTELLIGENCE	+0	ZEAL	+0
ENDURANCE	+1	DISCIPLINE	+0	RESOLVE	+0
AGILITY	+3	PERCEPTION	+2	INSIGHT	+0

THRESHOLD	2	RALLY	---
FOCUS REF.	3	MAX KI	10
INITIATIVE	+0		
ARMOR			
BODY	1	MIND	1
SOUL	1		

### Abilities

Ability Mod.		Attribute	TotalMod.
+3	Stealth	(AGI)	+6

## JUBOKKO

### Attributes

MIGHT	+2	INTELLIGENCE	+0	ZEAL	+0
ENDURANCE	+3	DISCIPLINE	+0	RESOLVE	+0
AGILITY	+0	PERCEPTION	+0	INSIGHT	+0

THRESHOLD	3	RALLY	---
FOCUS REF.	3	MAX KI	10
INITIATIVE	+0		
ARMOR			
BODY	2	MIND	2
SOUL	2		

### Abilities

Ability Mod.		Attribute	TotalMod.
+1	Weapons - Simple	(MGT)	+3

# KARAKURI

## Attributes

MIGHT	+1	INTELLIGENCE	+1	ZEAL	+0
ENDURANCE	+4	DISCIPLINE	+4	RESOLVE	+0
AGILITY	+1	PERCEPTION	+0	INSIGHT	+0

THRESHOLD		2,3	RALLY		---
FOCUS REF.	3	MAX KI	10	INITIATIVE	+0
ARMOR					
BODY	1	MIND	1	SOUL	1

## Abilities

Ability Mod.	Attribute	TotalMod.	Ability Mod.	Attribute	TotalMod.
+3	Appraise	(INT) +4	+4	Craft: Repair Objects	(INT) +5
+1	Mechanics	(INT) +2	+4	Stealth	(AGI) +5

**Sleeping Poison** (AGI) +1

Action: Full, Attack. Cost: 3 FP. Range: 2. Recommended Defense: Agility, Acrobatics, Survival, Weapon Skill  
Sometimes the local humans that bring supplies to Jin Ei are tempted to investigate places in the caves that the artist demon doesn't want them to. Jin Ei had Tsu Wa create a special, non-lethal poison that the Karakuri use to deal with them, knowing that killing the humans that supplied him would be a problem. If a character is successfully hit by a Karakuri, this attack does D3 Body damage, plus roll a D6 and subtract any Mind armor the character has. The character loses that number of Focus Points.

# KOSENJOBI

## Attributes

MIGHT	+1	INTELLIGENCE	+0	ZEAL	+3
ENDURANCE	+1	DISCIPLINE	+2	RESOLVE	+1
AGILITY	+1	PERCEPTION	+0	INSIGHT	+0

THRESHOLD		3,4	RALLY		---
FOCUS REF.	4	MAX KI	12	INITIATIVE	+3
ARMOR					
BODY	0	MIND	2	SOUL	2

## Abilities

Ability Mod.	Attribute	TotalMod.	Ability Mod.	Attribute	TotalMod.
+3	Acrobatics	(AGI) +4	+2	Athletics	(END) +3
+1	Tactics	(INT) +1			

**Phantom Fire** (AGI) +3

Action: Full, Attack. Cost: 1 FP, 2 Ki. Range: 1. Recommended Defense: Resolve  
The Kosenjobi's flames are ghostly extensions of the memories that remain tied to the mortal world. A character touched by their flames will feel strange flashbacks of the Kosenjobi's life, which can be quite disorienting, or even painful. This attack does D3 + 2 Soul damage.

# NINGYO

## Attributes

MIGHT	+3	INTELLIGENCE	+0	ZEAL	+0
ENDURANCE	+2	DISCIPLINE	+1	RESOLVE	+1
AGILITY	+1	PERCEPTION	+1	INSIGHT	+0

THRESHOLD		3,4	RALLY		---
FOCUS REF.	4	MAX KI	12	INITIATIVE	+3
ARMOR					
BODY	0	MIND	2	SOUL	2

## Abilities

Ability Mod.	Attribute	TotalMod.	Ability Mod.	Attribute	TotalMod.
+2	Stealth	(AGI) +3	+1	Weapons - Disciplined	(MGT) +4

Savage Weapons

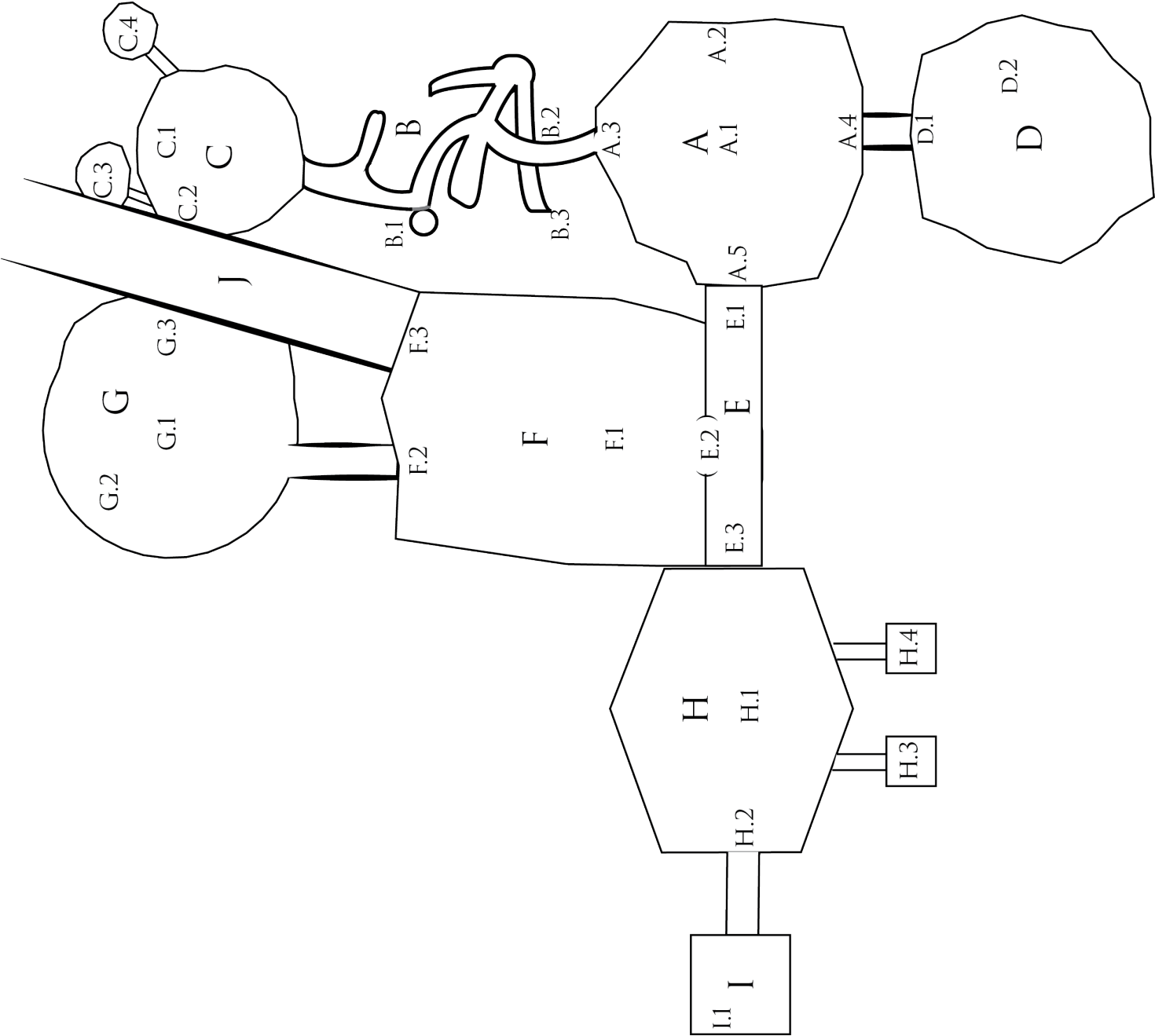
(MGT)

+4

Action: Full, Attack. Cost: 1 FP. Range: 0. Recommended Defense: Agility, Acrobatics, Weapons  
 Ningyo wield crude, savage weapons composed of sharpened bone. These weapons do D6 + 4 Body damage.

Full Dungeon Map

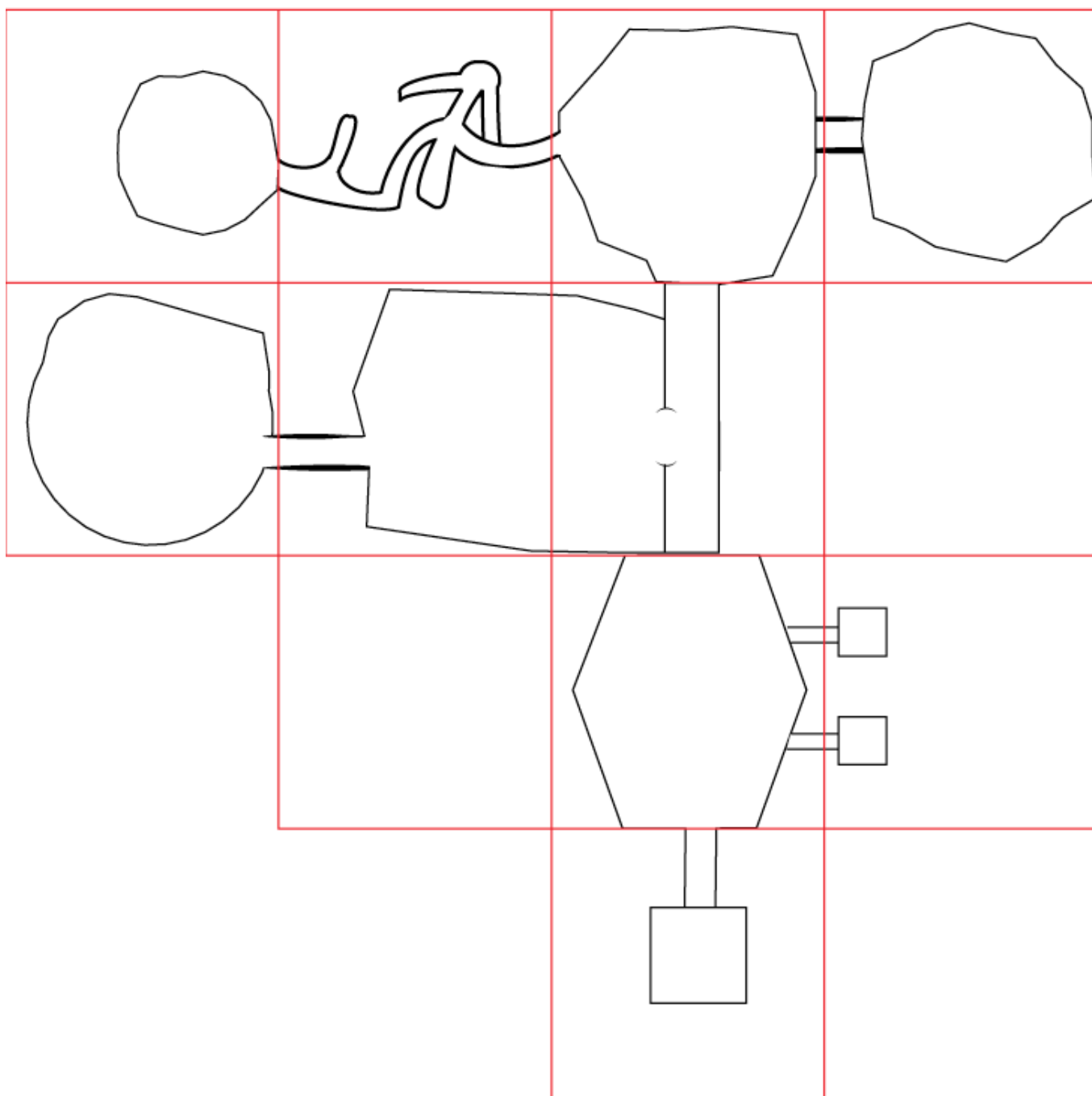
Key	
A - Cave Entrance	
A.1: The Pyre	
A.2: Cave Wall	
A.3: North Exit	
A.4: South Exit	
A.5: West Exit	
B - Northern Tunnels	
B.1: Fake Wall	
B.2 and B.3: Slime Trails	
C - Shu Li's Domain	
C.1: Waterfall and Dock	
C.2: Strange Wall	
C.3: Savage Waters	
C.4: Hatchery	
D - Muo Long's Domain	
D.1: Entrance	
D.2: Muo Long's Pool	
E - Main Hallway	
E.1: Statues	
E.2: Destroyed Wall	
E.3: Locked Doors	
F - Rock Gym	
F.1: Obstacle Course	
F.2: Magma Tunnel	
F.3: Tsu Wa's Living Quarters	
G - Wu Shi's Domain	
G.1: Volcano	
G.2: Wu Shi's Throne	
G.3: Strange Wall	
H - Scrap Room	
H.1: Scrap	
H.2: Barred Doors	
H.3 & H.4: Storage Rooms	
I - Jin Ei's Room	
I.1: Covered Statue	
J - Barrier Wall	





## Map Tiles




Print this page and cut along the red lines. As the players explore new areas of the caves, add the corresponding tile to the map on the table. This allows the party to see where they explore without needing to draw maps themselves.




Page left blank to allow for printing and cutting of opposite page.

## Prophecy Props

*The  of Fire and Water shall  
 the world and destroy *

*The gathering of  shall create  
a  upon the *

*A  beyond mortal compare shall be   
causing all man to forever forgo the pursuit of *

The actions of mortals sent to save us shall be our damnation.

### Key

Prophecy 1: The hatred of Fire and Water shall corrupt the world and destroy balance

Prophecy 2: The gathering of power shall create a second sun upon the earth

Prophecy 3: A beauty beyond mortal compare shall be created, causing all man to forever forgo the pursuit of creation.

Page left blank to allow for printing and cutting of opposite page.



# Scenario Player Characters

## AKITA

### Attributes

MIGHT	+2	INTELLIGENCE	+2	ZEAL	+2
ENDURANCE	+2	DISCIPLINE	+2	RESOLVE	+2
AGILITY	+4	PERCEPTION	+2	INSIGHT	+2

THRESHOLD		4	RALLY		5
FOCUS REF.	5	MAX KI	7	INITIATIVE	+0
ARMOR					
BODY	2	MIND	2	SOUL	2

### Skills

Ability Mod.		Attribute	TotalMod.
+2	Acrobatics	(AGI)	+6
+1	Appraise	(INT)	+3
+1	Athletics	(END)	+3
+2	Deception	(DIS)	+4
+1	Empathy	(PER)	+3
+2	Intimidation	(MGT)	+4
+1	Leadership	(DIS)	+3
+1	Medicine	(INT)	+3
+3	Sig. Weapon - Cicada-Wing	(AGI)	+7
+2	Stealth	(AGI)	+6
+2	Tactics	(INT)	+4

### Equipment

#### Cicada-wing Sword

Action Type: Full, Attack

Cost: 2 Focus Points Range: 1 Damage: D3 + Agi

Attack Roll: 3D6 + Agi(5) + Signature Weapon Skill(5)

Recommended Defense: Agility, Weapons Skill, Acrobatics, Tactics

Special: This weapon does +1 Tide for each 2 points of Margin of Success, instead of 3.

#### Hunter's Armor

Body: 2 Mind: 1 Soul: 1

### Skill and Ability Summary

#### Acrobatics

Action Type: Simple, Defense

Cost: 1 Focus Point

Defense Roll: 3D6 + Agility Bonus(4) + Skill Bonus(2)

#### Intimidate

Action Type: Full, Support

Cost: 2 Focus Points Range: 1 Damage: None

Attack Roll: 3D6 + Intimidate(3) + Might(3)

Recommended Defense: Discipline, Endurance, Resolve, Deception

Special: The target's Rally value is reduced by 1 point for Margin of Success on this attack (for every full 3 points you won the Check by).

#### Leadership

Action Type: Full, Support

Cost: 3 Focus Points Range: 1

Special: Roll 3D6 + Leadership (1) + Discipline (2). Depending on the result of this check, you may increase a target friendly character's Rally value.

15+: +1 to Rally value

20+: +2 to Rally value

25+: +3 to Rally value

#### Stealth

Action Type: Simple, Defense

Cost: 1 Focus Point

Defense Roll: 3D6 + Agility Bonus(4) + Skill Bonus(2)

#### Tactics

Action Type: Full

Cost: 1 Focus Point

Defense Roll: 3D6 + Agility Bonus(4) + Skill Bonus(2)

Special: This skill is used at the start of a round, before Initiative is determined, and may only be used once per battle. You choose the order of Initiative for this round.

If characters from both sides use this skill on the same turn, this is a contested Check, and the side that wins the check determines Initiative order.

#### Fortune's Favore

Once per scene or battle, you may re-roll one of your rolls. If all the dice rolled in this manner are a '6' (before any modification), this does not count as using your reroll for the scene or battle.

### Player Background

Mysterious and dangerous, you are Akita, famous demon hunter. Some say you are a demon yourself, tasked by the Yama Kings to punish those who leave the bureaucracy of the hells for their own purposes. Others say you're an agent of the heavens, the ultimate troubleshooter for the Celestial courts.

You are both empowered and bound by your duties. You may freely dispense any punishment you see fit to demons who violate the laws of mankind, but you may not touch those who do not break any laws (or who you cannot prove have done wrong).

You also hide a deep secret; you are in love with a mortal man. Should your enemies ever find this out, they would no doubt strike at you through him. In times of struggle, this love gives you the strength to carry on, but you must ever be guarded against revealing too much to those you can't trust.

Last night, you were fighting a particularly powerful demon during a thunderstorm. As you finally dispatched it, standing exhausted in the downpour, a mysterious figure approached. Bracing yourself for another battle, you were momentarily shocked to see the face of your lover when the figure pulled aside its cowl. It took you only a second to realize the illusion, but in that second, you felt the sting in your side. You quickly pulled the poisoned arrow from your side, but it was too late. As you fell into unconsciousness, the pouring rain and rumble of thunder blurred in your mind... now you wake up to find yourself in a dry cavern, bound to a chair. What foes must you escape from and punish for this attack?

### What Akita Knows About Demons

Mortals may challenge demons to battle. If a mortal wins, they can demand a wish or information from the demon.

A demon can freely attack a mortal, and does not need to offer challenge. If defeated once, the demon may not attack the mortal until defeated a second time, but is fully free to defend itself if the mortal begins combat.

No wish may cause a demon to hurt itself, any other greater demon, or oppose the mandates of the Yama Kings.

As part of a wish, a demon can introduce the character to any other demon the demon knows. The exact method of meeting will vary with the demons involved.

# HIKARU

## Attributes

MIGHT	+1	INTELLIGENCE	+4	ZEAL	+1
ENDURANCE	+1	DISCIPLINE	+2	RESOLVE	+1
AGILITY	+3	PERCEPTION	+4	INSIGHT	+2

THRESHOLD	3	RALLY	5
FOCUS REF.	4	MAX KI	8
INITIATIVE	+2		
ARMOR			
BODY	1	MIND	3
SOUL	2		

## Skills

Ability Mod.		Attribute	TotalMod.
+2	Appraise	(INT)	+6
+4	Investigation	(INT)	+8
+3	Mechanics	(INT)	+7
+3	Sig. Weapon - Slingshot	(AGI)	+6
+2	Stealth	(AGI)	+5
+1	Tactics	(INT)	+5

### Skill and Ability Summary

#### Stealth

Action Type: Simple, Defense  
Cost: 1 Focus Point  
Defense Roll: 3D6 + Agility Bonus(4) + Skill Bonus(2)

#### Tactics

Action Type: Full  
Cost: 1 Focus Point  
Defense Roll: 3D6 + Agility Bonus(4) + Skill Bonus(2)  
Special: This skill is used at the start of a round, before Initiative is determined, and may only be used once per battle. You choose the order of Initiative for this round. If characters from both sides use this skill on the same turn, this is a contested Check, and the side that wins the check determines Initiative order.

### Equipment

#### Slingshot

Action Type: Full, Attack  
Cost: 1 Focus Points    Range: 2    Damage: D3 + Agi(3)  
Attack Roll: 3D6 + Agi(3) + Signature Weapon Skill(3)  
Recommended Defense: Agility, Acrobatics, Tactics, Weapons

#### Well Worn Detective Uniform

Body: 1 Mind: 3 Soul: 2

### Player Background

In your youth, you traveled Japan, a master investigator that could solve any mystery. You have served the Emperor, the Bureau, the simplest peasant in need, and even the forces of the Supernatural, when they could not find answers. You have outwitted foes at every turn, and you now find yourself wondering if anything or anyone in this world could ever deceive you.

Because you have saved so many from their problems, you have innumerable favors across the land you could call in. Anything you need could probably be yours. On the other hand, your reputation precedes you, and you are constantly being pestered to solve trivial (to you) problems and crimes.

When you originally started your journey, your goal was to become rich and powerful enough to take only the cases you found interesting. But now that you have gained that power, you find yourself feeling hollow. You have begun to question whether being a detective has any meaning. But you feel you must not let others know this, for it is what defines you. If others were to see your weakness, how would they treat you? Would you lose everything you've worked so hard for in life?

Two days ago, you were summoned to The Bureau, a secret organization tasked by the Emperor with dealing with Yokai and other supernatural mysteries. What you had expected to be a new case turned into a series of political introductions and meetings. Perhaps the incessant boredom dulled your senses and made you impatient, but by the dinner party last night, you found yourself on edge, but unsure why. The tea you were served had a slight hint of the wrong scent to it, but you observed everyone else drinking it, so there should not have been a possibility of it being poisoned. But as your vision quickly darkened and you cursed your body for being weak, your mind continued to calculate until the very last second of consciousness. Somehow, you had been slipped a tranquilizer, without anyone else being affected. Now, you find yourself waking up inside an unknown cave, bound and gagged. You must solve this mystery, your life very likely depends on it...

### What Hikaru Knows About Demons

Mortals may challenge demons to contests of skill or games. A mortal who wins forces the demon to grant a wish or request of service.

Any additional wagers that do not violate the rules of demons can be stacked on top of a challenge. Therefore, the character could challenge for money, but not for additional wishes (wishes are part of the laws).

Defeating a demon three times in life will permanently cause the demon to leave the mortal alone, by law. That demon's magic will not work on the mortal.

As part of a wish, a mortal may force the demon to share information. Only information related to local knowledge of the area the demon is currently living in, or previously lived in, on earth can be demanded. Under no circumstances must a demon ever share information on the hells, other powerful demons, or the Yama Kings. They may volunteer information on those subjects without a wish, but it is very likely to be a lie.



# MUSAKAZE

## Attributes

MIGHT	+4	INTELLIGENCE	+2	ZEAL	+1
ENDURANCE	+3	DISCIPLINE	+3	RESOLVE	+1
AGILITY	+2	PERCEPTION	+2	INSIGHT	+1

THRESHOLD	4	RALLY	5
FOCUS REF.	5	MAX KI	8
INITIATIVE	+0		
ARMOR			
BODY	2	MIND	2
		SOUL	2

## Skills

Ability Mod.		Attribute	TotalMod.
+2	Athletics	(END)	+5
+1	Gambling	(AGI)	+3
+2	Intimidation	(MGT)	+6
+1	Leadership	(DIS)	+4
+4	Sig. Weapon - Dual Blades	(MGT)	+8
+3	Tactics	(INT)	+4

### Equipment

#### Twin Blades

Action Type: Full, Attack  
 Cost: 1 Focus Points Range: 1 Damage: D3 + Might(4)  
 Attack Roll: 3D6 + Agi(2) + Signature Weapon Skill(4)  
 Recommended Defense: Agility, Acrobatics, Tactics, Weapons  
 Special: You may attack with both blades. You can reduce your check by up to -6. For every -2, increase the Focus Point cost to attack by 1, and your Tide Damage by +1.

#### Magic Blade

If you roll a '15' or higher on the dice for your Attack Check (before any modifiers), you roll D6 instead of D3 for damage.

#### Composite Armor

Body: 3 Mind: 0 Soul: 0

### Skill and Ability Summary

#### Intimidate

Action Type: Full, Support  
 Cost: 2 Focus Points Range: 1 Damage: None  
 Attack Roll: 3D6 + Intimidate(3) + Might(3)  
 Recommended Defense: Discipline, Endurance, Resolve, Deception  
 Special: The target's Rally value is reduced by 1 point for Margin of Success on this attack (for every full 3 points you won the Check by).

#### Leadership

Action Type: Full, Support  
 Cost: 3 Focus Points Range: 1  
 Special: Roll 3D6 + Leadership (1) + Discipline (2). Depending on the result of this check, you may increase a target friendly character's Rally value.  
 15+: +1 to Rally value  
 20+: +2 to Rally value  
 25+: +3 to Rally value

#### Tactics

Action Type: Full  
 Cost: 1 Focus Point  
 Defense Roll: 3D6 + Agility Bonus(4) + Skill Bonus(2)  
 Special: This skill is used at the start of a round, before Initiative is determined, and may only be used once per battle. You choose the order of Initiative for this round. If characters from both sides use this skill on the same turn, this is a contested Check, and the side that wins the check determines Initiative order.

#### 1000 Cuts

Action Type: Full, Attack  
 Cost: 1 Focus Point, 1 Ki Range: As Weapon Damage: As Weapon + Special  
 Attack Roll: 3D6 + Might Mod + Agility Mod  
 Suggested Defense: Agility, Acrobatics, Weapons  
 Special: This attack does +1 damage for every 2 points of success, instead of 3 points.

### Player Background

Some call you Japan's greatest swordmaster. There may some truth to that, as all who challenge you fall short of your skill. But you know a greater truth; that even more perfection awaits for you to master. You will never give up until even the doubts in your mind are satisfied that there is simply no way for you to achieve greater control of the blade.

Your fame affords you great freedom in the world, but binds you at the same time. While you can enter any town and find no shortage of people willing to give you food, drink, a place to sleep, or clothes and supplies, you often find much of your time frivolously wasted by challengers who do not understand how woefully unprepared they are for you.

You also hide a dark secret deep on your soul. All your skill, all your determination, all your struggle and searching, comes as the result of a single, terrible event in your past. Though you may be unbeatable now, there was a time when that was not true, and that one moment of human weakness cost you everything in your life. You have vowed that will never happen again.

Yesterday, you were summoned to the Emperor's Palace. Strangely, no one seemed to know why when you arrived, though the summons came through official channels. After a full day of waiting, you were finally taken aside to the councilor's chambers, yet there you were forced to wait longer. Nearly ready to leave, the door opened and a man dressed in the noble robes of an advisor entered. However, you had never seen this man before, and you were instantly alert. As your hand carefully undid the ties on your blades, the world seemed to slow down, and your body felt heavy. As the man stepped closer, you saw his eyes glowed with magic. Magic! The tool of cowards! You willed your body to strike down the trickster before you, but it would not obey. As your vision dimmed, you burned the man's features into your brain. Someday, you will have your revenge... But for now, you awaken inside the earthy confines of a cave, bound and gagged. Such average trappings will not hold you for long, and then you must discover what is happening.

### What Musakaze Knows About Demons

Mortals may challenge demons to contests of battle. When a mortal defeats a demon, the demon must grant a wish to free itself from the debt of defeat.

Mortals should offer challenge before attacking demons. Failure to do so will result in other demons seeing the mortal as a barbarian, thug, or even murderer.

Demons can be challenge to anything they are skilled at: combat, games, physical challenges, etc. A demon can not be challenged to something they do not have the skills to perform; any such challenge is invalid.

Defeating a demon for the second time in life will bound the demon to grant 3 wishes within one year, and then free the demon to attack the mortal forever forward.

# TIBERIUS

## Attributes

MIGHT	+3	INTELLIGENCE	+2	ZEAL	+1
ENDURANCE	+3	DISCIPLINE	+3	RESOLVE	+2
AGILITY	+2	PERCEPTION	+1	INSIGHT	+2

THRESHOLD	3	RALLY	5
FOCUS REF.	4	MAX KI	7
INITIATIVE	+0		
ARMOR			
BODY	3	MIND	3
SOUL	3		

## Skills

Ability Mod.		Attribute	TotalMod.
+3	Acrobatics	(AGI)	+5
+2	Athletics	(END)	+5
+1	Leadership	(DIS)	+4
+3	Sig. Weapon-Escrima Sticks	(MGT)	+6
+2	Survival	(END)	+5
+2	Weapons - Simple	(MGT)	+5

### Equipment

#### Escrima Sticks

Action Type: Full, Attack

Cost: 1 Focus Points Range: 0 Damage: MGT(3) + 2

Attack Roll: 3D6 + Agi(2) + Signature Weapon Skill(3)

Recommended Defense: Agility, Acrobatics, Tactics, Weapons

If the target has already attacked this Round, you do +1 damage on a successful hit.

#### Worldly Gi

Body: 2 Mind: 2 Soul: 2

### Skill and Ability Summary

#### Acrobatics

Action Type: Simple, Defense

Cost: 1 Focus Point

Defense Roll: 3D6 + Agility Bonus(2) + Skill Bonus(3)

#### Leadership

Action Type: Full, Support

Cost: 3 Focus Points Range: 1

Special: Roll 3D6 + Leadership (1) + Discipline (3). Depending on the result of this check, you may increase a target friendly character's Rally value.

15+: +1 to Rally value

20+: +2 to Rally value

25+: +3 to Rally value

#### Defense Master

This ability increases the maximum value of the party's Tide Bar by +1

#### Endure Elements

Action Type: Simple

Cost: 1 Ki, Maintain: 1 Ki

Effects: You are not affected by any combat modifiers as a result of the environment, such as cold, heat, or rain. You have Armor - Body:2 against any element based damage, such as water or fire, even if the source is magical.

#### Turn Aside Blow

Action Type: Simple, Defense

Cost: 1 Focus Point, 1+ Ki

Defense Roll: 3D6 + 3 per Ki spent

Special: This defense works on any attack up to 3 zones away that the character is aware of.

#### Waterfall Training

You have Natural Armor with Body: 1, Mind: 1 and Soul: 1

### Player Background

You are a seeker of truth, a wanderer, a scholar, and a devout monk. You live a life of purity and are ever searching for ways to better understand the universe, your place in it, and the truths that bind all life together. You are also a gaijin, a foreigner, a curiosity at best, and a reviled pariah at worst. Your parents came from lands where skin is lighter; washed ashore upon Japan before you were born. They struggled to find a way to live in this new world, and into their struggle you were born. They both perished early in your life, and all you knew of them was their suffering, and the strength you saw in their search to find a way to make life better without confronting those who hurt them. Taken in by a monastery, you held on to those lessons and began a desperate search to understand why a universe could be built in such a way.

Over the years, you have found many truths, including deeper meanings that even your elders at the monastery found amazing. You honed your body to a perfection that makes warriors jealous, but you find it just as engaging to perform physical challenges as martial ones. You have learned that every new bit of knowledge is a mixture of wonder and curse, for knowing more also teaches you that there is more you do not know.

Your heritage lurks deep in your soul. For while you struggle in all things to maintain balance, you are constantly treated as some form of impurity. Your quest for enlightenment has taught you to meet hate with kindness, ignorance with understanding, and to always share your knowledge with others. But deep in your heart, in a place you even fear to acknowledge, burns a darkness, a pain, perhaps even... hate? You have never hurt an innocent, why should you suffer so? Might it not be better to turn your power against those that hate, and might it not make the world a better place to do so? You know that you could crush the small minded bigots with no effort, but everything you have learned says to do so is wrong. Why then, does a small part of you seek it so desperately?...

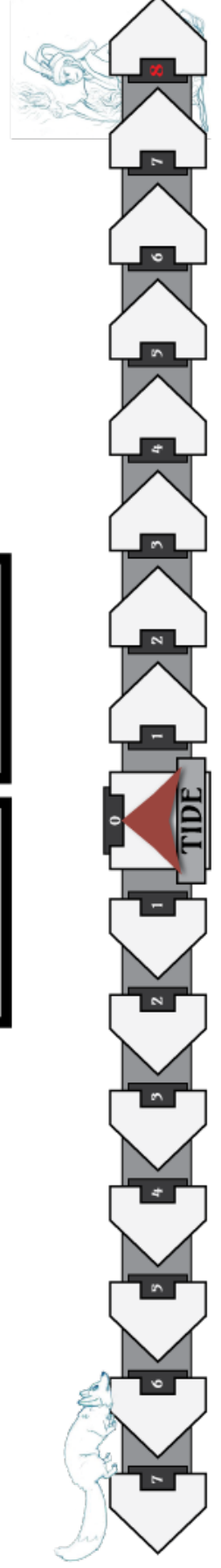
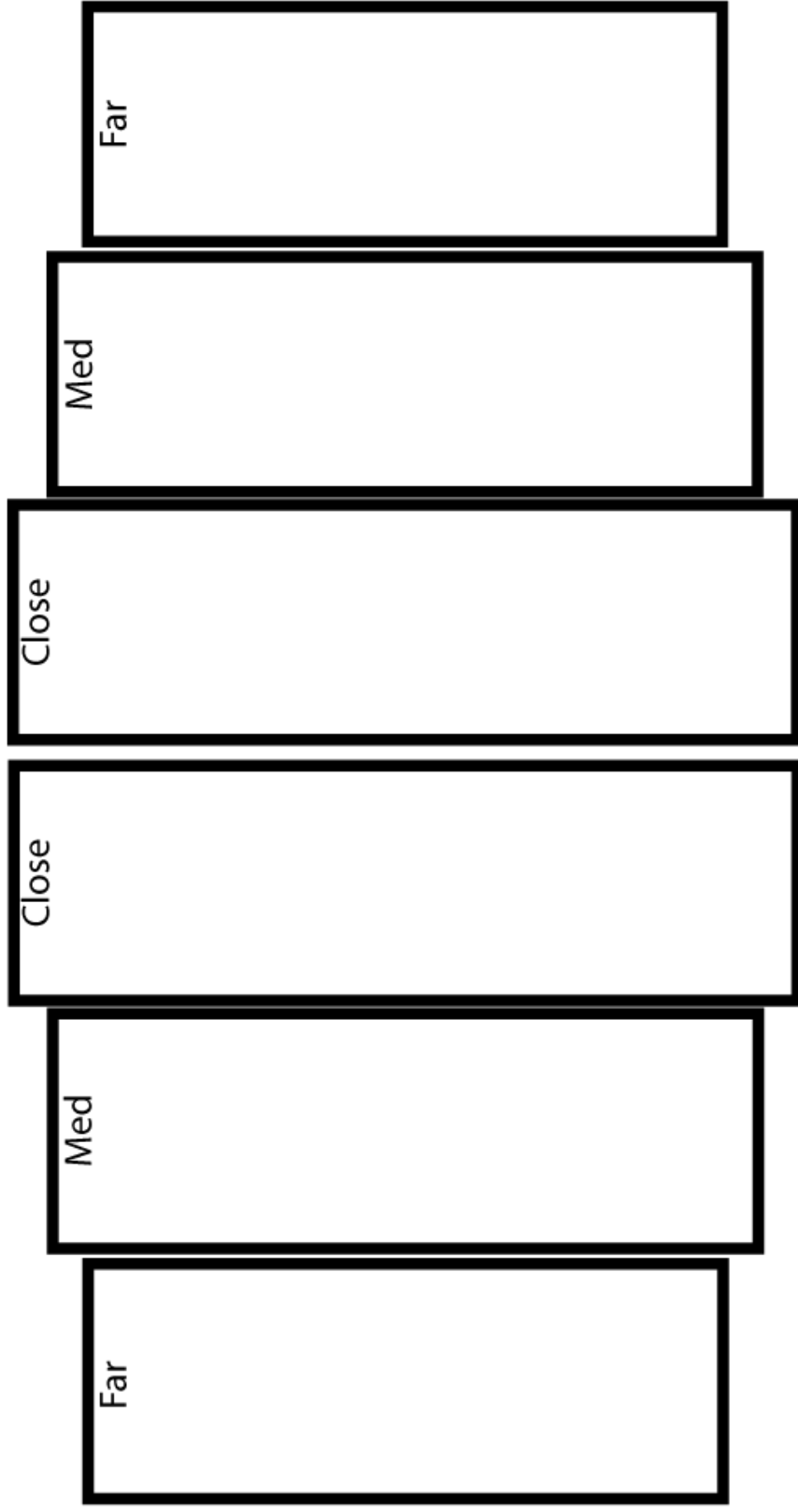
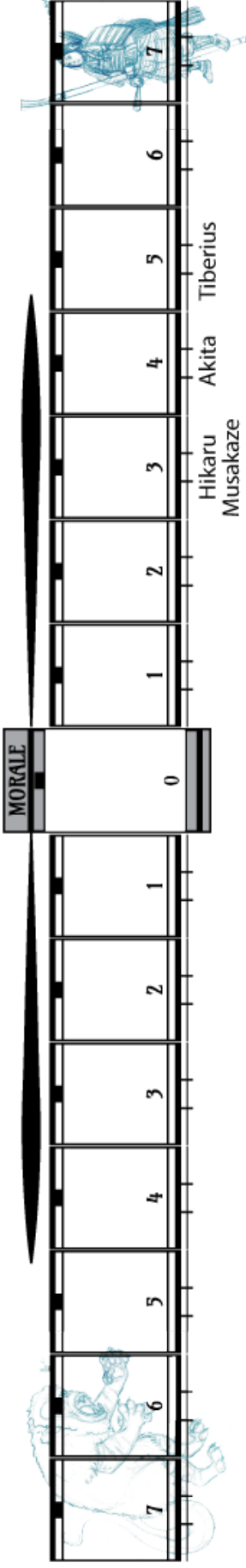
Yesterday, you found yourself arriving at the scene of a battle that was just ending. The Emperor's men fought bravely, but the forces of the strange Yokai they faced were inhuman in skill and attitude, the losses among the Emperor's forces were terrible. On top of that, the number of wounded was staggering. You were approached by one of the field doctors with a strange request. He wished to draw blood from your body in order to help save some of the wounded who might still live to see another day. You agreed, and nobly gave of yourself to save your fellow man. But something has gone terribly wrong. You wake up now, not in the cot in the medical tent you lost consciousness in, but in a cave! As you return to your senses, you find yourself tied and gagged, and you notice there are others here with you, in the same predicament. What has happened to you while you were unconscious?

### What Tiberius Knows About Demons

Ancient laws govern challenges between mortals and demons. A demon who loses to a mortal must grant the mortal a wish or powerful item.

As part of a wish, a demon may be ordered to perform minor tasks: Labor, combat, etc. This cannot put the demon in danger or a position of obvious sacrifice.





# Mysteries of the Yōkai <sup>妖</sup>怪

~ 妖怪の謎 ~

## Japan may be doomed in three days, unless you and your friends save it!

An introductory adventure for a Game Master and Four Players

Inside this book you will find a full adventure for Mysteries of the Yokai. This adventure is made especially to assist new players and Game Masters, and contains everything you need to start your investigations; a fully described and mapped cave complex, NPCs and monsters, pre-made characters, Game Master tips, and game props.

