

CANT STOP THE LONELINESS



ITS ALL COME TO THIS

IT COMES TOGETHER

**FOUR ADVENTURES NOW
ITS FIVE**

**WHOLL DIE AND WHOLL
SURVIVE**



SPECIAL THANKS AND COPYRIGHT

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

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CANT STOP THE LONLINESS

*I cleverly plan every hello and
goodbye
Because everything comes to an end
Don't hurry!
-Mariya Takeuchi*

*Written by
Steven Goodison*

Intro

This scenario takes place in 1984 *Tokyo*, specially the *Minato* district of *Tokyo* as *Tokyo* is such a huge city that keeping a scenerio to one district is much easier to manage for both player and Keeper alike. This scenario is intended to be the grand finale to the Edo Japan era scenario collection and the final culmination of all that has happened to the surviving Edo investigators. This scenario can also be used as an introductory scenario for a 1980s setting campaign, acting as a springboard into further adventures.

Keeper information

Since the events of the scenario 'GOZU', the journal housing the insane notes written by the record keeper was lost into the wilds of Japan, with only scraps surviving to the modern day, each of these scraps being an incredibly powerful and dangerous artefact holding the power to drive any who read it insane from its horrors. The story of *Gokana Izuki* and the strange light which controlled the entire town was lost to time as well, become replaced with storied of cow headed creatures, a guilty populace of cannibals, vengeful ghosts and other such things. Over the next hundred or so years, the story began to grow arms and legs. A man made of light possessing a cow. A woman with a cows head becoming the wife of a deranged daimyo, all of it nonsense but no less powerful. The story of *Gozu* began to spread and be bastardised. It became an urban legend of this story so horrifying that any who listen to it will die. Luckily for the people of Japan, the fragments of the story that have been collected can only cause feelings of dread and nausea. But a select few versions have that dreadful power. Only the original journal can kill those who read it. The read danger is in the listening. This has resulting in those who find particularly potent versions of the *Gozu* legend to read the story, pass it off as nothing, only to then read it aloud and kill themselves by accident and whoever else was unfortunate enough to hear. Such cases are rare however and a large majority of Japan believe the *Gozu* story to be nothing but an urban myth.

Four years ago, in 1980 a tragic incident accord in *Tokyo*. *Goro Shinjin*, a diect descendant of *Idaina Shinjin*, was only 10 years old when on a field trip, the bus driver who read one of the more potent versions of the Cow Head story began to retell the story to the rowdy schoolchildren in order to get them to be quiet. As he began the story he could not stop, the story took over his mouth, his tongue and his sanity. The schoolchildren begged him to stop as their ears bled and their tongues blistered. With every syllable uttered, another piece of them got ripped open. All except little *Goro* who had been completely deaf since birth. He could only cry as his classmates pores tore open and their shrieks broke the very windows. The bus collided with a mountainside just outside of *Tokyo* with *Goro* being the only survivor. His deafness blessing him with living, but cursing him with that survivors guilt.

In 1984, *Goro* is now 15 years old and attending the *Minato* middle school for the deaf and blind. He is a gifted student of electronics and computers with a keen interest in Japanese mythology. Over the years his guilt turned to loneliness and his loneliness turned to a bitter hatred of the world that was cruel enough to rob him and his friends of their childhoods. *Goro* discovered the truth behind the Cow Head legend, his deafness protecting him from the ill effects of the curse and has been searching for the original manuscript for one year, finally finding a scrap a few months ago. He has harnessed his electrical know how in an attempt to read the Cow Head story aloud. First with a radio station, then local TV and then finally, a nationwide broadcast to all of Japan. This kid just needs a hug, don't you think?

Running this Scenario

While it is possible to run that scenario as its own disconnected one shot, i highly recommend against such a decision. Not only would the scenario make a lot less sense without the prior context, the scenario would also be a lot weaker as this is the culmination of all that the prior 4 Edo Japan scenarios have been building up to and it would be a shame for both Keepers and players to experience this scenario in a vacuum.

Tokyo in 1984

After world war 2, *Japan* was devastated in defeat. The sun set on *Japan*, as the Emperor renounced his godhood on radio for all of *Japan* to hear, and Tokyo was left as nothing but a pile of charred rubble. But with the perfect combination of that famous Japanese work ethic and billions of upon billions of dollars worth of American investment, *Japan* rose from its ashes as the technological powerhouse of the 20th century, with *Tokyo* being an example to the entire world of what progress can do. By 1984, *Tokyo* was one of the richest and prosperous cities in the world.

In the 1980s it seemed that *Tokyo* was like *Las Vegas* as a city that never slept. The bright neon lights shining brighter than the stars alongside the plinking and plonking of pachinko parlours and the Japanese unique blend of funk and pop in the form of CityPop blaring out of every Sony device on every street corner. Sleeping was saved for the day after.

Minato City

Minato is located right in the middle of what most people think of when they think of *Tokyo*. A centre of industry, technology and transport, *Minato* is a labyrinth of cold steel railings, sleek glass skyscrapers and overpowering corporate dominance. Because of this, the *Minato* district has a hard clash between the ultra rich and the ultra poor. The neon lights only distracting from an inner darkness. Low life drug dealers, underground prostitution bars and the gaggle of dim witted thugs and bullies known as the Yakuza all had their place in not just *Minato*, but everywhere in *Tokyo* where there were cracks to be found.

Investigator information (Edo period Investigator)

After the events of 'House of the setting sun', the Edo era Investigator was arrested and taken to the 'Minato low security mental institution' until their court appearance. This was in 1982. They were found not guilty by reason of insanity and placed in the mental institution indefinitely. They were very scared and confused by all the new technology and environment

they were in for quite some time, on top of the horrors they experienced in *Edo Japan*. After a couple of months however, they got more and more comfortable. Beginning to understand new technologies and making a couple of friends among the other mental patients. For the next two years and after many hours of therapy sessions and anti psychotic drugs, the Edo era Investigator, while remembering all of them, now believes that their adventures in *Edo Japan* was all just one long and very vivid hallucination. They are very happy. I find this a nice twist on the trope of having a known character in a mental asylum. But as a Keeper, if you or the player wants their character to be a screaming maniac smearing their shit on the walls then by all means go in that direction.

Investigator information (1984 Investigator)

Since most players wouldn't have been expecting to play a 1980s era investigator they might not have any idea of what they want to play as, or on the other hadn't they might come up with a character idea completely out of left field such as a Yakuza member. As a keeper its best to hold this in stride as the only pre-requisites to joining the adventure is to either hear about the radio station attack or to experience it themselves, something which all Investigators of any walks of life can do. All that the Investigators know is up to the players and Keeper. They may know of the *Gozu* legend, they might not, they might take it seriously or not at all, they might know the Edo era Investigator from working at the mental hospital. This scenario is very flexible as there is not prior information to know before hand.

Cow head radio station attack

The first Cow Head attack happens on the night of June 10th 1984. With his parents gone for two whole weeks, *Goro* sets his plan into action. His target is *Minato at midnight FM*, a local radio station with a reasonable listener count. *Goro* snuck behind the studio and plugged his set up into the electrical system and broadcast a recording he had made of his reading from the Cow Head manuscript piece. For the five minutes that the message was played for, hundreds of people were injured and dozens killed with those wicked words.

If an Investigator listens to the broadcast then they must make a **POW** roll against the Cow Head curse. No matter their success, they will suffer.





THE FIRST GOZU ATTACK

Extreme failure

*The Investigator hears the words spoken, as loud as drums inside their head. Each word causes a small portion of skin to rip open but not bleed. Their tongue will be blacked and burnt. They must make a **CON** roll, which if failed, they will pass out for **1D4** hours. They lose **1D10** sanity, with the Cow Head now permitting their thoughts forevermore.*

Hard failure

*The Investigator will taste metal in their mouth as blood pours out, they will feel a trickle down their head as their ears do the same. Their vision is filled with red and a cant of '**GOZU GOZU GOZU**' bangs in their head. They lose **2D6** sanity and **1D4+2 HP**.*

Normal success

*The Investigator begins to feel incredibly sick. Their head feels heavy with the painful shouts of the curse. They must make a **CON** roll. On a failure, they will then vomit but will feel no less empty. Their eyes are bloodshot and dry. The pain only ends when the broadcast does. The Investigator loses **1D4** sanity.*

Hard/Extreme success

The Investigator feels a stinging, ringing noise in their head until the broadcast is over or is turned off. They luckily lose no sanity.



Investigators who are well versed in Japanese History or who succeed a **History** roll will recognise the words being spoken as being from a very old form of Japanese, which only some of the words are understandable. A successful **EDU** roll after that will reveal that the form of Japanese would be from the Edo era.

The Minato low security mental institution

The *Minato low security mental institution* is among the many mental institutions that are in *Tokyo*. The *Minato low security mental institution* is only notable for hosting the Edo period Investigator which at the time was a relatively famous case in *Tokyo*. But as of June 1984 the institution is regular and ordinary.

Its quite a large building, decorated and clean, all the patients are relaxed and calm. In order to keep with this calm atmosphere and avoid disruption, strangers are not allowed in the institution. Only relatives of patients, medical professionals and patients on release themselves can enter the building past the reception area. If none of the Investigators are any of those they also have the option to bribe their way into the building from a corrupt receptionist. Investigators may also pose as inspectors or cleaning staff but the former would require a successful *Persuade* roll and the later would require an appropriate disguise.

Minato at midnight FM

The day after the Cow Head attack, the *Minato at midnight* radio station will have been abandoned by the two hosts as they took the full brunt of the Cow Head attack, reduced to babbling mental cases. Rambling of an 'Evil cow monster'. The radio station itself is not to hard to find if an investigator is a native of *Minato*. Even then, all that it will take to find the radio station is to ask around *Minato*. The radio station is tucked between a residential area and a convenience store. Its a small boxed shaped building with the main, giant antenna poking out from behind it. A successful *Spot Hidden* roll will reveal that there is a gap in the fence leading to the alley behind the radio station.

The door to the radio station is locked, needing either a crowbar or a successful *Lockpick* roll to break open. There is nothing inside but the bathroom and the broadcasting room. A wide display of knobs and buttons, two microphones dangling from the

ceiling and a mess of cables across the floor. The backdoor leading to the alley has been left wide open. A successful *Spot Hidden* roll will reveal the almost fresh bloodstains surrounding both of the chairs.

The Alley

The alley behind the radio station is where *Goro* slipped up and left some invaluable clues behind. His heart still racing after actually managing to hijack the radio station to his own surprise. The alley is spotted with dirty little puddles and grime sliding up the walls of the business back ends. On one end of the alleyway is the massive radio antenna, about 20ft tall, the other end leads to a pile of left out bin bags. There is a backpack on the ground of the alley, empty but with stationary spilled out of it. The stationary makes a small trail leading to an electrical box. If the investigators do not follow the trail or do not think to search the electrical box then have it flap open with a gust of wind to get them to look at it.

Below the electrical box is a radio kit with wires leading out of it and into the electrical box. This is what *Goro* used to hijack the radio station. Inside the electrical box, the wires lead to a cassette player taped to the side. A successful *Spot Hidden* roll will reveal the *List 1* handout taped to the door of the electrical box. A successful *Spot Hidden* roll will reveal that both the radio kit and the cassette player are brand with the logo of 'Kannos Electronics'. Opening the cassette player requires the investigator to cut open the tape sealing it shut. Flying out of the cassette player comes the *Coupon* and *Disabled card* handouts. If the cassette tape is played nothing but scratch garbling can be heard.

Kanno's electronics

Kannos electronics is a small corner shop specialising in cheap and utility electronics. Usually frequented by hobbyists and sketchy arcade owners looking to save money on spare parts. Its stuffy and smells of mould and slightly rusted metal. The faint fuzz of electrical static fills the air and is so thick you could probably light a cigarette in mid air, It is ran by a laid back but lazy man named *Koru Yamada*. When questioned about suspicions people buying radio kits or multiple VHS players then *Yamada* will mention that there was a weird kid who



bought a bunch of VHS players and radio kits at the same time but he cant say anymore than that. 'Customer buyer confidentiality'. But if threatened with police action or a successful *Intimidate* roll then he submit and show the investigators his CCTV footage.

The CCTV footage of this strange customer, who is Goro Shinjin. But all the investigators can see is a teenager in a school uniform buying the VHS players and radio kits and then leaving without saying anything. At the angle the CCTV is at, its impossible to actually see this persons face. *Yamada* can be grilled about what he looked like but he cannot remember, A successful *Psychoanalysis* roll will reveal that he is telling the truth.

Library

There are many libraries in *Minato* city. For the sake of easiness and brevity, all handouts are possible to be found in all libraries that the Investigators might go to. The information that they can find at the libraries are the, *Cow head legend*, *Story of Gokana Izumi*, *Newspaper bus crash* and *Newspaper Yamada arrest* handouts. While your investigators will be at a disadvantage if they do not go to the library, there are other places in this scenario to get some of those handouts so it is not a complete loss.

What became of the Yamada estate?

After the incident in 1982, the *Yamada estate* was investigated. Once it was discovered that there was no living heir to the property, it was ruled that due to the constant and historical unfortunate circumstances it was best to have to the building demolished. The demolishing process only began in 1983 and by June 1984, the building is entirely destroyed and reduced to splinters. Surrounded by construction equipment and a new world which has left it all but forgotten. The purpose of this is to try and say to the players that the story of the *Yamada estate* has ended and has nothing to do with the current scenario.

Minato in the morning station attack

Minato local is a local Television station which hosts, among other programmes a morning program called '*Minato in the morning*' which is an incredibly popular morning talk show. A couple of weeks ago, *Goro* managed to achieve a work experience placement at *Minato local*. All to facilitate his plans. As an intern, he is ignored and passed over, which is perfect for him. Using his ability to read lips, he manages to hide his deafness outwardly.

It is likely that the Investigators are going to get to the station at the same time or just before *Goro* launches his attack. In which case, they may even come across him working beside a seemingly more important worker at the station. As a Keeper, only mention him as an intern and nothing else. Maybe even have *Goro* misdirect the Investigators and lie to them, as if they mention the radio attack or the Cow Head legend in-front of him, he will know that they are onto him.

At 9.36am, *Goro* sneaks into the broadcasting room and hooks up his hijacking system and inserts a VHS tape and leaves the station behind, glad with what he has done.

The broadcast goes into static. A figure wearing a cows head is visible, barely. The cows head is bloody and bruised. Its eyes, empty sockets. The figure talks in a distorted voice, but his words break through. He begins quietly and gets louder and louder until he begins a horrible chanting. This chanting lasts for two whole minutes until the broadcast is taken over again or until the Investigators eject the VHS tape in the broadcast room.

If an investigator watches to the broadcast they must make a *POW* roll against the bizarre footage.



Cow head TV station attack effects

The investigator, on viewing the broadcast must make a *POW* roll. No matter what they roll, they will suffer until the television is turned off of they are taken out of the room that the television is in. The only way not to be effected by the broadcast is to not view it.



THE FIRST GOZU BROADCAST

Extreme failure

*All is lost now. The ghastly image of the Cow Head is burned onto their retinas. Their cochleas ring and shake only to the sound of **GOZU, GOZU, GOZU**. The cacophony of trembling pain is so terrible that they do not even notice that they're falling to pieces. Bits of flesh turns to slop and falls of the bone as the investigator is reduced to nothing but a pile of still screaming muck within minutes. Even without ears nor eyes, the Cow Head still persists. Any investigators who witness this lose **1D6** sanity.*

Regular/Hard failure

*The chanting on the strange broadcast cuts into the investigators head like a hot knife. Every syllable hitting like an iron mallet. The broadcast is so wicked as to attempt to cut even deeper. They lose **1D4+1 HP** If they fail a concurrent **CON** roll. The investigator loses **1D6** sanity.*

Normal success

The investigator is transfixed by the broadcast and the strange figure and chanting. They even begin to move their own lips before they snap out of it.

Hard/Extreme success

The investigator is taken aback by this strange broadcast. This Cow Headed thing riddles them with disgust and revulsion, but niching more. They have strength.



Minato local TV Station

The Minato Local building is not difficult to find, as plastered onto the side is a gigantic promo image of the 'Minato in the morning' talk show. If the investigators don't find it by seeing the billboard, they certainly will find it by the screaming. At the time of the attack, dozens of station staff will be running away and expelling their breakfasts all around. None of the security will be bothered to stop the investigators if they enter the building during or directly after the attack. The broadcast room will be easy enough to find and will be entirely empty.

Broadcast room and the mysterious VHS tape

Despite being early morning, the broadcast room is a dark labyrinth of cables and equipment. A successful *Listen* roll will call to attention a faint fuzzy static sound and if followed will reveal a small duffel bag tucked under a sound desk. The duffel bag can also be found if the investigators search under the desks specifically.

The duffel bag has an insignia on it. A successful *INT* roll will reveal that it is the logo of the *Minato school for the deaf and blind*. Inside the duffel bag is another radio kit from *Kannos electronics* exactly like the one behind the radio station. Also inside is a small VHS player attached by wires to the technological suite. It has been screwed shut and only a screwdriver, a successful *Mechanical Repair* roll or smashing it will get it open. Smashing it will destroy the VHS tape.

Also inside the duffel bag is the *List 2* handout and the *Script* handout.

Playing the VHS tape in any VHS player will show nothing but scratches and static. A successful *Spot Hidden* roll on the tape itself will show little black spots on it. A successful *Mechanical Repair* roll will reveal that these are actually small burns and to cause such burns would require decades worth of playback to cause on a VHS tape.

The Délices des mangeurs

The *Delices des mangeurs* is *Minato's* only French restaurant and is so popular in fact that a reservation is needed for most weeks. The outside facade has been built to resemble the outside of a Paris cafe. Accordion music blares from a well hidden speaker from the minute of opening to the minute of closing. The Investigators may enter as customers but are not allowed in the kitchen. Upon entering, they will be greeted by a waiter and ask to kindly wait to be seated as he will of course expect the investigators to be regular diners. If they wish to speak to the manager then they will be told to wait a few minutes in a booth, helping themselves on breadsticks if they so desire until the manager allows them to come upstairs. The investigators will then be directed to the manager's office on the top floor where they all will most certainly get a shock, and the Edo era investigator, a pleasant surprise.



Reuniting with Thiadagg Von Bosch

This course of the scenario is only achievable if *Thiadagg Von Bosch* is still alive at the end of *'The kofun closes to the west'*. If not, *Thiadagg* can be replaced with a generic owner of a French restaurant. But this section will be written as if *Thiadagg* survived the events of that scenario.

The manager of the *Délices des mangeurs* is in fact the very same *Thiadagg Von Bosch* from *'The kofun closes to the west'*. He will be in his chair facing away from the investigators as they come in, watching a small portable television. If the Edo era investigator speaks he will instantly recognise them and swing around his chair in amazement. Greeting them like an old friend. All of the investigators are certain to have some questions for him.

•'How are you still alive?'

'Among the many gifts eating my fellow man gave me, a long and healthy life was one of them'

•'How are you running a French restaurant?'

'I saved up all my money from my time as a captain and i wanted to return to Japan after all these years. The Japanese cant tell the difference anyway so i just told them that i was French.'

•'What happened to the Eters Trot crew?'

'While i did not lose my mind, my crew were not so lucky. One by one i had to put them down like rabid dogs.'

•'How are people not afraid of you?'

'People have become more tolerant to ugly folks in recent centuries, i just tell people i had an accident with an oven.'

•'What are you eating? Are you killing people?'

'Good go no! I just know a guy who i happen to know as a supplier of dead bodies, and he knows me as someone who gets rid of dead bodies. We don't talk much, i get my fill'

With the explanatory questions out of then way, the pressing questions of the coupon should arise. When asked about the coupon, *Thiadagg* will not know who it belongs to specifically. But if he is questioned about the *Minato* disabled persons card

then he will mention a deaf boy who uses his card often and has been ordering takeaway meals from the restaurant every day for a week now. This deaf boy is of course *Goro Shinjin*. *Thiadagg*, trusting of the Edo period investigator will give them the *Goro's Order* handout. If the investigators want to stake out the restaurant to catch *Goro Shinjin* then *Thiadagg* will not allow them to do so inside of his restaurant but will allow them to apprehend *Goro* in the street if they so wish.

Recruiting Thiadagg?

It may come to your players minds the idea to recruit Thiadagg into the party. With his powers as a ghoulish he would be very useful. I leave this up to player disgression if they would allow this. Thiadagg is a very busy man. But he also owes the Edo period investigator a favour for not getting him and his crew exected. Personally, i would save Thiadaggs help for the final confrontation.



Staking out Goro Shinjin

If the investigators do plan on ambushing *Goro Shinjin* then they will be waiting quite a while and wasting valuable time as he does not get his meal until 5pm. Although he does this every day, it is a lot of time to wait to only maybe just catch him. As a keeper, to avoid disappointment and killing off the scenario too early, I recommend having *Goro* use his powers to escape but not unharmed. Have the investigators manage to cause a serious hindrance to him either with the loss of a hand, or his sword. It wouldn't be a good ending for this 5 part campaign if in the investigators just curb stomped the final villain into the pavement like a punk.

Goro will, as he has been doing every day, go to the *Délices des mangeurs* and order his usual meal. The investigators may attack him when and how they please, but *Thiadagg* will be annoyed if they do so within the restaurant. *Goro* will attack them without hesitation when they spring their ambush. Make this a memorable fight and use it to establish that *Goro* is not a force to be taken lightly and is more than just some trumped up kid who knows a single evil poem.

Minato school for the deaf and blind

This section will most likely be close to impossible for investigators over the age of 18. A group of random adults trying to get into a school for vulnerable children is more than suspect and will defiantly have the police called on them. An age appropriate investigator could sneak their way into the school but only if wearing a school uniform themselves or a gym outfit. If they so desire, the investigators could sneak into the school under the cover of night. But this is not the desired option and if caught then the consequences will be swift arrest at best and vigilante justice at worse.

Goros locker is clearly labelled as belonging to *Goro Shinjin* although it is locked shut and without the key requires either a crowbar or another prying device will require an Investigator to have a *STR* over 70 and achieve more than a hard success roll on *STR*.

Goros locker contains, several textbooks on electronics, several books on Japanese Mythology., The, *crash blamed on urban legend* handout, incase the Investigators missed it, *Goros list*, and a Gundam model set. The locker also contains the Emergency contacts handout.

The Shinjin's apartment

Goro Shinjin lives at 144 *Jokini Lane*. Apartment 9. Currently he is all by himself as both his parents have been away on business, the perfect opportunity to launch is radio and television attacks. The apartment is surprisingly unlocked, allowing the investigators to walk right into the *Shinjin residence*. The apartment seems to be just a regular lower middle class Japanese household. Its actually a very quaint and pleasant house.



Goros room

The first thing to note about *Goros* room is actually his door. It is broken and will slam shut if not propped open. *Goro* has used this annoying hindrance to his advantage and has placed a nasty little spell of his own making on it in the form of a sigil. The sigil is the spell ‘*Goros curse*’. Sufficed to say, the investigators will have quite a challenge ahead of them if they don't keep that door open.

Goro, despite being a psychopathic master of the occult and technological boy genius, is still a teenage boy and as soon as the investigators open his door, they clearly see, and smell that fact. Its a small, messy room. Clothes strewn across the floor and various books and manga haphazardly stacked in the corner. On his bed is the Cow head mask from the videos, now covered in blood. A successful *Spot Hidden* roll will reveal that it is recent, as the blood is still red and not dried. A successful *Art/Crafts* roll will reveal that the Cow Head mask is a mixture of paper machè and fake fur. Scattered throughout his drawers are the *Story of Gokana izumi*, *Cowhead legend* and *the script* handouts. It will take a while of scouring through clothes and junk to find these however.

The most unexpected thing to be found in *Goros*' room is the *Gozu manuscript* itself corresponding to the amount of pages that the Investigators assembled if they played through the ‘*GOZU*’ scenario. If not then only the partially assembled *Gozu manuscript* is in *Goro*'s room.

In *Goros* room he has a TV with a VHS player, beside it is a VHS tape labelled ‘*Play me*’. If they do so, they are greeted with this. A high school aged boy, *Goro* is sitting on the same bed as the room they are in, the Cow head mask beside him. This is what he has to say.

'Hi there, i don't know who you are, but i know you're onto me. You're here in my room aren't you. Well this room will be your grave. If you're dumb enough to leave the room you'll die. If you're dumb enough to not watch NHK tonight then ill just kill you when i get back here. Maybe ill just let you starve. Watch

NHK tonight then ill just kill you when i get back here. Maybe ill just let you starve. Watch NHK, maybe you'll die faster. You cannot stop me!'

Goro will then shut off the camcorder he was using to record the message. When it comes to escaping the room, the door is marked with an extremely powerful spell and the window leads to a 5 story drop. It is up to you as a keeper and the players themselves to improvise their way out of the room. A challenge they wouldn't have expected, getting out of a teenagers bedroom.

NHK station attack

The final attack by *Goro*, it is his most refined and most deadly, i the investigators do not stop this one, then hundreds upon thousands of people will lose their lives in one of the most horrid ways imaginable, and all of this because of on kids heartbreak and a silly urban legend. *Goro* will attack the NHK station at 9pm exactly. Japanese primetime. *Goro* is not wasting time being discreet, we will burst into the broadcast room and massacre all inside it, he has to step over the bodies to get to the control panel. He will have set up his hijacking by 9.12pm and will press play on his VHS player.

The NHK station is fully in *Goros* control. The reception breaks for a second, then comes through to *Goro* again, in his cow head mask. This time covered in blood and waving a katana around in the air. He is naked apart from a myriad of scrolls wrapped around him. He does a horrid dance and a horrid dance. He is chanting the full, untranslated, unabridged cow head story. *Goro Shinjin* is casting the most powerful spell in the world at this time and he docent even realise it.



Final cow head attack effects

The investigator, on viewing the broadcast must make a POW roll. No matter what they roll, they will suffer until the television is turned off of they are taken out of the room that the television is in.



THE FINAL BROADCAST

Extreme failure

*All is lost now. The ghastly image of the Cow Head is burned onto their retinas. Their cochleas ring and shake only to the sound of **GOZU, GOZU, GOZU**. The cacophony of trembling pain is so terrible that they do not even notice that they're falling to pieces. Bits of flesh turns to slop and falls of the bone as the investigator is reduced to nothing but a pile of still screaming muck within minutes. Even without ears nor eyes, the Cow Head still persists.*

*What remains of what used to be the investigators body is lifted by an unseen force. The same force squeezes the pile, twisting and comprising the remains of their lungs so that it wheezes out, **GOZU, GOZU**. Any investigators who witness this lose **1D10** sanity.*

Regular/Hard failure

*The investigator sees the chanting boy, the cow headed boy, the earless boy. His sickening words rip and pull away at their skin. They howl, as the chanting takes them somewhere away, somewhere beyond, their body bursts in leathery strips. They lose **2D10 HP** and **2D8** sanity.*

Normal success

*The investigator is transfixed by the broadcast and the strange figure and chanting. They even begin to move their own lips. On a failed **POW** roll, the investigator begins to speak along with the broadcast, their lips tearing and mouth bleeding if they resist. They lose **1D4+3** sanity.*

Hard/Extreme success

The investigator feels their bones shake, and their teeth become loose and jangle, but through great will, the feeling subsides. The Cow Head however still screams into their very soul and that investigator is struck with crippling Bovinophobia, the fear of cows, permanently.



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Climax

The climax of this scenario is also the climax of this entire 5 part campaign. Make it count. Televisions everywhere showing the broadcast, cars crashing into each other. People melting before the investigators very eyes, all while the Cow Head reigns over Minato. As a keeper, this section is mostly up to you and what your players have done. Maybe he investigators manage to get there before the final broadcast and its a fight to the broadcast room. However your version of this scenario plays out, it will be a grand battle between the investigators and *Goro Shinjin*, and *Minato* will not come out unscathed.

Conclusion

Whether the Investigators kill *Goro* or manage to talk the poor sad boy down, a lot of people in Minato and across Japan will have died a myriad of horrible deaths due to his actions. If the investigators incapacitated *Goro*, they could easily hand him into the police. If all went well, *Goro* was defeated with a few investigator casualties. The threat ended, and the adventures in Japan over, its up to you as a Keeper what happens now. Is that the story complexity over? Does this incident only gain the interest of other nefarious parties in Japan? Or Does the Edo period investigator want to find a way home? Its up to you and no matter how your game turned out. It was very satisfactory and emotional for my own group.

Thank you

Its been an absolute pleasure creating this 5 part campaign for all of you who have played it. I couldn't have done this without my friends who i originally made this campaign for and due to a coinflip decision on what setting to use. I hope you enjoyed all of the scenarios in this campaign and that i surprised and shocked you at every turn. The response i have seen from Japanese twitter has been unexpected but very welcome. I will make more scenarios and campaigns in the future, with the next one not too far away, i hope i see you then.

Steven Goodison



APPENDIX A: CHARACTERS, NPC'S AND MONSTERS

Thiadagg Von Bosch (1984), *Cannibal captain of The Eters Trot turned proprietor of the greatest French restaurant in all of Tokyo*

STR 50 **CON** 45 **SIZ** 60 **DEX** 45 **INT** 65
APP 01 **POW** 55 **EDU** 00 **SAN** 20 **HP** 12
DB: 1D4 **Build**: 1 **Move**: 10 **MP**: 13

Attacks

Attacks per round: 3

Fighting attacks: Ghouls have the usual range of unarmed attacks open to humanoids. Also ghouls have claws that are razor sharp and filthy. Thiadagg on the other hand has cleaned up his appearance in recent decades and is presentable in day to day human life.

Bite and hold (MNVR): If the ghouls bite hits home it hangs on instead of using claw attacks and worries the victim with its fangs, continuing to do **1D4** damage automatically per round. An opposed **STR** roll is required to dislodge the ghoul, breaking the hold and ending the damage.

Katana 50% (25/10) **1D6+DB**

Brawl 40% (15/5) **1D6+db**

Dodge 50% (25/10)

Armour: Firearms and projectiles do half damage

Skills: Dutch 70%, Japanese 80%, French 20%, Climb 75%,

Stealth 65%, Jump 60%, Spot hidden 50%, Cooking 90%,

Customer service 90%

Sanity loss: No sanity loss to see Thiadagg Von Bosch in 1984

Koru Yamada, *Defacto manager of Kanno's Electronics*

STR 60 **CON** 70 **SIZ** 85 **DEX** 50 **INT** 55
APP 30 **POW** 45 **EDU** 55 **SAN** 80 **HP** 13
DB:+0 **Build**: 1 **Move**: 7 **MP**:10

Attacks

Attacks per round: 1

Brawl 20% (10/5) **1D4+db**

Dodge 25% (10/5)

Armour: 0

Skills: Japanese 55%, Mechanical repair 65%, Electrical repair 90%,

Persuade 45%, Occult 5%, Appraise 50%, Accounting 30%

Police officer,

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

Attacks

Attacks per round: 1

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

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

Dodge 25% (10/5)

Armour: -2 point police armour

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

Teacher,

STR 60 **CON** 50 **SIZ** 60 **DEX** 40 **INT** 65
APP 60 **POW** 55 **EDU** 80 **SAN** 55 **HP** 10
DB:+0 **Build**: 1 **Move**: 7 **MP**:7

Attacks

Attacks per round: 1

Brawl 40% (20/10) **1D4+db**

Dodge 20% (10/5)

Armour: 0

Skills: Japanese 80%, English 25%, Sign language 75%, Read lips 75%, Charm 50%, Intimidate 55%, Listen 70%

Student,

STR 50 **CON** 60 **SIZ** 50 **DEX** 70 **INT** 30
APP 65 **POW** 60 **EDU** 65 **SAN** 60 **HP** 8
DB:+0 **Build**: 1 **Move**: 7 **MP**:9

Attacks

Attacks per round: 1

Brawl 30% (15/5) **1D4+db**

Dodge 45% (20/10)

Armour: 0

Skills: Japanese 65%, English 20%, *Read lips 90%, * Sign language 90%, Climb 40%, Study vigorously to the point of collapse and mental strain 99%, *Listen 90%

*Stats vary if student is either blind or deaf

Mental asylum patients,

STR 50 CON 45 SIZ 45 DEX 50 INT 30
APP 40 POW 05 EDU 35 SAN 05 HP 9
DB:+0 Build: 1 Move: 7 MP:8

Attacks

Attacks per round: 1

Brawl 40% (20/10) 1D4+db

Dodge 25% (10/5)

Armour: 0

Skills: Japanese 35%, Charm 50%, Intimidate 60%, Spot Hidden 60%, Throw 40%, Droll on floor 90%, See things which aren't there 90%

Asylum Orderlies,

STR 80 CON 65 SIZ 75 DEX 55 INT 40
APP 40 POW 35 EDU 35 SAN 70 HP 14
DB:+1D4 Build: 1 Move: 7 MP:9

Attacks

Attacks per round: 1

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

Dodge 25% (10/5)

Armour: -0

Skills: Japanese 35%, First Aid 30%, Listen 40%, Psychology 40%, Persuade 60%

Resident of Minato,

STR 50 CON 60 SIZ 50 DEX 55 INT 45
APP 50 POW 50 EDU 50 SAN 60 HP 8
DB:+0 Build: 1 Move: 7 MP:6

Attacks

Attacks per round: 1

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

Dodge 25% (10/5)

Armour: 0

Skills: Japanese 50%, Hurry to work 90%, Enjoy bolstering economy 90%

Goro Shinjin,

Boy genius of a cursed family turned occult villain

STR 50 CON 60 SIZ 45 DEX 60 INT 70
APP 70 POW 10 EDU 80 SAN 10 HP 16*
DB:+1D4 Build: 1 Move: 7 MP:20

Attacks

Attacks per round: 3

Katana 70% (45/20)

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

Dodge 40% (20/10)

Armour: -3 point magical protection

Skills: Japanese 80%, English 20%, Katana 70%, Intimidate 70%, Occult 40%, Cthulhu Mythos 10%, Mechanical repair 45%, Electronic repair 70%, Listen 0%, Read lips 99%

Spells: Goros Curse, Chant of the Cow Head**, Create self ward, Clutch of Nyogtha,

*When reduced to 0HP, Goro Shinjin will collapse for 1D4 minutes, Goro Shinjin's head but be completely severed from his body to fully kill him

**Only performed on VHS tape, effects are noted in the scenario

APPENDIX B: SPELLS

Goros Curse

•Cost 3 magic points, 10 sanity

•Casting time 20 minutes

A particularly nasty little home made curse, Goros curse is less of a spell and more of imprinting said curse onto a surface, particularly a wall, door or stairs. The spell appears as a small, very faint sigil which is carved into the chosen surface. When the sigil is complete, only the one who carved it can touch the surface from now on.

If anyone else touches the surface that the sigil is on their arm quickly becomes enveloped with massive, bright red blisters. Within seconds, the blisters crackle and break on the skin. This is

very painful for the split second this happens for. The blisters will continue to spread across the victims body until they stop touching the surface. If they remove themselves from the surface however they must make a **DEX** or **Dodge** roll.

Hard/Extreme pass- The investigator managed to save themselves from the dreaded blisters, but can hear a faint crackle come from the surface.

Normal pass- The investigator just barely manages to snag away from the surface, being lucky enough to only lose half of their finger. They lose **2HP**

Failure- The investigator manages to pull themselves away from the surface in time. Unfortunately they lose their entire hand and lower wrist to the curse. They lose **1D4HP**

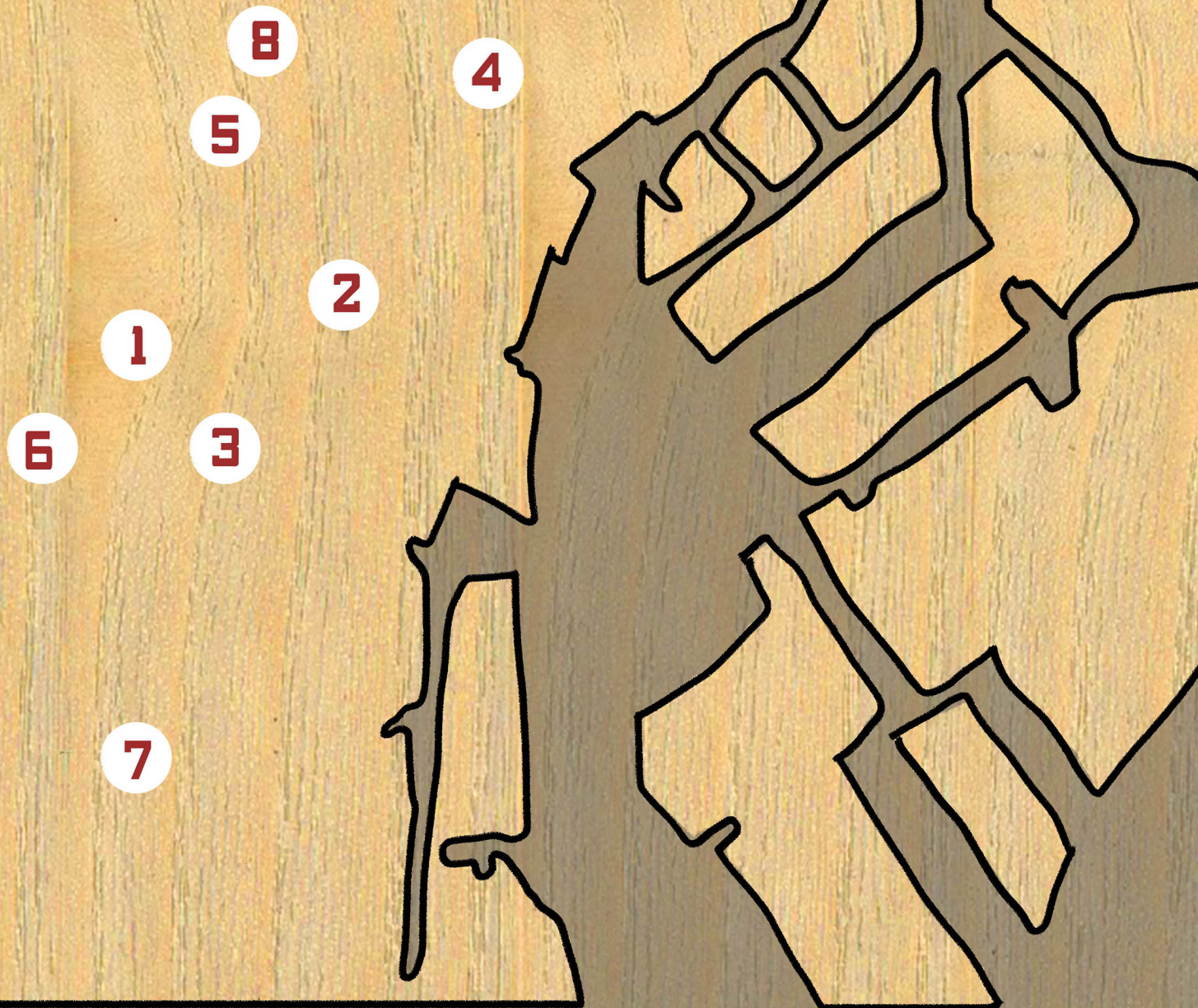
Hard failure- The investigator only notices the blisters in time when they are crawling up their arm, the investigator pulls away, but the blisters take his arm. They lose **1D6HP**

Extreme failure- The poor investigator was too late and the blisters covered their entire torso before they could pull themselves away. They lose **3D6HP**

When pulled away, the area which the blisters are on soon explode, taking the entire body part with. An investigator who lets themselves get entirely covered in blisters is doomed. Investigators who witness a blister explosion lose **2D4** sanity

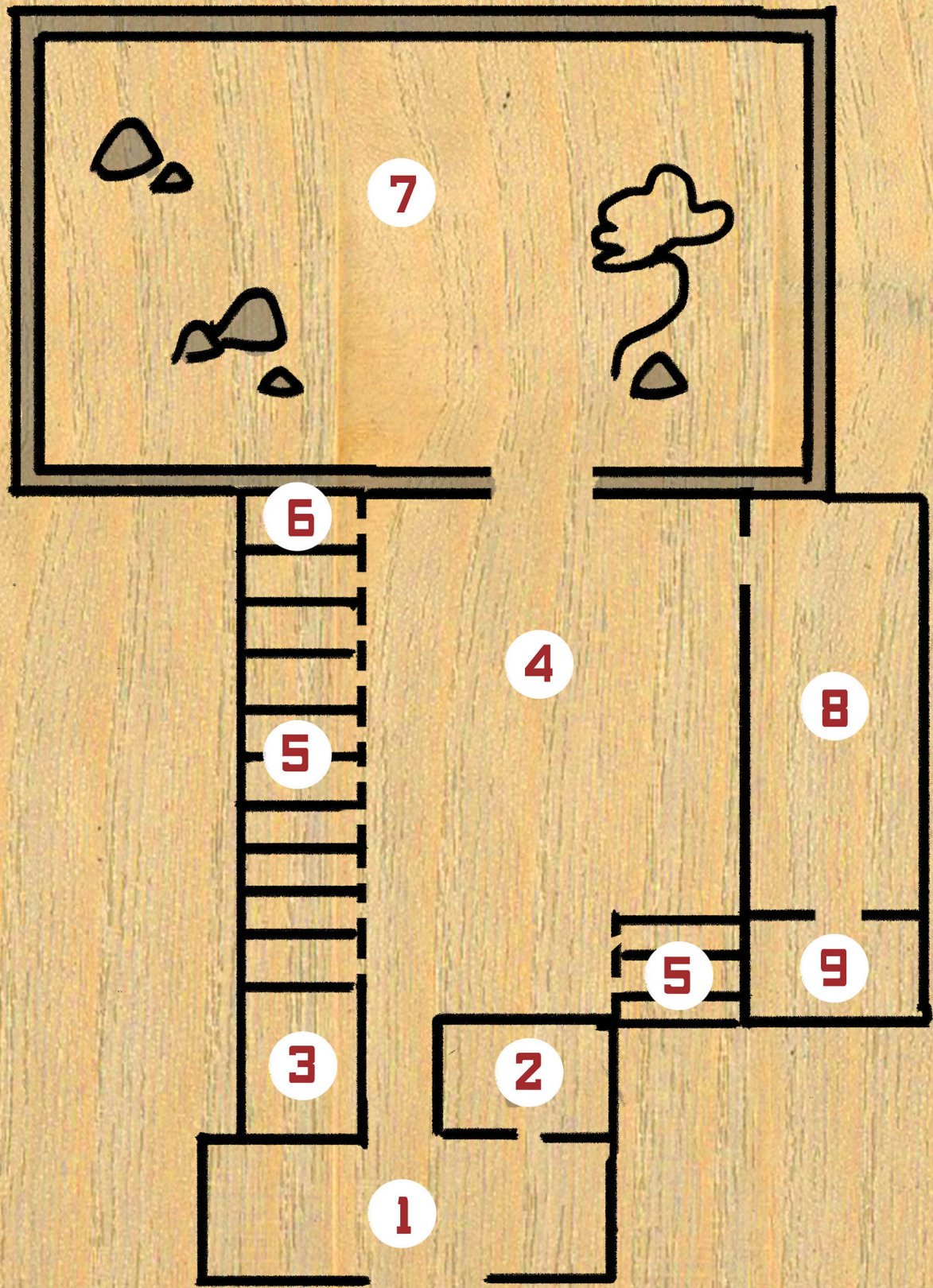
APPENDIX C: MAPS

MINATO CITY



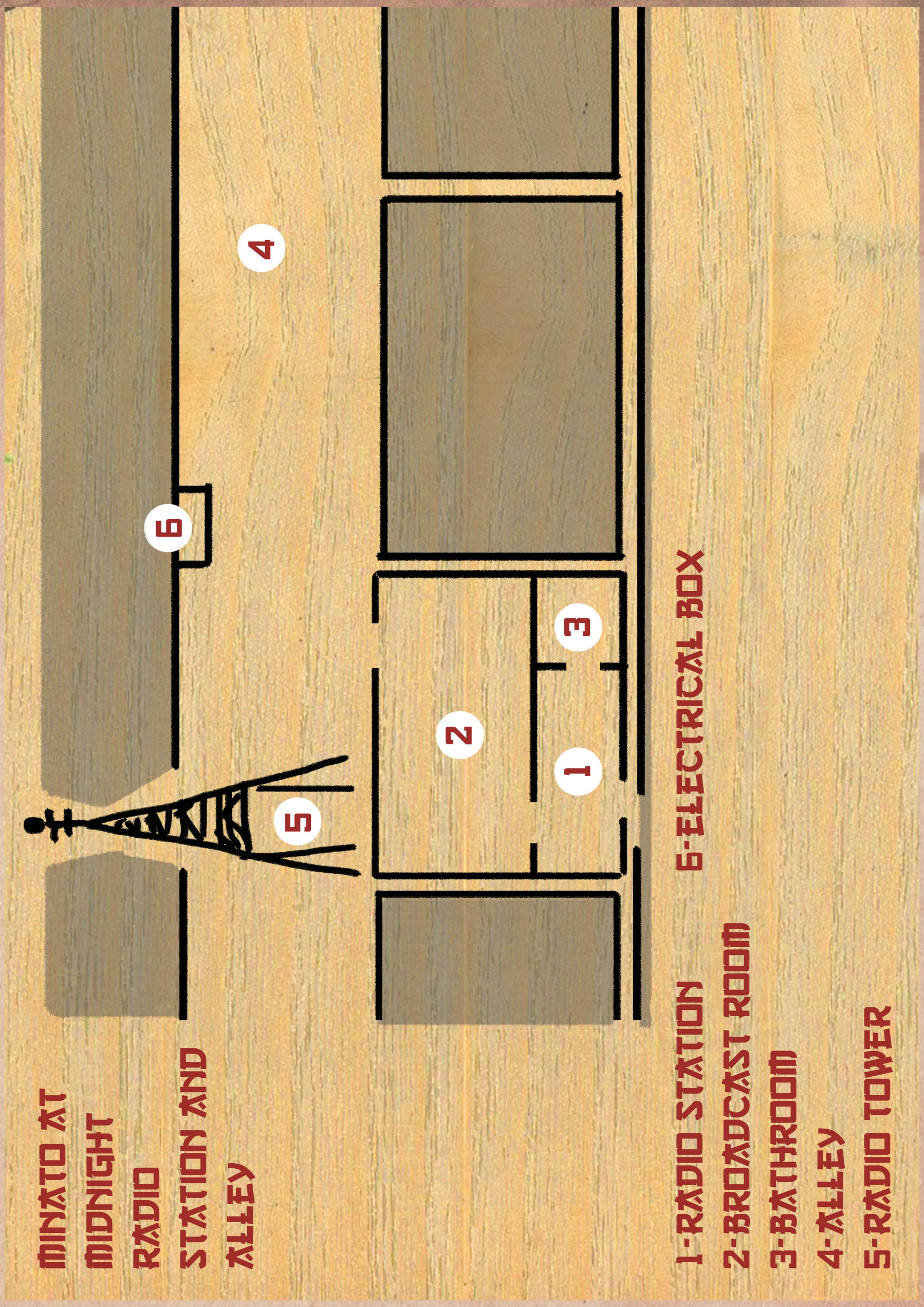
- 1-MINATO AT MIDNIGHT RADIO STATION
- 2-KANNOS ELECTRONICS
- 3-MINATO LOCAL
- 4-LOW SECURITY MENTAL ASYLUM
- 5-THE DELICES DES MANGEURS
- 6-SCHOOL FOR THE DEAF AND BLIND
- 7-SHINJIN RESIDENCE
- 8-NHK STATION

**MINATO
LOW
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ASYLUM**



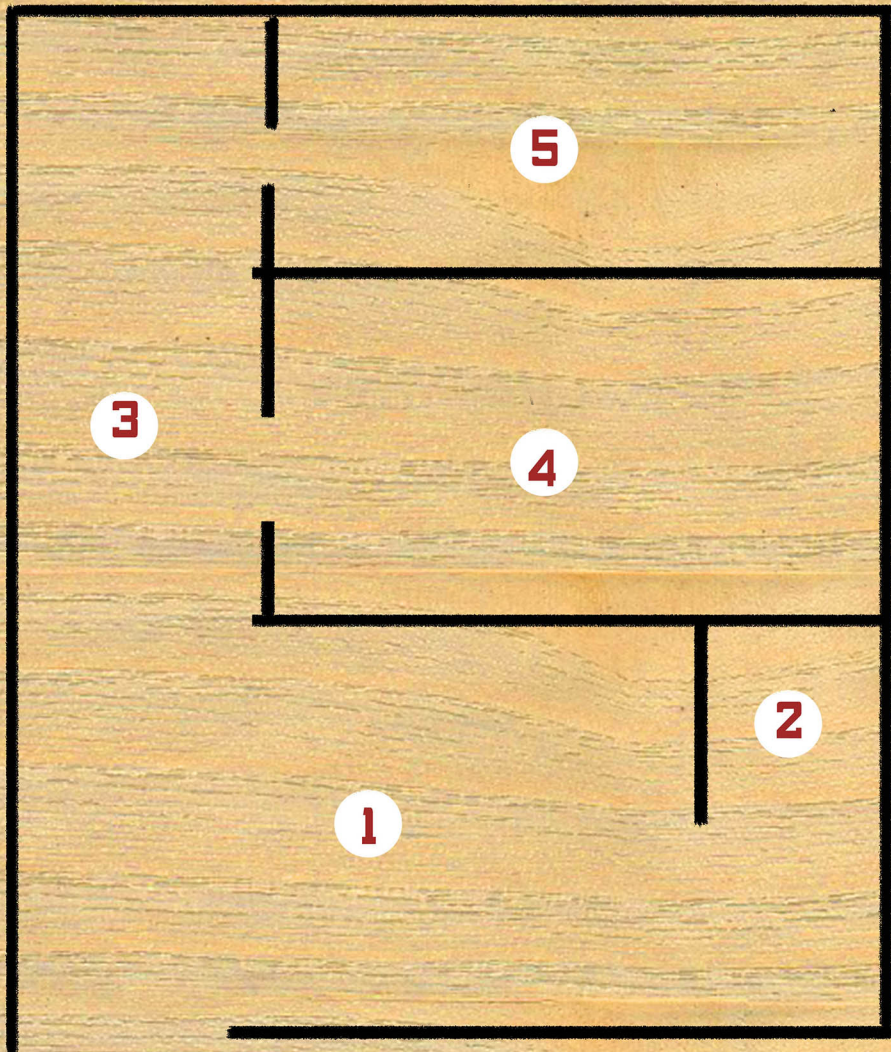
- 1- LOBBY**
- 2- RECEPTION DESK**
- 3- LIBRARY**
- 4- COMMUNAL AREA**
- 5- PATIENT ROOMS**
- 6- EDO ERA INVESTIGATORS ROOM**
- 7- ZEN GARDEN**
- 8- CAFETERIA**
- 9- KITCHENS**

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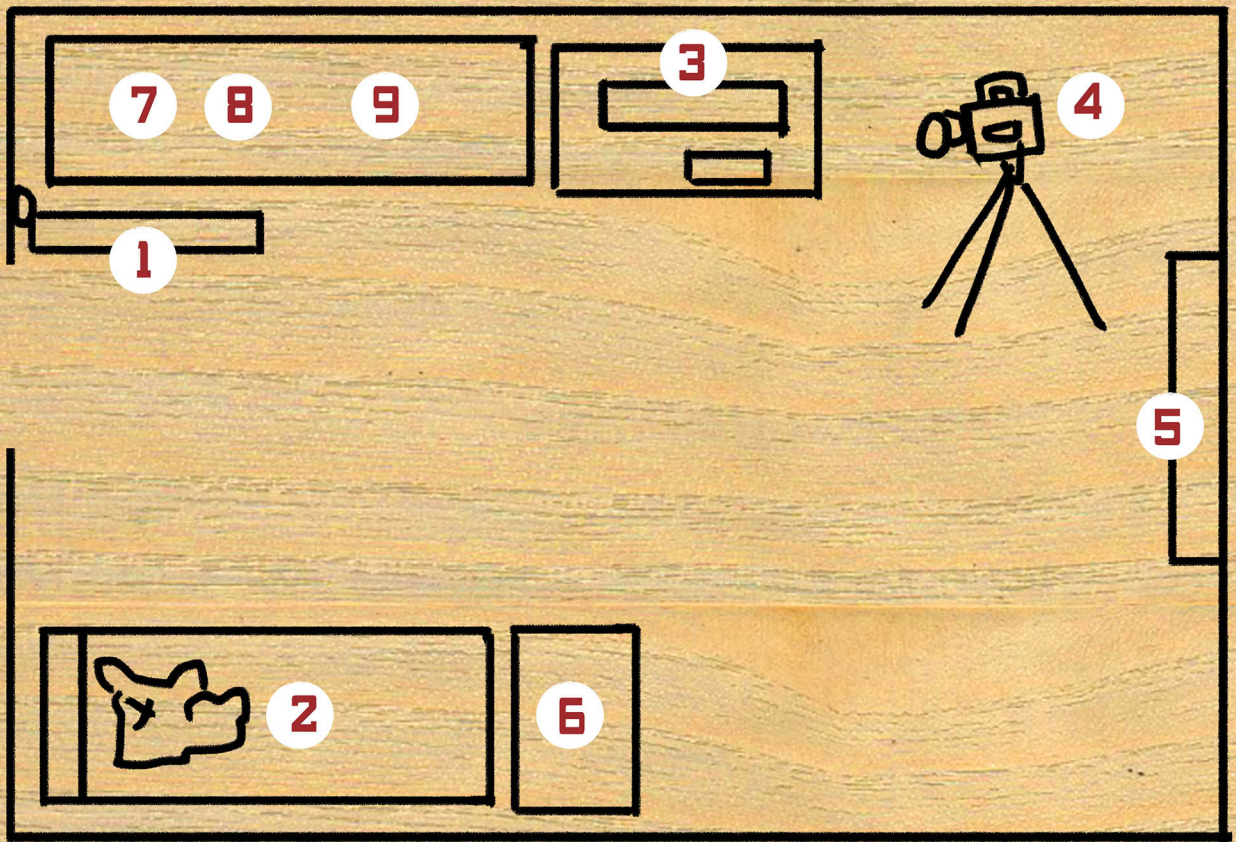
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THE SHINJIN RESIDENCE



- 1-LIVING ROOM
- 2-KITCHENETTE
- 3-HALLWAY
- 4-PARENTS ROOM
- 5-GOROS ROOM

GORO SHINJINS ROOM



- 1-DOOR AND CURSE
- 2-COW HEAD MASK
- 3-TV AND VHS PLAYER
- 4-CAMCORDER
- 5-WINDOWSILL
- 6-STORY OF GOKANA IZUMI HANDOUT
- 7-COW HEAD LEGEND HANDOUT
- 8-THE SCRIPT HANDOUT
- 9-GOZU MANUSCRIPT

APPENDIX D: HANDOUTS

JUNE 11TH 1984

RADIO STATION HARMS LISTENERS

Last night it was reported across Minato prefecture that at midnight the Minute at Midnight FM radio station was hijacked by a malicious individual. It is unknown through what means they achieved this but it is believed that the hijacked signal harmed those who listened through a dangerous frequency. Listeners who were not too harmed report that the broadcast was mostly nonsense and that the person speaking 'talked in an old way'. Police have been put on high alert in Minato prefecture on surveillance for unusual frequencies.

Newspaper radio attack

JUNE 13TH 1984

TELEVISION STATION NEXT TO BE ATTACKED

Another disruptive media hijacking happened in the morning. The Minato Local television station was stuck by an unexpected disruption in its broadcasting. Police say that a man in a cow mask hijacked the broadcast station and somehow played a frequency of some kind. Witnesses to the broadcast say that the man was cursing them somehow. The police suspect this is connected to the recent radio station hijacking.

Newspaper TV station attack

It is said that there is story in Japan that is so horrifying, so awful in its terror that one who listens to it is said to die a horrible death. The very act of speaking the story makes the ears blister and the soul shudder. The only part of the story even close to be utterable is the name- COW HEAD. It is unknown what the COW HEAD story is about. Does the cow head kill, is it killed. Why does it kill. All who speak the story die and all those who read it know best not to tell.

Cow head legend

Around 200 years ago there used to be a town in the mountains of north Japan. Its name is lost to time along with its legend. The town was said to be visited by a mysterious creature. This creature was half cow and half man. This gentle creature entered the village in search of water. The ignorant villagers killed the innocent creature and ate its flesh. The people of the surrounding mountain towns said a dark cloud came over and stayed for an entire month. After that month ended, the entire village was gone. A punishment from the gods. The name of the town was erased from every map. That did not placate the curse. The cow creature still continues its revenge on all who know its full story.

The story of Gokana Izumi

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Issued by:
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 Tokyo



**City of Minato
 Disabled Persons card**

Local discounts, free public travel

Disabled persons card

**SAVE
 10%!**

Délices des mangeurs
 The best French cuisine outside of paris




This is a single use coupon- Expires 1.1.1985. If used after said date the manager reserves full rights to ban you from the building. Takeaway still allowed with 20% service fee.

Coupon



**DECEMBER 15TH 1982
STRANGE PERSON CLAIMS TO BE FROM
EDO ERA**

A few weeks ago another incident occurred at the famously haunted Yamada estate. The abandoned estate has been a frequent sighting area for ghosts and spirits of all kind. Although the building is condemned many adventurous teenagers and occult investigators still enter the property. Today is different. An individual was apprehended at the property, they claim to be from the Edo period of Japan and have no knowledge of this time. This person, too insane to be sent to prison has been permanently relocated to the Minato low security mental institution. It is hoped that they get better soon and can shine some light on what truly happened that night.

Newspaper bus crash

**AUGUST 20TH 1980
BUS CRASH BLAMED ON URBAN
LEGEND**

A tragedy has occurred two days ago. An entire elementary school bus on their way back from a field trip suddenly collided with the mountainside, flipping the bus over and colliding with another vehicle. Only one child survived, although with heavy injuries. The little boy who will not be identified spoke with the hospital staff using the on site deaf and dumb interpreter. The boy pieced together of the bus driver saying something which enthralled the class. He said how his class mates were appearing to beg the bus driver to stop whatever he was saying and that is when the bus went over he said that he could recognise one word-GO ZU GO ZU. The boys story has been blamed on hospital staff administering too much morphine into his system to account for the grievous injuries.

Newspaper Yamada estate arrest

THE AIR IS DIFFERENT. IT DIFFERENT TOO. EVER
SINCE THAT BEAST CAME, THIS BEAUTIFUL TOWN HAS
BEEN STUCK IN PLACE ITS FROZEN. A LOT PEOPLE IN
GOKANA IZUMI WAY, THEY DISTURB THEIR EYES.
EMPTY. I HE WORST OF THIS OVER. WE KILLED A
BEAST, WE KILLED WOULD BE THAT. BUT LAST NIGHT I
SOME PEOPLE WANDER IN UNISON IN THE GARDENS
NEAR MY HOME. MY HOPES OF THEM JUST MOVING
ON WERE DASHED AS SOON AS. FOR AN HOUR BEASTS
IN HUMAN RIPPED TORE AND EVEN GROUND, TORE UP
THE MONSTER AND ATE ITS FLESH. OF WHAT
COMPULSION WOULD THEY DO THIS. I ONLY WEEP AS
THEY HAD THEIR FILL FLESH. THEY PUSHED IT BACK
IN THE HOLE AS IF THEY HAD DONE NOTHING AT ALL.
DO THE PEOPLE OF THIS TOWN WISH TO INVOKE THE
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LOCAL RADIO 0
LOCAL TV 0
NHK STATION

The list 2

Emergency contact

Shinjin residence
144 Jokini Lane
Apartment 9

Izumi Shinjin-Work
Number- 555 331 861

Goro Shinjin Sr- Work
Number- 555 501 121

Emergency contact

Délices des mangeurs

Goro Shinjin

Tiger baguette

Beef Bourguignon (Small)

French fries

Chocolate Gelato

**(Minato disabled persons
discount)**

18,000 Yen

-2,000 Yen

16,000 Yen

144 Jokini Lane

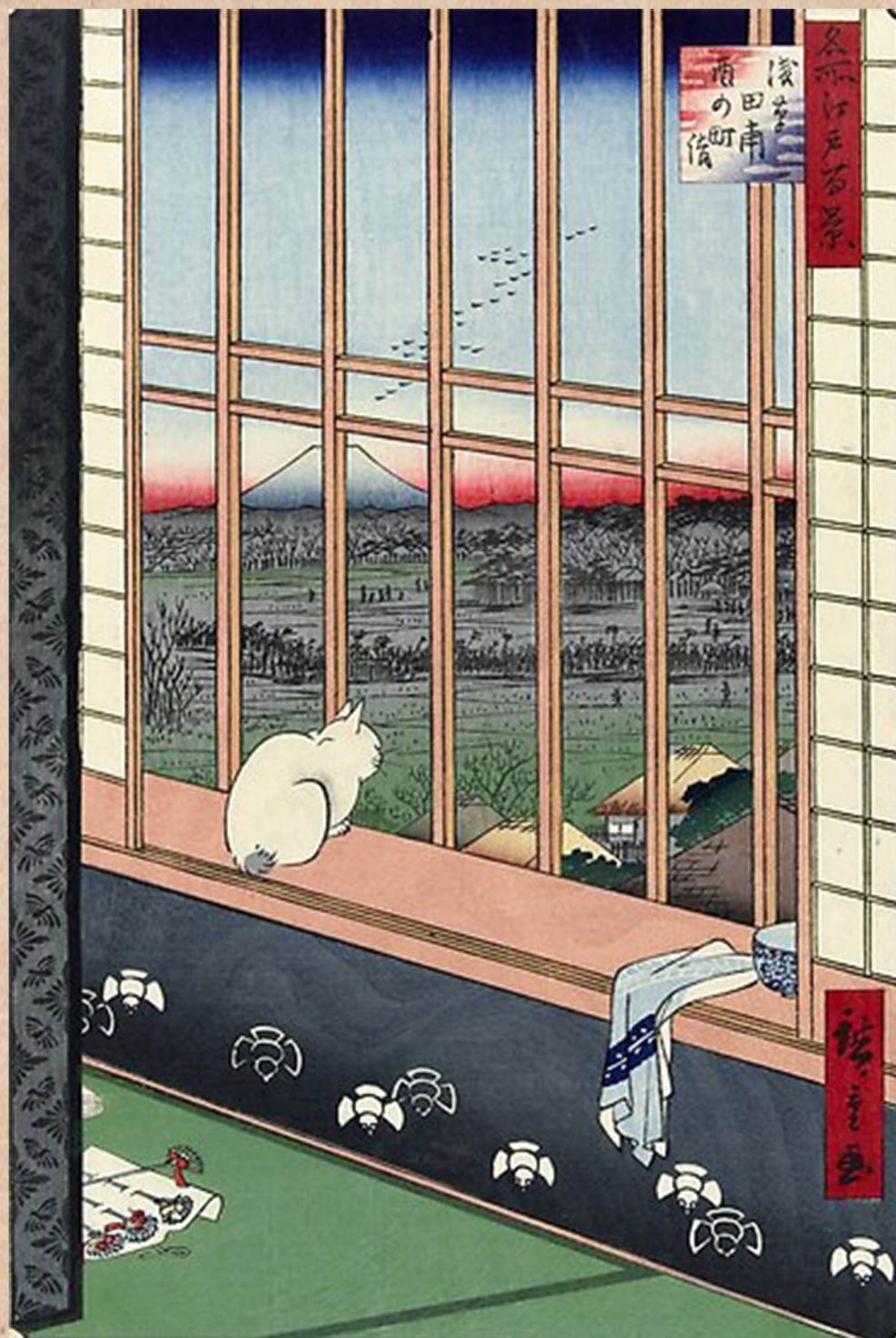
Apartment 9

Goros order

THANK YOU!

Thank you Keepers who ran this campaign. Thank you players for playing this campaign. Most of all thank you to my friends, Dan, Isobel and Lauren for giving me the courage to put this out for as many people as possible to play and enjoy.

I had a lot of fun writing all of the scenarios in this campaign and weaving them altogether like I have, and I hope you have enjoyed it too.



A LITTLE PREVIEW OF MY NEXT CAMPAIGN...

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