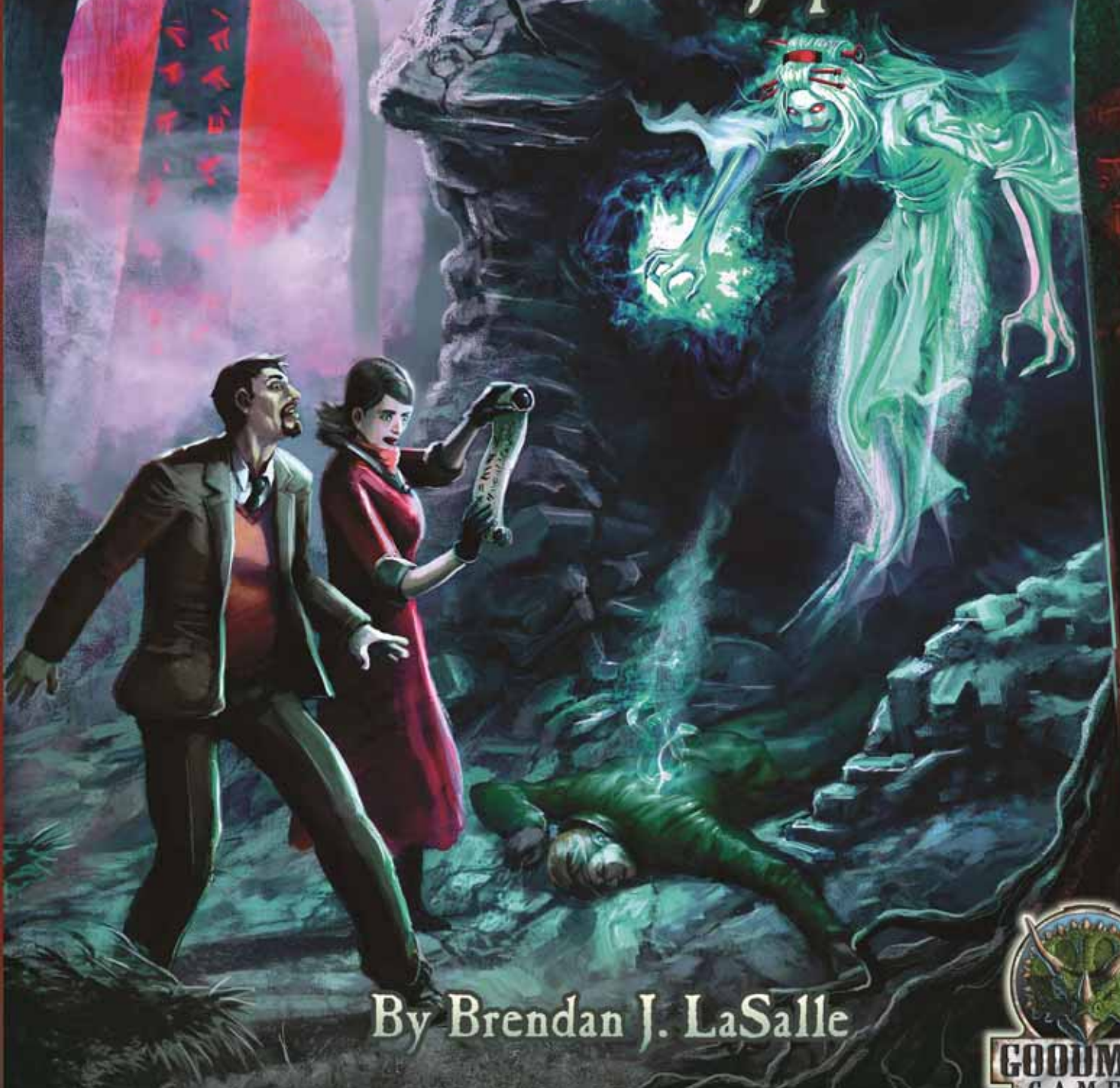


Vol.
VI

AGE of CTHULHU

A Dream Of Japan



By Brendan J. LaSalle





AGE of CTHULHU

A Dream of Japan

Volume VI

A 1920's
Call of Cthulhu[®]
Adventure
By
Brendan J. LaSalle

Editing: Matthew Pook
Cover Art: Eddie Sharam
Interior Art: Bradley K. McDevitt
Cartography: Tom Martin
Art Direction: Bradley K. McDevitt
Graphic Designers: Bradley K. McDevitt and
Jessica A. McDevitt
Playtesters: Eric Moore, Ethan Stinnard, Paul
Strawser, and Duane Waldrop
Japanese History Consultant: Micki Waldrop
Japanese Language Consultant: Jason Jenkins
Tcho Tcho Language Consultant: Paul Strawser
Special Thanks: Greg Castronova, Kelsey and
Cole, Bob and Kathy Lacey, Joseph Goodman,
my playtesters and as always my wife, family,
Bacchus & Vindaloo

Table of Contents

Introduction	2
Keeper's Information	2
Player Beginning	5
Scene 1 – The Party at Regina Chadwick's Mansion	
Scene 2 – Veronica's Flat in Arkham, MA	
Scene 3 – Maritime East Shipping Agents	
Scene 4 – Miskatonic University	
Scene 5 – Landfall in Japan	
Scene 6 – Naushua Village	
Scene 7 – Aokigahara Forest	
Adventure Epilogue	
Dream Worksheet	
Appendix I: Pregenerated Investigators	36
Appendix II: Player Handouts	41
Appendix III: Maps	45



The names, descriptions, and depictions applied to this supplement are derived from works copyrighted by and include trademarks owned by Chaosium Inc., and may not be used or reused without its permission.

Call of Cthulhu game (Edition 5.6.1) by Sandy Petersen & Lynn Willis, et al. All other material is copyright © 2012 Goodman Games, Inc. and cannot be used without permission. *Age of Cthulhu* is a trademark of Goodman Games.

www.goodman-games.com





Introduction

The disappearance of a New York socialite might, on an ordinary day, simply become the subject of gossip column nattering and speculation. This, though, is no ordinary day. Veronica Chadwick's disappearance is but a single link in a chain of events that envelops the investigators in a web of terror and madness that might end with their deaths – or might never end at all...

Keeper Information

For eons, a strange intelligence of unfathomable age and power known as an Entity spied on our world through a chink in what we myopic humans ignorantly call reality, fascinated by the strange creatures whose awareness seemed so limited. That chink became a tear when a meteorite struck our planet. Seeing an opportunity, The Entity pushed at the tear, forcing its way through the opening to enter our world. It found itself in the Aokigahara forest at the base of Mt. Fuji, in what we now call Japan, and it had a much better vantage point from which it could watch.

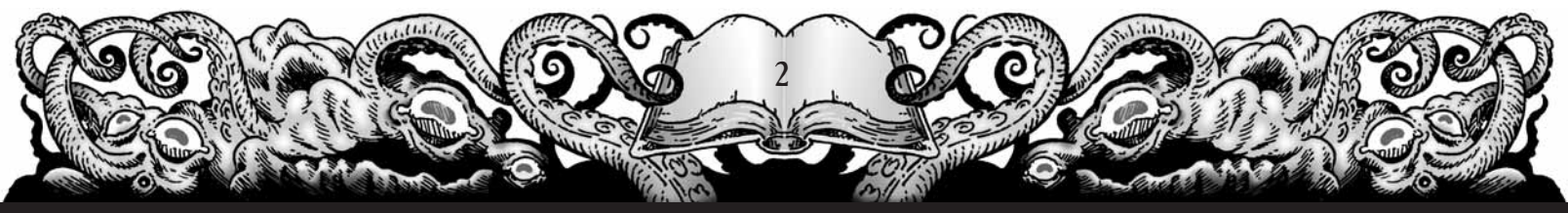
As mankind developed, The Entity became more and more interested in humans. It instinctively understood that while men were insignificant and impotent against the primal forces of the universe, their intrinsic energy could be useful.

The Entity learned that it could absorb the human soul into itself and increase its own power, giving it a greater awareness and influence in our version of reality. It increased itself every chance it had.

In time, the primitive peoples of prehistoric Japan learned to avoid the forest that would one day be called Aokigahara. To enter the forest was to die, they told one another around their campfires. They claimed that demons roamed the forest.

The Entity still desired souls, but as the early people of the region learned to avoid the forest, it was left wanting. And so The Entity created a trap. It reached out to one unwary human and infused her with the tiniest bit of its extra-dimensional Taint. While this individual was unharmed, others that she came into contact with would eventually find themselves haunted by dreams and waking visions of the forest, and of the immeasurable darkness of the universe, a darkness that every second of every hour of every day threatened to engulf them. Eventually, these visions would force them to travel to the forest and end their lives there. The victim's life force would be added to that of The Entity, and its unholy influence grew. And grew. And still it grows.

In time The Entity chose to leave more victims alive to taint still others, and by doing so it increased its ghoulish





feast. Its power is such that it can influence events all over the globe and has nearly complete control over reality itself in the vicinity of Aokigahara.

Now the creature has reached out with its fiendish awareness and found a group of individuals it wishes to taint, individuals who are likely to bring it a wealth of souls to enjoy at its leisure.

It has chosen the investigators.

The investigators believe that they are making the decisions that will bring them to the forest at the base of Mt. Fuji, but their belief in their self-determination is laughably incorrect. The Entity has made them its unwitting emissaries to the world beyond its forest. The investigators will unwittingly provide the souls that The Entity needs to grow, and grow, and grow. It shall feast, and the investigators shall ensure that it feasts well.

The Entity has laid its plans out far, far in advance. Indeed, before the investigators were even born, The Entity set events into motion that would ensure that they would come to its forest and absorb its Taint.

The investigators find themselves invited to a gala homecoming party. Regina Chadwick, fixture of New York upper-class society, asks all of them to come, but with an ulterior motive. She means to ask them for their help in finding her niece, Veronica Chadwick, who abruptly left school two weeks earlier. Veronica is a student at Miskatonic University and Mrs. Chadwick, who received a most unsettling letter from the girl, fears that Veronica might have joined some nefarious cult, perhaps one of the many esoteric orders that are rumored to base their operations in Arkham.

The investigators begin their search for the missing teen at her apartment in Arkham. They soon discover that the young woman traveled to a small village in Japan that sits on the edge of the Aokigahara forest. For them the danger in searching for the young woman is that they might just become a part of something mortally sinister.

A Note Regarding Content

Age of Cthulhu: A Dream Of Japan is intended for mature gamers who are comfortable with themes of supernatural horror, insanity, and suicide. While this game deals with them, it in no way means to trivialize any of those themes, especially the act of suicide. In the *Cthulhu* genre such an act adds to the sense of horror in the narrative, but in real life suicide is a worldwide problem that destroys families and weakens our society. If you or anyone you know feels or ex-

presses feelings of serious depression and suicidal thoughts, we urge you to seek out help. Call the National Suicide Prevention Lifeline at 1-800-273-8255. And always know that even in the darkest times things can get better for everyone.

The Road To Aokigahara

While this adventure is entirely free-form, the Keeper should keep this one thing in mind: The Entity has chosen the investigators. It can subtly influence events throughout the world with the goal of eventually bringing them to its forest and keeping them there long enough to infect them with its horrible Taint. In this scenario, it is the Keeper's task to carefully, guilefully, and deliberately send the investigators to Japan, all the while making them think that it is their own idea. While the Keeper should not railroad his investigators into making decisions – not in this scenario and not ever – he should give them every opportunity to decide for themselves to seek Veronica in Japan. Of course, The Entity has a million tricks and has been playing them since before the investigators were born. If the Keeper bears this in mind, then he should have no trouble getting the players hooked.

Investigation Summary

The investigators can take almost any number of paths in their search for Veronica Chadwick and their investigation of the strange occurrences in the Aokigahara. While the adventure is organized into scenes, the players may or may not follow a linear path through them, and might even avoid some altogether. For maximum success and fun for both the Keeper and his players, it is best that he familiarize himself with the adventure and then allow the players' actions to decide the order in which the scenes in his game occur.

Scene One, The Party At Chadwick Manor, page 7: The investigators meet with Regina Chadwick and learn about both Veronica's strange behavior and her disappearance from campus.

Scene Two, Arkham, MA, page 9: The investigators find clues that point towards Veronica Chadwick's deteriorating mental state.

Scene Three, The Offices Of The Maritime East Shipping Agents, Page 11: The investigators discover Veronica Chadwick's destination, and learn something of her mental state.

Scene Four, Miskatonic University, page 12: The investigators meet with Veronica's teachers and learn about the days before her disappearance.





Scene Five, Landfall In Japan, Page 13: A very brief scene that introduces the players to Japanese society, circa 1926.

Scene Six, Naushua Village, Page 14: The investigators make their way to the Naushua Ryokan, a hotel where they can find clues as to the whereabouts of Veronica Chadwick, encounter The Ferret, and first encounter the agents of the Black Ocean Society.

Scene Seven, Aokigahara Forest, Page 20: Where the investigators fall under the direct sway of The Entity, discover clues as to the true nature of the forest, and begin to have terrifying visions of the horrors that await them.

Scene Eight, The Cave Of Wind, Page 24: The investigators are allowed to find the entry point into The Entity's consciousness, and are allowed to believe that they can correctly enact the ritual that will destroy the "ghost" and free the souls of its victims.

The Aftermath, Page 26: The investigators return to America with terrible news for Regina Chadwick. At some point they will have to face the horror of the reality of the Taint they took away from Aokigahara forest.

A Note On Skills: The fifth edition of the *Call of Cthulhu* rules does not call for differentiated skill checks, so all uncontested tasks are equally difficult and it is only the character's skill that comes into question. *A Dream of Japan* alters this notion by listing skill challenges in which the task attempted might be more difficult than another. This can be used to differentiate between, for example, Tilda Smith-Chadwick's chances of successfully driving her Aston-Martin at 90 miles per hour while handcuffed versus her chance of cruising through Central Park on a Sunday.

When skill checks are listed in the text, they will occasionally be followed by a percentile figure, for example, **Fast Talk** (-50%). In this case, the investigator would reduce his chance of success by -50% ...and might need to resort to telling the truth! In some instances, the skill is followed by a bonus – for example, **Natural History** (+15%). In this instance, the character would increase his effective skill by 15%, increasing his odds of success.

In some instances, a skill chance might be elevated above 100% or reduced to less than 0%. If the skill check is important to the game, the investigator should still make the attempt, given that rolls of 01% or 100% are always a success or failure, respectively.

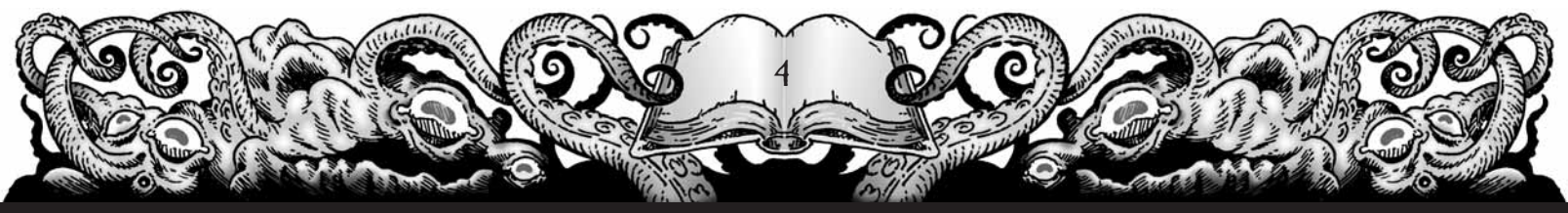
A Note on Japan: Culture, Language, Currency, and Transportation

In the 1926 Japan of *Age of Cthulhu* the Keeper should emphasize the strangeness of the experience of being outsiders in the nation of Japan. The people, the food, the air, even the constellations visible in the sky – all are strange to the investigators. The fact of their weirdness should add a palpable feeling of mystery, paranoia, and danger to the atmosphere of the Keeper's game.

The year 1926 sees Japan in continued transition since her ports were opened to the West in 1853 with the arrival of Commodore Matthew Perry and the United States Navy. The establishment of this trading partnership with the USA and then other Western powers ushered in an age of modernization that saw the compulsory education for both sexes, a growth in industrial output and construction, and a three-year mandatory military service for all males all being instituted during this time period. Culturally, Japan is in a decidedly anti-western mindset at this time in 1926. Its attempt at imperialism, which began with the acquisition of the Ryukyu Islands and continued with Korea in 1910, was effectively ended by the diplomatic interdiction of the United States, forcing Japan to instead rely upon diplomatic and economic means to expand her territory. This measure was extremely unpopular in the increasingly militant post-WWI Japan, and anti-western sentiment ran high. This is the beginning of the impulse that eventually leads to the election of a largely militaristic government and the entrance of Japan into WWII. There are many ultra-nationalistic organizations, prominently the Sat-Cho paramilitary alliance, acting both publicly and in secret to return Japan to what it sees as its historical and true cultural values. Most of these groups are peopled by the remnants of samurai culture that controlled Japan for most of its history.

While in Japan, the investigators can expect every public discourtesy wherever they go. Passers-by openly stare, or pointedly refuse to look at them. Children and youths will taunt or jeer, and toughs might try intimidating the foreigners or even robbing them if they feel that they can do so safely. Merchants will refuse to serve the westerners, or perhaps they will be somewhat helpful, but overcharge for their services. Even the foreign investigator that can speak Japanese can expect poor treatment and face added expense and red tape at every turn.

Still, there are those Japanese with an avid interest in the West. A minority admires American culture and cuisine, and is eager to both visit and emulate the West. If it best fits the tale that the Keeper wishes to tell, these types might





actually seek the investigators out while they are in Japan. Privately, such individuals will even be friendly or helpful, but this cannot be counted on in public as they will need to approach any westerners in their country discretely, lest they draw the ill favor of their countrymen.

The effect of all of this should be to make the investigators feel isolated and paranoid. Remember that even the reactions of everyone the investigators meet are all influenced by The Entity, and even the stickiest dilemma will eventually go away and the investigators will be allowed to make their way to the Aokigahara.

The currency of Japan is the yen (¥). At this point in the history of Japan, the value of the yen is fixed at 50 cents. Anti-western sentiment at the time is such that many merchants will refuse to trade with foreigners at all, inventing excuses or flatly refusing to even acknowledge the investigators; however, those that will engage in commerce with the non-Japanese generally raise their prices. Such price hikes include, but are not limited to extras such as a “plate charge” or a “linen charge” that they claim to apply universally, but is actually only charged to foreigners. The following are common, simplified prices for goods and services that the investigators will likely find themselves paying while in Japan:

Meal, fancy: 10¥

Meal, poor: 1¥

Meal, standard: 4¥

Saki or other alcoholic beverage: 5¥

Taxi ride, brief: 10¥

Taxi ride, extended: 20¥ and up

Train fare: 2¥ (fixed)

If the investigators have the foresight to change their currency before they leave San Francisco, then they can buy yen at almost face value. If they wait until reaching Japan, they find themselves paying exorbitant fees at any legal exchange that they use (up to 25% at Japanese banks).

Any investigator who wishes to purchase a firearm will have an extremely difficult time of it: even the vilest of black market profiteers will be unwilling to sell to foreigners at this time. The availability of weapons changes once the investigators encounter **The Ferret (Area 6-1, page 18)**.

Please note that while attention has been paid to historical detail, liberties have indeed been taken.

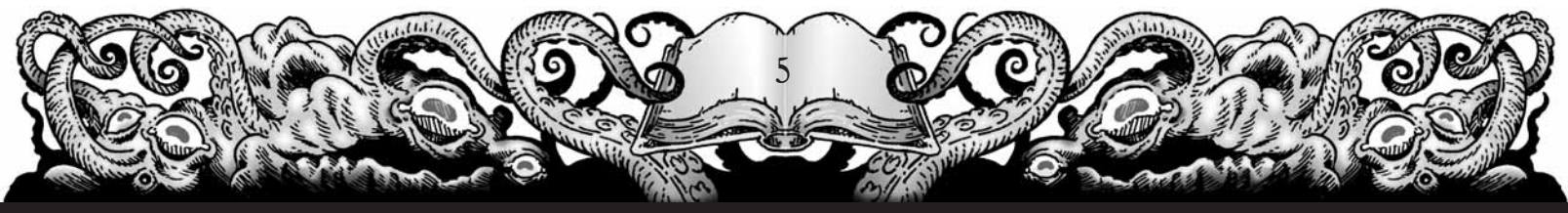
The Adventure Unfolding...

While this adventure unfolds the Keeper should bear this one fact in mind: *The Entity has chosen the investigators to be its next carriers, and it will have them.* The creature has a great deal of control over the reality in Aokigahara forest, but limited control over the events in the rest of the world. It chose the investigators before they were born, and has been influencing events since then to ensure that this group would come together and carry themselves to its forest. This gives the Keeper full license to use any and all methods to bring the characters to Japan. Here “full license” includes coincidence, coercion, or manipulation from supporting characters, dreams, and visions, insanely easy-to-find clues, etc. That said, the chances are that the investigators will probably need little prodding to make them investigate the possible kidnapping of a young woman by some esoteric cult.

Since any device can be used to get the investigators to Japan, the pacing and timing is extremely flexible in this adventure. The action begins when they arrive – indeed, the action is waiting for the investigators, ready to dazzle them and give them something to do while The Entity’s corruption takes root in each investigator’s breast. Much of the action and the story should be dictated by the investigators’ actions. If the investigators decide to go to one section of the woods, than that is where the monsters are. When the investigators turn their back on The Ferret, this is when he disappears. The Keeper should trust in the fact that this free-flowing approach to the adventure’s timeline is not cheating on his part, but is simply the best possible simulation of the capabilities of a nigh-omnipotent, reality-shaping, extra-dimensional being that happens to focus its infinite intelligence and cunning on an unsuspecting group of tiny, powerless, insignificant mortals.

Sleep and Dreams

As soon as the investigators decide that they need to travel to Japan, The Entity believes that its plan to turn them into the latest carriers of its Taint is nearing fruition. It begins to manifest itself in the investigators’ dreams, using their dreams to lure them to Aokigahara forest. At the same time the investigators’ subconscious minds, now finally so close to the source of this force that has shaped so much of their development, begin to revolt in mortal fear against it. The result is an ongoing conflict within each of the investigators’ dreams, a conflict that will horrify and repel each of the investigators, yet at the same time might give them clues as to the true nature of the threat that they face.





To help the Keeper simulate this effect *A Dream of Japan* includes a **Dream Worksheet (page 28)** that can be used to help form the fabric of these dreams. As the investigators uncover clues in the investigation, the Keeper should check them off on the provided list. In addition, if the investigators encounter other sights or clues provided by the Keeper as part of his narrative, these should also be added to the Dream Sheet.

Any time that one of the investigators goes to sleep after leaving the United States, the Keeper should have him make an **Idea** check. If he succeeds he has dreams influenced by the conflict between The Entity and his own unconscious mind. The Keeper should look at the list of images/clues that he has checked off and use his creativity to describe a strange and unnerving dream that the investigator suffers. If the investigator fails his **Idea** roll, he wakes only recalling that he dreamt of the forest and that in his dreams he felt the urgent need to get there.

When the investigators wake, any that discuss their nightmares of the night before and successfully roll another **Idea** check will discover that they all had similar dreams during the night, adding to the horror and strangeness of their situation.

Example: The investigators spend the night in the hotel and one successfully rolls his **Idea** check. He has the following items checked off on his Dream Worksheet: image on the window, rag doll, and Samurai sword. The Keeper describes the investigator's dream as follows: *You dream that you are walking through the forest when suddenly you see, silhouetted against the moon, a figure hanging from a tree. As you draw closer the figure turns to you and you see that it is the ragdoll, now as large as a man and carrying a terrifying blade in its hand. It cuts itself free and chases you all night through the forest. It seems as if you run in slow motion as the thing gets closer and closer.*

Or: *You dream that you are walking through a forest at night. As you pass beneath the trees you see that every leaf ends in a shiny blade, and in the corner of your vision you see them reach out for you. As you walk you are joined by a small doll that walks along beside you. It looks at you and says, "The Forest is a lonely place. See how lonely?" The doll points to a tree. You look and see yourself hung there, quite dead, eyes and mouth full of maggots. The you that hangs in the tree spits the bugs out and starts screaming, "Beware! Beware!"*

The Keeper should use his imagination to make these dreams interesting and frightening, tailoring each dream to the dreamer, perhaps working in parts of their background

or psychology to the dream narrative. The Keeper should also feel free to be subtle or pull tricks on the investigator – dreams are duplicitously sneaky things filled with symbols that we cannot always interpret. Lastly, the Keeper should not feel that he has to use every available image in the dream. He only has to use what needs in order to create a good dream scene.

Once the investigators enter Aokigahara forest each of them experiences another dream event. The Keeper should feel free to enhance these events with images listed on his Dream Worksheet.

Important note: The closer to Aokigahara that the investigators get, the more intense the conflict between The Entity and their unconscious minds becomes. Their dreams become more and more horrifying because of it and the Keeper needs to adjust his narrative accordingly. Every night that the investigators sleep in the forest itself, brings metaphysically terrifying nightmares that seem to go on for hours. Each night that the investigators sleep in the forest they must make a **SAN** check or lose a point of Sanity.

Player Beginning

At the start of the scenario give the players **Handout A**, which along with the other handouts the Keeper has permission to photocopy and personalize to each investigator. The Keeper should ask each player, in turn, to relate his investigator's background, and his relationship (if any) with Regina Chadwick.

Inform the investigators that they have all been invited to Regina Chadwick's homecoming welcome gala for her cousin, Edgar Lee-Chadwick. The unfortunate gentleman has spent the preceding two years in the Three Pines Asylum in Battle Creek, Michigan. Have the investigators make a **Know** roll: for every 5 points that they beat the roll by they are familiar with one of the following rumors. Choose whatever rumors best fits with the investigator that knows them.

- Edgar Lee-Chadwick is not insane. He only has a terrible drinking problem, and he was sent away in order to dry out. (False)
- Edgar Lee-Chadwick is not insane. He is actually sick with something he caught during his world travels. (Mostly false)
- Edgar Lee-Chadwick is mad (True), having a touch of the same insanity that plagued the Chadwick family since they came over on the Mayflower (False).



- Edgar Lee-Chadwick was not in any shape to be released from the Asylum, but his aunt Regina pulled strings to insure his early release. (True)
- Regina Chadwick is fascinated with the occult. (True)
- Regina Chadwick likely engineered her nephew's release from Three Pines in order to ensure her receiving Legal Guardian status over him and so giving her access to his secret fortune. (False)



Scene One: The Party At Regina Chadwick's Mansion

The party takes place at eight o'clock on October 29th, 1926. Each investigator has received an invitation for himself and a guest, but any invited guests all are forced to cancel at the last minute (more machinations of The Entity).

The party is an extremely strange affair. It takes place in and around the ballroom at Chadwick Manor at Cole Spring Harbor, on the extreme end of Long Island, New York. The ballroom is filled with balloons, flowers, and crêpe-paper streamers, but since Edgar has developed a phobia of bright and intense colors, all of the decorations and flowers are

in black and white, giving the entire affair a somber feel. Mrs. Chadwick has hired Edgar's favorite musicians, an extremely popular jazz band called Duke Ellington and his Kentucky Club Orchestra. Out of the best of intentions Regina gave Ellington a song list of her nephew's favorite songs, but there are only six tunes on the list, forcing the band to play them over and over and over. What is more, they are all bouncy Jazz numbers which at this point in the 1920s are inappropriate for high society (*When The Saints Go Marching In, Yes I'm In The Barrel, Basin Street Blues*, etc.). This makes the already-nervous crowd reluctant to dance – the investigators will hear more than a few comments about how the music makes it feel like a “slumming party.” Everyone hovers about making uncomfortable small talk and eyeing their watches for the first possible moment to politely leave.

The investigators are free to mingle with Chadwick's guests, who include heiresses, industrialists, military leaders, and social scene standouts among their number. If any one of them tries to find out more about the events surrounding the party, have them each make a **Fast Talk** roll (+25%) to learn one of the rumors from the above table.

At ten o'clock, Regina brings Edgar in, wheeled in his chair by a hired orderly dressed all in white, to applause and a fanfare from the band. Edgar is extremely nervous, but does his best to be gracious to the guests. He has a difficult time looking anyone in the eye, and cannot bear to look directly at anyone in bright colors for more than a moment or two. The investigators are free to initiate conversation with him, but he is unforthcoming on his condition and the circumstances of his commitment in Three Pines. Indeed, if Edgar is badgered for too much information the orderly decides that he needs some quiet and wheels him back to his room. Any mention of the occult makes him hiss about how “Some things should never be spoken of,” and the orderly takes him away. An investigator with any actual knowledge of the Mythos who speaks any word of it to the hapless Edgar causes him to scream, leap from his chair, and run away from the room with his attendant and aunt in pursuit. Any such mishap will dampen the affair for all involved and make further interaction with anyone at the party extremely difficult, except their fellow investigators or Regina Chadwick herself (-20% to any applicable skill roll, such as **Fast Talk** or **Psychology**).

Edgar reached his sorry state following a brush with the Mythos. While it is not defined here, the Keeper can use it as a hook to springboard further adventures if the investigators choose to try to find out what happened to him and he feels that it serves the story.



Questioning the orderly is a good way to get information (**Fast Talk** +15%, +25% for females). The individual in question, Mitchell Fry, is naturally chatty, bored with his mostly uncommunicative charge, and eager to meet young ladies. To any investigator who ingratiates herself with him, he shares all that he knows about the situation (discretely out of earshot from Edgar, of course). He was hired through an agency by Mrs. Chadwick to drive to Battle Creek, pick up Edgar, drive him to New York, and act as a full time live-in caretaker. He does not know what happened to the patient other than he was arrested in India and brought back to the States in a straitjacket. He has heard the old boy mumble in his sleep, saying strange things about “an unknowable darkness,” and calling out for his cousin, Veronica.

At some point in the party, Regina Chadwick’s man of business, a short, portly yet dapper fellow named Nelson Myers, informs them all that the lady of the house wishes to speak to them privately. He politely asks if they will wait in the library for Mrs. Chadwick, who will be there presently.

Area 1-1 – The Library

The library is a beautiful room with tasteful furniture, decorated in oak and mahogany with soft lighting. There are two comfortable-looking leather chairs, a small couch before a coffee table, several hanging ferns that all seem to need attending, a small conference table with chairs and coffee service on a long silver salver, and several portraits. Steam and the smell of fresh coffee indicate that the service is full. On a small table at the end of the sofa is an antique globe of inestimable value while on a table on the opposite side is an artfully rendered bust of some noble figure. There are several bookshelves with scores of handsome volumes. An oversized bay window looks out onto the Chadwick’s estate. You feel a slight chill from the window, and suspect that snow is likely in the next few hours.

Show the players **Handout B**.

The investigators likely arrive one by one. They have time to introduce themselves, help themselves to coffee, find seats, or snoop as they please. A successful **Library Use** roll gives the investigators a good estimation of the collection: for the most part these are the usual volumes of tasteful, if pedestrian, classics that can be found in any fashionable home. All of the greats are represented here: Ovid, Homer, Shakespeare, Milton, and at least a sample of most of the other classics in nearly identical binding. There is one fairly out-of-the-way section, located on two shelves low to the ground and almost hidden by a potted Ficus tree. Requiring a **Spot Hidden** (+10%) roll to find, the section contains several volumes of commonly available occult books, includ-

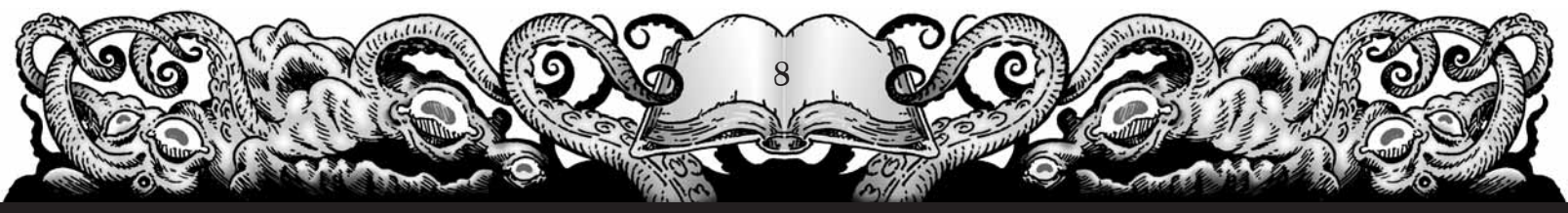
ing *The Book of Black Magic and of Pacts* (Arthur Edward Waite, 1898, London), *The Golden Bough* (second edition in three volumes, Sir George Frazier, 1900, London), and *Myths and Legends of Japan* (F. Hadland Davis, 1912). With a successful **Library Use** roll, the investigators will be able to find the one book from the section that will be of interest to them, an otherwise ordinary copy of the standard work *Occultism and Atavistic Religion* (Fr. Francis D. Imony, SJ, 1st American Edition, 1878, Chicago) that has been annotated with marginalia by an unknown hand. Among other interesting hand-written notes, there is in one margin next to a section on primitive sacrifice ritual that reads, “Possible Burma connection (Cho Cho?)” The note refers to the Tcho Tcho people, whom the Jesuit was hearing of for the first time while doing this writing.

With a second successful **Library Use** roll, an investigator will find one incongruous book tucked between two volumes in a set of out-of-date encyclopedias. The book is a collection of illustrated Japanese ghost stories called *A Dream of Japan* (unattributed author, translated by Martin L. Brookman, 1924, London). The stories prominently feature two types of supernatural creatures. The first are the Yurei, ghosts in white robes with long unkempt hair, who sometimes aid or sometimes seek to harm mortals in very simple narratives, similar to western morality plays. The second are the Hitodama, mischievous “soul lights” that live in the forest, playing mean tricks on unsuspecting travelers and occasionally leading lost children to safety. The book has a dedication on the title page: “To my little Ronnie Mouse: all the best, Eddie.” Edgar gave this book to Veronica for her 9th birthday, but the book gave the little girl nightmares so she hid it in between two volumes of one of her aunt’s encyclopedia sets and forgot about it.

After the characters have had a chance to look about for a bit, Regina Chadwick and her business manager, Nelson Myers, enter the library. Mrs. Chadwick thanks all of them individually, makes sure that no one wants for refreshment, and once they are all settled she addresses the group. The Keeper should feel free to read the following section aloud, or to paraphrase, or to improvise the following information as he wants:

“I just want to thank you all, personally, for coming. I realize that tonight has been a bit... well, uncomfortable. But you must see that I couldn’t just let dear Edgar rot away in that awful place. Why, they treated him like some vulgar convict, believe you me. It was no place for a poor, damaged, sensitive soul like my nephew.

To the point then. Some of you do not know my niece, Veronica. She is such a special girl, so full of promise, so lively. Until... well, she’s been away at college, at that awful





university she had her heart set on in Arkham.”

Allow the investigators to make a **Psychology** check (-15%) at this point. Success indicates that while Mrs. Chadwick tried to project disgust when she mentioned “Arkham,” she actually was trying to hide her fear.

“Well, just two weeks ago I received this horrible letter from her. This, from such a lovely girl, a girl who was as dear to me as if she were my own. I cannot bear to read it aloud. Mister Myers, if you please?”

Mrs. Chadwick goes on about how uncharacteristic all of this is for her niece, and tells the investigators that after she received the letter she wrote back, and then called, and still received no answer. Finally she sent Myers out to the university personally to check on her niece, only to find that she had ceased attending classes and had been missing from her boarding house all this time. Mrs. Chadwick has been doing some investigating of her own, she reports, and she is positive that Veronica has fallen under the sway of some cult or other “satanic gang.”

At this point, she asks the investigators to help her discover the whereabouts of her missing niece, Veronica Chadwick. She is familiar with the persistent rumors of Arkham, MA, where her niece was studying, as being associated with occult groups and she refers to all of their particular skills, or their relations to the missing girl, as the reason she asked for them. She promises her “undying gratitude” to them if they can return Veronica to her, and promises to pay any and all expenses incurred. If called for, she might offer special inducements to the characters as necessary (such as paying a private investigator’s fees, or promising to give an exclusive interview to a journalist, or offering a glowing letter of recommendation to a student or job seeker, or others as warranted).

Mrs. Chadwick will answer any other questions as best she can, but while she is completely forthcoming, she is ignorant or wrong about many of the facts of this case. She dotes on her niece Veronica, but knows precious little about her academic or personal life. While she is sure that there is some occult conspiracy at work, she does not have any evidence to that effect other than a “terribly strong feeling” and a few unsubstantiated rumors that came to her via the social grapevine.

After their audience, Mrs. Chadwick asks Myers to make any arrangements for the investigators to help them get started. On her behalf, Myers unquestionably pays most normal expenses (including transport and lodgings), might give money for certain questionable expenses (bribes or ba-

sic travel gear), but flatly refuses to pay for weapons and the like, citing them as being unnecessary for the purposes of what is a missing persons case.

After the audience, the investigators are free to return to the party. People are making excuses and saying goodbyes at this point, though the band continues to play its six-song list on and on, and the hors d’oeuvres never run out.

The next day, Edgar Lee-Chadwick is returned to Three Pines Asylum in Battle Creek, Michigan after having a succumbed to a nocturnal fit of screaming and self-mutilation.

Scene Two: Veronica’s Flat in Arkham, MA

The investigators will probably want to visit Veronica’s rooms in Arkham. Mrs. Chadwick hires a car to take them there if they wish. Veronica Chadwick shared rooms with one Paula Deveroux in one of the many Arkham boarding houses that cater to the Miskatonic University student body.

Area 2-1 – The Boarding House


At the end of the block you come to the address you seek. The house is an oversized white Cape Cod style building in a state of some disrepair. The exterior is in need of scraping and a coat of paint. The mail slot in the front door is missing its brass flap, the breach appearing to have been shut by the expediency of a dishtowel having been crammed tightly into the gap. There is a small stoop, and alongside the door on the wall is a weathered, hand-lettered sign reading “Miss Hickman’s House. Rooms Available.”

If the investigators knock, Miss Hickman, a rotund old matron who smells of whiskey at any time of the day or night, answers the door and gruffly asks visitors their business. If they say that they are here looking for Veronica Chadwick, the suspicious Miss Hickman says that she hasn’t seen the girl for weeks and is due back rent. The investigators can get into the room with a successful **Fast Talk** (-30%) check. The check is improved to normal if the investigators offer to pay the rent due or better if the investigators try to bribe the landlady with alcohol (+10%).

Area 2-2 – The Apartment

The stairs go up to the second floor (really a demi-floor) where there is small landing and the door to the apartment. Miss Hickman has a key, of course.

This apartment is extremely small. The ceiling arches to just under seven feet tall, and is less than five feet at its widest point. The shared sitting room consists of a tiny sink



under a small cabinet, a small couch along the wall, a small stand with magazines, and a tiny wastepaper basket. There are three smallish doors, one leading to the shared bathroom and the other two leading to the girls' bedrooms.

Miss Hickman points out Veronica's bedroom door before she leaves.

Paula's room is not described fully here. It is a fairly typical college student's room with piles of books and papers, a tiny desk and bed, and a small dresser with inexpensive clothes.

Area 2-3 – Veronica's Room

This room is drafty and small. There is a single bed with extremely fine bedclothes. There is a small desk, with a few pens and a clean desk pad with leather bindings that looks extremely expensive. An incongruously fine wastepaper basket stands next to the wall beside the desk.

This room has been empty for two weeks. However, The Entity saw to it that many clues have been left for the investigators to find.

Show the players **Handout B**.

Paula Deveroux: At some point during the investigation of the apartment, Paula Deveroux returns to the apartment. She is a plain-looking young woman studying library science at Miskatonic University. If questioned, she says that she and Veronica were not best friends, but they got along as roommates. Paula always felt that Veronica should have paid more attention to her studies and spent less time meeting boys and going to dances. As to what her studies were, Paula will say that Veronica was taking English Composition with Doctor Swanson Ames of the Department of English and Geometry with Professor Herbert Monroe of the Astor School of Mathematics.

If asked when she noticed anything strange about her roommate's behavior, Paula says that until about a month ago everything was completely normal. Then out of nowhere Veronica started acting "spooky." She started staying in her room all the time, ignoring attempts at conversation and refusing food. Once Paula got up in the middle of the night and found Veronica staring out the window. When asked what was wrong, her roommate said that nothing was wrong – since nothing was real, nothing could be wrong. Then she went back to bed. A few days later she just stopped coming back to the rooms. Paula is worried about her old roommate and would like to know that she is somewhere safe.

Clues: If the investigators check the desk pad they can see where a sheet has been torn off at some point in the past. If the investigators try the old trick of lightly rubbing a pencil over the top page of the blank pad to reveal the impressions of the writing (allow an **Idea** check to think of this if no one does naturally), they find a terribly frightening sight: while there are a few innocuous doodles and notes, most of the page is covered in terrifyingly real drawings, images out of some strange nightmare. Included are frighteningly life-like pictures of bodies hanging from trees; what appears to be some sort of shadowy-faced woman with long hair and a flowing gown; pictures of skulls; and a mountain rising up out over a forest. With a successful **Know** roll (+10%), an investigator will be able to tell that the woman's gown is that of a Geisha of Japan's Classical Period. All of these images have the disjointed appearance of visions from a nightmare and viewing them calls for a **SAN** check (+10%) (0/1). A successful **Anthropology**, **Art History**, **Art (Painting)**, or **Art (Connoisseur)** check determines that the drawings are heavily influenced in form and perspective by illustrations from the Japanese Classical Period. A successful **Occult** check (-10%) indicates that these drawings are not of people who have been lynched, but are instead of their ritual suicides.

While they survey the room, have each investigator make a **Spot Hidden** roll (+20%). If successful, the investigators notice from the light shining through that there is something a little odd about the window-pane closest to the desk. Closer examination reveals that the pane has slightly greasy markings on it. If an investigator blows hot air on the window pane (allow another **Idea** check if no one comes to this conclusion naturally), then he will see a terrible sight similar to that on the desk pad. The fogged up glass reveals a hanging figure that has been drawn with a finger on the glass. It has been drawn to perspective, but it will not be fully seen until someone sits in the chair at the desk. From this viewpoint it looks as if the figure on the window is hanging from a branch of the slumping oak tree outside the house. Seeing this image calls for a **SAN** check (+20%) (0/1).

If the investigators search through the crumpled paper in the wastepaper basket they likely find (**Spot Hidden** +10%) an invoice from Maritime East Shipping Agents, Arkham, MA. The invoice, for unspecified goods or services, is for \$186, quite a sum of money for the times.

Tucked under the mattress is a post card from Veronica's friend in Cambridge, Maria Sicilia.

Most of the drawers themselves are empty except for some meaningless paper and blank stationary. At the very

back of the bottom drawer is a fancy leather address book. Every name and address in the book has been methodically blotted out – some in black ink, some in blue ink, and some in pencil. An astute investigator might deduce with an **Idea** roll or **Psychology** roll (+10%) that all of the crossings out were done on different occasions, perhaps belying a decline over some time.

Scene Three: Maritime East Shipping Agents

Finding the office of Maritime East Shipping Agents is not difficult once the investigators have the address which is printed on the invoice found in Veronica Chadwick's wastepaper basket. Any Arkham resident will be able to give directions to the office which is located at a tiny storefront in between a post office and a lunch counter restaurant, not far from the University.

Maritime East Shipping Agents is what in modern times would be referred to as both a travel agency and an import/export service. While the business's name refers to "Agents," the company is just one man, sole proprietor Alfred Noble. The agent is in his office from 7 AM to 4 PM every day and is happy to greet the investigators when they visit.



Area 3-1 – The Office Of Maritime East


To the sound of a jingling bell, the door of Maritime East Shipping Agents opens to reveal a small, cramped office. A few chairs are set before a tiny desk while the walls are adorned with posters of far-away places – Egypt, Africa, and the Swiss Alps feature prominently. Every surface is stacked with folders, brochures, and mementos of foreign travel. On the wall behind the desk is a particularly gruesome African mask, and wherever you go in the tiny room it seems to look down on you with smoldering hate. Soon after the bell rings, a little man in an extremely well-tailored Italian suit comes out from the back room, beaming.

Alfred Noble is an extremely pleasant and well-spoken businessman. He both imports and exports freight to and from all of the harbors along the eastern seaboard, and arranges transportation for travelers, mostly to Europe and the Mediterranean. He is also a favorite amongst the local criminal fraternity as he is utterly without scruples. For a fee, he will help circumvent legal entanglements for any cargo anyone wishes to smuggle in or out of the country with no questions asked.

This lack of scruples applies equally to information about his clients. If the investigators ask for information regarding his business with Veronica Chadwick, Noble informs them that his dealings with the lady were made in the strictest confidence, and that he could not possibly betray her trust for less than \$50 cash, up front. While they can attempt to use any number of other means to wring the information that they want from the unscrupulous fellow, Noble is at least as resistant to other forms of corruption as he is open to simple graft. If the investigators try and use any means other than simple bribery, they receive a -20% penalty to the skill roll.

Once persuaded, whether by the application of money or words, Noble reveals the following:

"Yes, I remember her. She came in a few weeks ago asking for information about foreign travel arrangements. To Japan, but not one of the major cities. A village called.... oh, it's on the tip of my tongue. Oh yes, Naushua, I believe. Yes, I'm certain it was Naushua. I was only most helpful with the lovely young lady, certainly. We discussed timetables and routes, yes. Certainly. And she was most generous. Strange, though. I asked her why such a young girl would possibly want to make such a long and... arduous journey. I ask for professional reasons only, certainly. You understand? She stared off for quite some time, so long that I finally had to ask her if everything was all right. When she spoke again she frightened me. I speak five languages, you realize, have traveled all over the world. She spoke to me in what I am certain is Japanese. It's not a language I've mastered, but I know a few phrases and am familiar with its sound. The



young lady had no trace of an accent. Well, one can only presume that she is an enthusiast of their fascinating culture. Whatever her reason, I booked her passage myself. Would you like a copy of her itinerary? I could provide one, certainly."

At this, English gives them a copy of her travel itinerary, which shows her taking a train to San Francisco, a steam ship to Japan, and then a train into the interior.

An investigator with the **Other Language (Japanese)** skill might convince Noble to try to "sound out" what Veronica said. The shipping agent is game and attempts it, and if the listener is sharp enough and makes a successful **Other Language (Japanese)** skill (-20%), he might just make out the words "forest" and "geisha" in the man's phonetic.

If the investigators ask, Mr. Noble makes all the necessary arrangements for them to travel to Japan. He even offers them a reduced rate, although of course Mrs. Chadwick is paying for everything. He explains that travel to Japan is often difficult, but in this instance he has already booked some freight on a westbound cargo ship leaving San Francisco, and believes that he can book them as passengers on the same ship.

Lastly, the shipping agent gives each investigator a business card and asks that they keep him in mind should they ever need passage anywhere. He is well connected and unencumbered by any sort of a moral code and might well be a useful contact at a later date.

Clues: It is conceivable that the investigators might decide to break into the offices of Maritime East Shipping Agents and search it while Noble is away. This might be because they fail to get the information out of the shipping agent during the interview or simply because they prefer to use more underhanded means to get the information. The locks on the front and back doors of the offices are of a high quality workmanship (**Locksmith** -15%) and any attempt to pick them takes twice as long as normal to accomplish. Once inside, they can find Veronica Chadwick's itinerary in the stack of papers on Noble's desk with a successful **Spot Hidden** check (+15% if they think to search by the approximate date of her departure, two weeks ago). The back room is filled with even more papers and brochures, travel posters, bizarre and sometimes chilling souvenirs, along with an extremely impressive and daunting safe. This safe is an 800-pound top-of-the-line model that will give the most seasoned locksmith pause for thought. Breaking in takes a successful **Locksmith** check (-50%), takes a minimum of two undistracted hours and requires several pieces of special equipment, including a drill with a masonry bit, a stethoscope, and a heavy wrench. The contents of the safe

consists of \$11,000 of the shipping agent's mostly ill-gotten loot, a loaded, short-barreled Smith & Wesson Military & Police .38 revolver, and a sketchbook wrapped in parchment that a connoisseur might recognize with a successful **Art (Painting)** or **Art (Connoisseur)** check (+5%) as being filled with the notes and early drawings of the German artist, Carl Blechen, who specialized the painting of fantastic landscapes, often populated demons and grotesque figures.

Besides Veronica Chadwick's itinerary, the only object of note in the front office is the gruesome African mask which hangs on the wall behind the desk. A successful **Anthropology** or **Archaeology** roll will identify the mask as having come from East Africa, while a worn tag on the inside gives part of an address. All that can be read are the words, "Ju-Ju House, 1 Random..."

Scene Four: Miskatonic University

Within Lovecraft's fiction, Miskatonic University is a major educational institution as prestigious as Harvard University. Many members of its various faculties are at least aware of, if not take an active interest in the Mythos and the threat that it represent to mankind. The University offers many resources to the occult investigator, not the least of which is its world famous rare book collection. But remember, it offers at least as much danger as opportunity and one never knows what one might encounter in the stacks of the Miskatonic University's famous Orne Library...


While it has been detailed elsewhere for *Call of Cthulhu*, this scenario abbreviates this location to its absolute minimum. Nevertheless, the Keeper should feel free to expand this part of the adventure with any of the extant source materials available, though still keeping the larger scenario in mind.

If the investigators decide to visit Miskatonic University read the following to them as they arrive.

Normally you would expect halls of academia such as Miskatonic University to be studiously quiet, but today the grounds are awash with activity. No less than a dozen emergency vehicles are parked in the lot outside the huge old Orne Library with tens of emergency personnel working to evacuate the main buildings. Students wander the grounds of the campus in small groups, watching the excited hub-bub.

On the road through the massive gates, a policeman waves you away from the turn-off that leads to the parking lot.

If the investigators ask one of the policemen what is going on, they are informed that the campus had some sort



of gas leak overnight that made several custodians violently ill. They are trying to determine the source of the leak, but for the time being all of the university buildings are closed. The Entity, who wishes to keep the investigators away from the library and any other hidden knowledge that they might use against it, engineered the event.

However, if the investigators ask around, either about Veronica Chadwick or her tutors, they will be directed to a bench, where by a coincidence, both sit and smoke together, each resenting the fact that they have been forced to abandon class. Doctor Swanson Ames taught Veronica Composition and Professor Herbert Monroe taught her Geometry, and both of will them concede that while the young Miss Chadwick was nothing special as an academic, she at least participated in class until the weeks before her disappearance. Then, as they can both attest, she became withdrawn and sullen and was often late, quite out of character for the young lady. What is more, both teachers say that her appearance changed, that she looked disheveled, nervous and nearly exhausted. Both teachers ask after her and wish the investigators good luck in their search.

If any of the investigators think to ask if either of them have any idea where Miss Chadwick might have gone, Doctor Ames relates a strange incident. He had finished his lecture, and once he had put away his notes and the other students had filed out, he noticed that Veronica had remained at her desk. He called her name but she ignored him, at which point he walked over to see that she had a map of Japan and that she was drawing on it. He asked if she was all right, first gently and then sharply, and finally had to shake her to get her attention, at which point she grabbed her belongings and left. The professor only saw her in class once more the next week, and then she stopped attending.

Scene Five: Landfall in Japan

With no other leads to follow, the next likely course of action for the investigators is to go to Naushua village to see if they can find the young Miss Chadwick. They can make their own arrangements, or pay Alfred Noble his fee

and have him arrange their travel. The fastest way across the country is via rail to the port of San Francisco, then by steamer for a six-day journey across the Pacific Ocean to Mito, then the sixty-mile trip into the interior via the Jōban Line, finally taking a bus to Naushua village. The village borders on the forest.

The Keeper can either read or paraphrase the following to the players, or choose to describe the crossing and trip inland in more detail.

Researching The Aokigahara

Clever investigators might make some deductions about Veronica Chadwick's destination and decide to do some research. If they visit a major library and do some research about Naushua Village, they will quite easily find references to Mt. Fuji, which is very near to the village. A careful researcher who specifically states he is checking occult texts for references to the area might with a successful **Library Use** check (-30%) find a reference to the Aokigahara forest. At this point in history, the government of Japan has suppressed nearly all references to the forest and its suicide problem, but a few books by occult scholars discuss the fact that dozens of suicides take place there every year. Additionally, legends of demons and ghosts in the woods being responsible for the suicides are mentioned in several texts. Of course, no concrete answers are forthcoming.

As soon as the port comes into view the players should be given **Handout D**.

The five-day trip across the Pacific is relatively uneventful. The sailors on the cargo ship you booked passage on mostly ignore you, except for a few dirty looks. At six AM on your sixth day out of San Francisco, you find yourself being unceremoniously herded down a gangplank to the port city of Mito. Mito is a city in transition. While great sections of the city have the traditional architecture and wide green spaces you associate with Japan's classical period, there is construction going on all over the city. The port where you made landfall is quite modern, with huge steel cranes removing cargo from massive tankers and depositing them on the backs of flatbed trucks. There is a cluster of people at the bottom of the pier, several of whom begin shouting at you as you near the end of the gangplank. The mob appears to be made up of taxi and truck drivers offering rides, a number of ragged beggars with their hands out, and three policemen who beckon you to come with them.

The policemen are actually customs officers. They demand to see each investigator's travel papers. They spend twenty minutes going over their documents and checking through their luggage, right there out in the open (an intentional insult) while the crowd continuously yells for their attention. The investigators might well wish to keep certain items hidden either on their persons or in their luggage; to do so, they must roll a **Conceal** check versus the officers' combined **Spot Hidden** check (65%). If the investigators are caught with firearms, or any other extremely suspicious items, including drugs, in



their luggage, the entire party will be thrown in jail and held for 48 hours without food or contact with anyone but unflinching guards before they are inexplicably released without further comment or penalty. While these agents are not above a bit of graft, the staunchly anti-western mood of the country prevents them risking their honor with the chance that they might be discovered to have taken a solicitation from a foreign devil. If any of the investigators so much as hints at a bribe, they will all be arrested and released as above. Nothing confiscated from the investigators is ever returned, and if they complain the officials declare that these items were “lost.” Books and tomes are ignored.

If the investigators do not carry any of the suspicious items outlined above, and do not offend the officers, they are allowed to go on their way after twenty or thirty minutes, giving the Black Ocean Society more than enough time to get its agents in place to keep a watch on them.

Among the beggars is a spy for the ultra-nationalist Black Ocean Society, Ota Naoya. He keeps an eye on every move that the investigators make. If he comes to realize that they do not have a Japanese language speaker with them, he sneaks off and reports this to his superiors. If any of the investigators specifically state that they are watching the crowd while they are being searched and interrogated, they might notice Ota Naoya leave on a successful **Spot Hidden** check (-25%). Within minutes the Black Ocean Society dispatches an attractive young woman named Kawazu Kamekoto to intercept the investigators. She arrives and presents herself to them once they have passed through customs, introducing herself as Jennifer Toganama in perfect English and asking if they need a translator. If asked about her background, she will claim to be Anglo-Japanese, currently going to school in Japan and looking for a little work as a guide and translator. For these services, she asks for the entirely reasonable rate of \$5 American a day.

“Jennifer Toganama” is actually a former university-level English teacher turned spy and informant. She offers to work for the investigators, traveling with them, providing translation services and making whatever business arrangements that they need. She also knows a place where she can exchange currency for a favorable rate (generally when this service can be found at all in Japan, the fee gouging is outrageous). If hired, she proves herself invaluable – her English is excellent (85%), and she also speaks decent French (50%) and Portuguese (45%). She will assist the investigators to the best of her abilities with one exception – she absolutely refuses to enter Aokigahara out of fear. Other than that, she works hard for the investigators, but when she is sure that she will not be discovered, she reports their every move to her superiors by

means of a dead drop she has arranged with Ota Naoya.

Whether or not the investigators accept Miss Toganama’s offer of help, the Black Ocean Society’s agents shadow the characters as they make their way into the Japanese interior.

The investigators must eventually make their way to the Jōban Line train station, a two mile walk or 20¥ cab ride from the waterfront during a steady autumn drizzle. Read the following to the players as they make their way to the train station.

The interior of Mito is less industrialized than the ports, but you see signs of new construction in several places. The buildings of the city are small and spaced very close together. Strange scents and sights are everywhere you turn. The people on the street all seem somehow very alien and distant from you. Many stare at you, and you feel more than a little hostility in their gazes. The streets are narrow, the traffic mostly uncontrolled and it seems that urban development is turning the city into some hybrid of the western ideal and its resistant Japanese counterpart.

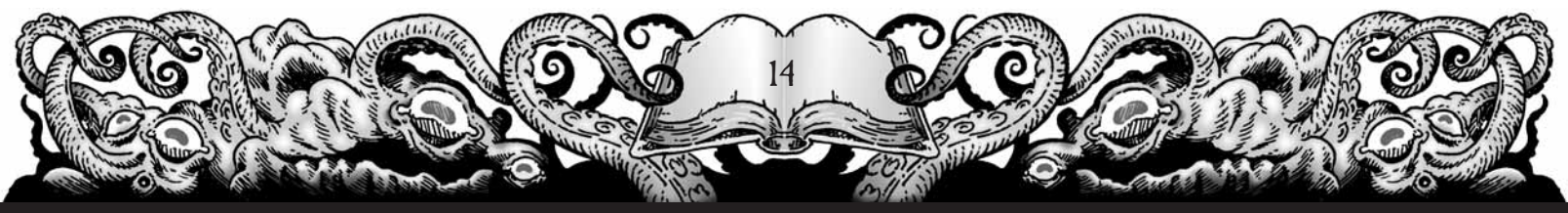
It is a nine-hour train ride from Mito to the last stop on the Jōban line, then an hour bus ride to Naushua village. Both the train and the bus are cramped and the passengers universally unfriendly. Fortunately, by the time the investigators make it to the village, the rain has stopped and the sun is out over the trees.


Scene Six: Naushua Village

The bus to the village arrives at four in the afternoon. As the investigators exit their bus, hand the players **Handout E** and read the following:

You step off the bus, look up and your heart leaps: there in the distance is the iconic Mt. Fuji, somehow more majestic and powerful than the pictures you have seen. It looks down on the whole valley. At its base you see a wide forest, so green and regular that its tree line reminds you of a carpet. Before you stands Naushua village. Unlike much of the country that you have seen, Naushua seems to belong to the past. The architecture seems quaint and somehow sinister to your eye. The town is smallish and you see very few automobiles or “modern” buildings.

Situated near Lake Saiko, the village of Naushua is insular, small, and provincial in character. Students of the modern Japanese language will have a difficulty understanding the “hick” dialogue and pronunciation of the residents of Naushua, making all **Other Language (Japanese)** rolls more difficult with them (-20%). Most of the residents





rarely see Americans or Europeans, and individual villagers will either be fearful, angry, or curious about the strangers. The Keeper should remember that while there is a great deal of anti-American sentiment at this time, there is also a great deal of curiosity about westerners as well.

Nevertheless, the villagers prove to be decidedly inhospitable towards the investigators. They receive the same rude treatment here as they have elsewhere in Japan, and are refused service by every hotel, restaurant, and shop in the village that they attempt to patronize. Each time they are directed to the Naushua Ryokan, a hotel which sits directly on the edge of the Aokigahara forest.

This is not just due to the attitudes of the villagers. There is another factor at play here. The village's proximity to Aokigahara means that The Entity can exercise a great deal of control over its inhabitants. Once the investigators make it to the village, The Entity is aware of their every step, and can urge the people of Naushua to do everything in their power to get the investigators to enter the forest and still make it look natural.

Area 6-1 – The Naushua Ryokan

Once the investigators arrive at the Naushua Ryokan, read them the following:

This is a three-story building with lacquered red doors. The place seems a bit run down, and the dusty yard is full of weeds. While some of the village has electricity, this street does not. Nevertheless, an electric sign in English, advertising a popular brand of cola, hangs inert in the front window.

This is the Naushua Ryokan, the only friendly place in Naushua for the investigators. This is by The Entity's design. Once the investigators go inside read them the following:

This hotel has low ceilings and in a few places the

hanging lamps nearly bump your heads as you pass. The lobby is small, and there is a counter on the opposite side of the room that seems to be both a bar and the hotel's service counter. You see a handwritten sign in both English and Japanese: "Luggage left over 90 days becomes property of the management, no exceptions." Standing behind the counter is a Caucasian man wearing a decidedly American jersey. He smiles to see you arrive.

The Black Ocean Society

The Black Ocean Society is a secret political and paramilitary group whose members would once have made up the Samurai class prior to the Meiji Restoration of the late 19th century. The society is dedicated to the protection of the country's national interests, Japanese militarism, and empire-building. They believe themselves to be the true guardians of the security of Japan and as such do what they can to monitor the activities of all foreigners on Japanese soil, fearing the corrupting influence of the West, and Japan's possible absorption into that despicable culture.

By 1926, the public side of the Black Ocean Society has gone underground, and most of those who were even aware of the society's existence are now convinced that the group is gone forever, one more relic of Japan's past. The group still exists though, working to preserve what it sees as the purity of the Japanese race and culture in a world that threatens to subjugate the nation into barbarity and a destructive globalization. At this point in the organization's history, the Society also has a secret interior faction of cultists dedicated to the restoration of the Mythos powers. While they will more than likely not get involved with this adventure, this inner cabal does become aware of the investigators and will keep a close eye on them. This could involve them in all sorts of further adventures that bring the investigators into contact with the horrifying and uncaring reality of the Great Old Ones.

To the left of the bar is a rounded entryway hung with a bead curtain. Beyond it you can see a dining room. There are six tables hung with white cloths, and a pair of swinging doors that lead to a staircase rising upstairs.

The proprietor of the hotel is James Axelby, a former British serviceman who won the deed to the hotel in a poker game and is trying to earn enough cash from it to return to Liverpool and set himself up in some sort of business. While he speaks more or less fluent Japanese and has lived here for several years, he is a bigot who resents Japan, its people and culture, and is happy for other westerners to arrive so he can vent his frustrations with being forced to live in what he considers a stifling, backwards, and inferior society. If the investigators strike up a conversation with him, he takes the opportunity to grumble about how much he hates being stuck in the village. Despite his bigotry, Axelby is extremely knowledgeable about several subjects that will be of interest to the investigators.

If they ask about Veronica Chadwick, Axelby reveals that she did indeed arrive at the hotel a few weeks ago. She booked a room for a week, stayed one night and disappeared the next day, leaving her luggage behind. She left with "The Ferret," an Australian expatriate who acts as a guide for westerners who come to see the forest. If they ask what she might have been up to, he bluntly lets them know that she most likely came to kill herself in



the forest. The Keeper should read or paraphrase the following to the players as appropriate:

All of the westerners who come here stay at my place, then go up to the forest and that's that. The locals say that there are demons that live in the woods, and that they call to people from all over the world to come to the forest, but once they actually get there the demons make them kill themselves. It's rubbish, of course, the kind of thing these heathens all believe. But it's true that people kill themselves in the forest – every year they find bodies up in the trees – every year dozens, some years hundreds of bodies. The local authorities try to downplay it, of course, but everybody in this stinking place knows all about it. Your girl came here and I'm sorry to have to be the one to tell you this, but she either up and done for herself out there in the green, or she's wandering around waiting for the mood to strike before she does and no mistake. If you don't believe me you should check out my luggage room. I got a room full of luggage that people left. Got a strict policy – after ninety days it's mine fair and square. You wouldn't believe some of the stuff folks have left. Anyway, I never go in the forest and you shouldn't either. People get lost too, every year. Compasses don't work none, and there are paths that just take you round and round in circles.

Axelby will ask questions about the investigators: who they are and what their plans are in the village. The retired soldier, a six-year resident of the village, knows many of the comings and goings of Naushua and is willing to answer the investigators' queries as long as they are polite. He has heard the name Black Ocean Society, but considers it to be one of the many ethnic gangs that shake the peasants down for tribute. He asks if they would like drinks. All he has is sake; a cheap whiskey that is so scarce that he sells it for an exorbitant price by the glass; and a selection of German beers brewed in the former colony of Tsingtao in China. Axelby will apologize for serving German beer, but explain that this is the best he can do.

There are rooms available for the investigators (10¥ per night). The hotel has seven rooms, three of which are currently available at double occupancy, and Axelby offers a luggage holding service (1¥ per day to hold any amount of luggage). If the investigators wish to investigate his unclaimed luggage he allows them, watching them all the while. The "luggage room" is really a locked janitor's closet on the second floor. If an investigator wants to examine the contents of the luggage room free of Axelby's supervision, it requires an easy **Locksmith** roll (+15%) to gain access.

100 Candles

If the investigators pass through the hotel lobby in the evening, they find several other guests preparing to play a strange game, and will be invited to participate.

It's getting noisy in the restaurant section of the lobby. Four young adults, all native Japanese, are placing candles on every horizontal surface. They are speaking animatedly and laughing. One orders a bottle of sake from Axelby, who puts it over the heat. They notice you watching them and all at once they wave you over, inviting you to join them.

These guests are two married couples on holiday and introduce themselves as Toyotomi Yori and Sachi, and Yamura and Sué Kunihiro. All four are fascinated by American and European culture and have come to the Naushua Ryokan on the off chance that they can meet westerners. They invite the investigators to participate in their game so that they can practice their English. All four of the players speak English. Godo Sachi tells the name of the game, Hyakumonogatari Kaidankai (translated: *A Gathering of One Hundred Supernatural Tales*), and explains the rules to any investigator who is interested. (Note that the English below is intentionally broken.)

"This is a very old-fashioned game, but still we enjoy very much. Not in fashion, but fun to play. Everyone takes turns to tell stories. Small stories, special ones. The stories are all... stories of ghosts and devils. Only most frightening stories allowed! Each time you tell a story you blow out just one candle. When all stories are told and only one candle is burning, the last one tells just one final story and blows out the final candle. And when that happens is the time that you see a ghost! The stories bring the ghost to the table, and the scared people run out of the room! If you are brave, you stay and the ghost sees you! May bring you a message from the land of the dead!"

The investigators can choose to ignore this, participate in the story telling, or just sit in and watch. If they do participate, they are expected to tell a brief scary story when it is their turn – those that fail to do so get booed, and are forced to down a cup of sake. If any participating investigators possess real Mythos knowledge and choose to tell stories with connections to the Great Old Ones and other aspects of the true supernatural, all of the stories take on a dark tone and the two couples grow visibly uncomfortable, although they do not risk insulting the westerners by quitting the game early.

The Japanese participants tell stories in English or Japanese of the Yuri (ancient ghosts of the forest) and Hitodama





(soul lights, a sort of Asian equivalent of Foo Lights that lead travelers astray, but sometimes perform good deeds like finding lost children), as well as stories of monsters like vampires or zombies. Their stories tend to be simple morality tales (*i.e.*, the young boy who was rude to his elders gets frightened to death by the ghost of his ancient great-grandmother), but they are gruesome and unnerving, given the setting. As long as participating investigators do their best, they are cheered and encouraged, not to mention poured many cups of hot saki. The stories get spookier and spookier as the evening goes on.

The game normally takes about two hours. When there is only one candle left, Yamura Kunihiko asks for the privilege of going last. She tells an artfully frightening version of a traditional Japanese ghost story, the story of Aoyagi, a lone Samurai who gets lost in a blizzard and unwittingly marries the ghost of a Geisha. The Geisha is a local legend, she explains, a woman who killed herself for love in the Aokigahara. When she blows out the final candle a terrifying sight appears. For a second the whole room is in darkness. Then suddenly, there is a flash like lightning in the sky and for one moment there seems to be an apparition in the corner of the room, looking to all like a geisha of the Classical Period but whose face is only that of a skull. The apparition seems to lock eyes with the investigators for just a moment and then,

moving fast like film that has been sped up, she crosses to the other side of the room and stands just before the investigators for one moment before she disappears and the room grows solidly dark again. For seeing the Ghost of the Geisha the investigators must all make a SAN check (1/1D6).

A few seconds later the Japanese couples – who saw nothing and who believe that the Westerners were all spooked by Kunihiko’s story – all laugh while relighting a few candles, declaring that Kunihiko wins because she spooked the Americans so. They say their goodbyes and go up to bed. If the investigators display bizarre behavior at this point, perhaps after having gone temporarily insane, they all leave quickly and do not return.

The Ghost of the Geisha is an apparition created by The Entity, bait with which to lure the investigators into the woods.

A Mysterious Note: In the morning after their first night at the hotel, Axelby stops the first investigator that he sees in the morning and tells them that he has a note for them. A child delivered the note, he says, before dawn. It reads in carefully lettered English:

BEWARE KONOWGA TAING

Konowga Taing is a scholar in the village that the Black Ocean Society is at philosophical odds with. The message was given to the child to deliver by Ota Naoya, one of the Society’s agents. It is a test to see what the foreigners will do. See **Area 6-3** if the investigators seek to pursue this line of the investigation. If asked about Konowga Taing, Axelby can tell the investigators that he is a retired scholar who lives in the village. If asked for his address, Axelby will reply with a shrug that he does not know – with a **Psychology** roll (+20%), it is clear that he does not care either – and will suggest that The Ferret probably knows and can even guide them there for his usual fee.

Clues in the Luggage Room: The luggage room is stacked floor to ceiling with unclaimed steamer trunks, suitcases, duffel bags, hat boxes, and the like. Axelby has already searched every case that has been there longer than 90 days and taken anything that he recognized as being valuable, *i.e.* cash, jewelry, etc. Most of the remaining cases contain only clothes, personal items, and the like.

With a **Spot Hidden** check, the careful search of one of the three steamer trunks reveals that it has a false bottom. When opened, the contents of this secret compartment will be found to be 350¥ in cash and coins, and an antique wakizashi. The Samurai short sword has been honed to razor



sharpness and is in excellent condition. (If the investigators decide to take this weapon, it does 1D6+1 damage and has a base skill of 15%).

In one suitcase, the investigators find a homemade rag doll. It is limp with age and frequent handling, and one of its ears seems to have been sucked off. This pathetic old relic radiates an unearthly aura of despair and darkness that affects any who see it. Each investigator viewing it must make a SAN roll (0/1) to avoid feeling haunted by a terrible sense of mortality and gloom. The doll belonged to a child of a victim of The Entity. When the poor soul lost her contest of wills with the extra-dimensional terror, she brought it with her when she came to kill herself. The doll carries with it some of the psychic residue of her struggle with the creature, and the investigators can all sense it on a subconscious level.

The Ferret: At some point The Ferret arrives and introduces himself to the investigators. His real name is Charley Proby, and he is an adventurer who came to Japan with a load of illegal weapons, only to be forced to dump them in the ocean and swim for his life after a military patrol boat started firing warning shots on his unauthorized craft. On the surface he is motivated by greed: he immediately announces that he is the only guide who knows the Aokigahara and is willing to work for westerners. The truth is that he is an unwitting servant of The Entity. While The Ferret is not consciously aware of the existence of The Entity, the creature controls his every action. Ferret comes off as an unprincipled opportunist, a man of no obvious morality or character. He freely admits that Veronica Chadwick hired him to take her into the forest:

Oh sure, she gave me a fiver – American, you know, that's what I get per day for a trip in to the old Akkey, it seems high, but I assure you there's nobody but me who can or will take you in and no mistake. We met last week some time. I came by to the hotel bright and early – she was dressed like a spy in some book, with the long coat and the hat, she was. We took a trip just through the outskirts – I kept trying to tell her about the, you know, natural features and plant life and that. But she just shushed me like I was a child. I had half a mind to call the whole deal off right then and there. But she was a kid and all, so I say, let the client have her way. Anyway at some point she just stopped at the edge – that's what I call it, there's a skirt of scrub before you get to the deep forest – and just looked for a long time. Then she said she wanted to go back to the hotel. We did and that was that, no fooling.

If the investigators ask him what he thinks has happened, he never comes right out and says that he believes she killed herself. Indeed, he responds with mealy-mouthed excuses and half-truths to any inquiries he is forced to answer. The one point he stands firm on is his belief that Veronica Chadwick is still alive.

Oh sure, I seen it a dozen times. They go out there, right, and wander around, think about it for a few days. Maybe she comes back and goes home, right? But I swear that Veronica is still wandering around in the woods, you just see if she isn't. She won't do it for much longer, but I think she is still out there, alive.

If the investigators offer to hire The Ferret to take them into the forest, presumably beginning with the last place that he saw Veronica Chadwick, he immediately accepts. If they do not offer to hire him, The Ferret asks them if they want his help again and again and again until they do.

Besides guiding them through the forest, The Ferret offers to obtain camping equipment for them (30¥ each for tents, ponchos, bed rolls, canteens, and travel foods) and, if they are looking for them, firearms. He can provide up to three rusty and ill-kept .22 bolt action hunting rifles each with 10 rounds of ammunition. The Ferret charges 100¥ for each weapon.


Area 6-2 – The Ferret's Truck

The investigators might wish to search or stake out the dwelling of the last person to see Veronica Chadwick alive: The Ferret. If they ask Axelby where The Ferret lives, he tells them that the guide lives out of a truck parked in the village. Walking into the village, the investigators will find it parked behind a congee and rice shop nearly a mile from the hotel.

The truck is Russian military, likely one from the Russian Civil War. There is a pattern of holes in its passenger side door that appear to have been blocked up with canvas. The truck sits up on blocks, its hood open and its front windscreen a spider's web of cracks.

If The Ferret is home (which he normally is only to sleep) the back door to the truck is wedged shut from the inside by a block of wood carved for this purpose. If The Ferret is out, the door is padlocked with an improvised latch which is relatively easy to undo on a **Locksmith** check (+05%). Alternatively, the padlocked door could be opened with a feat of strength or the use of a pry bar. The former requires a successful **STR (x3) %** roll, the latter a **STR (x5) %** check. Inside is the following:





The truck's interior is a cluttered and cramped living space. A lantern hangs from a cord strung through a tiny ragged hole in the ceiling. There is a futon along the driver's side wall, and it is surrounded by books, papers, piles of unwashed clothes, a footlocker, and a stack of various pairs of boots.

Clues: The footlocker is unlocked and contains a treasure trove of items that the scavenging scoundrel has removed from the bodies of suicides in the woods. There are dozens of wallets, several backpacks, three nooses tied into various lengths of hemp rope, a few interesting articles of clothing, a strongbox with a key, three military knives (1D4+2 damage), an extremely expensive knife with an exquisitely worked silver handle (1D4 damage), a canvas bag containing a disassembled M1903 Springfield rifle (but no ammunition for it), and another locked strongbox. The strongbox with the key is unlocked and empty, but the locked one will rattle with the sound of coins if shaken. It requires a successful **Locksmith** check (-10%) to open. Inside this strong box is \$3,258, 784¥, £22 in Pounds Sterling, another £80 in Australian pounds, and a book. The book is a tiny handmade ledger with hand-written notes describing horrors seen in terrible nightmares. There is no dating or attribution, but a careful read of the book lets an investigator know that it was written by a Welshman before the turn of the century. The book contains the last horrific ramblings of a Welsh antiquarian who felt the draw of the forest and came here hoping to dispel it with the knowledge of the Mythos that he discovered. On the last page of the book in the Welshman's fevered scrawl is the spell *Elder Sign*. The handwritten spell was copied imperfectly by a man deteriorating into madness and its flaws give it only a 15% chance of working properly if cast (although the **SAN** loss remains the same when cast whether or not the spell works). The ledger takes a single investigator six hours to read through and another ten hours to learn the version of the spell. Reading rather than skimming the ledger requires a successful **English** check which grants the reader +1% **Cthulhu Mythos** and costs 1D3 **SAN**.

The boots are all taken from suicides in the forest. The Ferret takes every pair that looks like it might fit him. As a westerner in Japan, finding footwear that fits is a challenge for him.

Searching under the filthy futon will reveal the key to the locked strong box in the footlocker with a successful **Spot Hidden** check. Anyone checking under the futon will easily find The Ferret's Colt Police Positive Special. The .38 revolver is a snub nosed model (which with a halved **Know** roll the investigators will know is only available via special order) and is currently loaded with five bullets instead of six.

Area 6-3 – The Home of Konowga Taing


As soon as the child delivers his note, Ota Naoya begins his stakeout of the home of Konowga Taing. If the investigators come to the house, he is hiding in the seemingly abandoned home across the street, watching to see what the westerners will do. If the investigators start any trouble, including threatening or attacking Konowga in or near his home, the spy leaves by the back way as quickly as possible. If they knock and go inside, he creeps up to the window to eavesdrop: during the course of any conversation give each investigator a contested **Spot Hidden** check against Ota's **Hide** skill of 60% (divide each skill by 5 and make a roll on the Resistance table with the each investigator's **Spot Hidden** skill as the active characteristic) to spot him lurking by the window. Once he is spotted he runs away, using his superior knowledge of the village to escape to a car he has waiting at the bus terminal. If the investigators manage to catch him he fights them, either using his gun or his formidable hand-to-hand skills.

Any police investigation into this matter will be deflected by the all-reaching influence of The Entity.

The scholar's house is tiny and has just the one door. If they knock, Konowga will answer the door and let them in, surprised to see them and curious about westerners in his village. Once the investigators gain entry into the house the Keeper should read or paraphrase the following aloud:

This is a small, modest dwelling of someone who believes in keeping their living space very clean. There is a small sitting room attached to a tiny kitchen. One wall has a long bookshelf loaded with books. There is a Confucian print on the opposite wall, showing the Great Teacher speaking to the Emperor.

If asked who he is, Konowga says that he is a scholar who recently lost his post at the new university at Osaka for his political views. He is an economist who has stated repeatedly the need for western-style reforms as a way of invigorating the Japanese economy. He knows nothing about the Chadwick girl, has nothing but contempt for the rumors of demons and ghosts being responsible for the suicides in the Aokigahara, and professes no belief in the occult. He has heard the name of the Black Ocean Society, but believes them to be the last dying vestige of an out-of-date class system. He will be friendly with the investigators and will ask many questions about their educations, backgrounds, and what they believe to be the socio-economic effects of the capitalist market system, and whether they feel threatened by the Imperialist economic policies of Japan. He will not venture to the forest, no matter how much he claims not to believe in the occult or demons.



Obviously there are many ways in which the investigators can handle this part of the adventure – they might try guile, coercion, force, or trickery to deal with the old scholar. His sole motivation is to be left alone to his studies while he seeks a new University appointment and avoids further trouble.

Clues: There are no clues here regarding the investigation to the missing Veronica Chadwick in this area. The books on the shelf are all scholarly works in Japanese, mostly translations of Western texts. The unemployed teacher has very little money.

Scene Seven: Aokigahara Forest

At some point the investigators will make their way to the forest, with or without a guide. The most obvious path begins near the hotel and heads in towards the center of the forest.

The Keeper should keep the following in mind regarding the forest:

- Compasses do not work properly in the forest, twirling about seemingly at random.
- The tree canopy is unnaturally thick and some parts of the forest are in near-total darkness even on the brightest of days.
- The investigators see few if any animals in the Aokigahara. At the edge of the forest one finds a few birds and the odd squirrel, but within half a mile there are no animals. The only significant tracks the investigators will find at any given point are from other travelers, many of whom never left the forest meaning that there are more tracks leading in to the forest than out of it.
- The trees provide full cover from the wind. This and the lack of animals make the forest unnaturally quiet at all times. At the same time, sound does not seem to travel very far in the Aokigahara, so even shouting cannot be heard for more than a few hundred feet.
- Volcanic rock makes up most of the forest floor, making it extremely difficult to dig into. Investigators who attempt to dig a pit or a grave will find that it takes hours and hours.
- Once the investigators have spent more than an hour in the forest they find it extremely difficult to leave – The Entity uses its control over reality to confound their attempts to go. Any skill check

representing anything done to find the way out (including attempts to track, or navigate by starlight, or likewise) suffers a -20% penalty. The Keeper should describe to the investigators how odd occurrences and improbable coincidences seem to undermine every attempt. Once the investigators “defeat” the “Ghost of the Geisha” (see *The Cave of Wind*, page 24), this penalty fades away and the investigators will have an easy time finding their way back to the village.

- The Entity has a great deal of control over reality in the forest. While the investigators are in the Aokigahara, they lose a bit of touch with the “normal” reality they live with and enter a domain where The Entity can bend probability, perceptions, and to a degree even physical laws to its will. This accounts for the supernatural occurrences that will plague them while they stay in the forest.

When the investigators first enter the forest, the Keeper should show them **Handout F** and read or paraphrase the following aloud:

You come around a bend in the path and for one moment you stand on the border of the village and the Aokigahara. The path leads into shadow. A few feet into the forest is a large hand-painted sign lashed to a copse of trees, with three rows of characters in Japanese.

The sign reads, “Please reconsider your actions. Think of your families!” If the investigators fail an **Other Language (Japanese)** check, The Ferret happily translates.

Upon first entering the forest, the investigators must each make a **SAN** check (0/1D3). Those failing experience deep feelings of paranoia and despair. Note that this effect is only for the investigators themselves – The Ferret or any other NPCs that come along are seemingly immune. These terrible feelings are caused by The Entity’s probing of their minds when they enter the forest.

The investigators search of the forest quickly becomes a nightmare as The Entity asserts its controls over their perception and begins to create its horrific scenario, the false mystery designed to lead them to the Cave of Wind. After every several hours spent in the forest, the Keeper should secretly make a D10 roll and consult the following table to see what the investigators encounter. The Keeper should feel free to change results already rolled, or replace with encounters of his own.

Roll

Result

- 1 A sudden wind and rainstorm disorients the investigators. It lasts for less than fifteen minutes, but soaks everything and disturbs the forest floor so much that it obscures the investigators' own tracks completely.
- 2 One of the investigators is suddenly struck with a blindingly painful headache. It is so intense that the victim can do nothing but sit, lie down, or move at half speed until it goes away. It lasts for exactly 20 minutes.
- 3 One of the investigators sees a ghostly figure in the woods. It wears all white and seems to be crawling along on the air towards him. In a moment it is gone.
- 4 One of the investigators sees a ghostly movement through the trees. The source of the movement is never determined.
- 5 The investigator with the lowest current SAN must make a SAN check (-20%). Failure means that he suffers instant and acute feelings of despair and self-loathing to the point that he briefly considers suicide. As an aid to roleplaying these feelings, the Keeper should consider letting the player in question know about them in secret. Attempting to thwart these feelings by will alone requires a successful POW (x 5) % roll, success meaning the feelings go away, failure meaning that they worsen. If the investigator declares his intention to take his own life, the feelings continue until the last possible moment before he does himself any real harm. Even after the feelings of despair of have lifted, the investigator still needs to make a SAN check (1/1D3) for making the attempt, as will any other investigator witnessing the attempt. If the attempt is successful, the SAN check is more difficult (-10%) and more deleterious (1D3/1D6).
- 6 The investigators discover a skull and small pile of ancient bones. They seem to have been out in the weather for years.
- 7 The investigators all have a brief but undeniable feeling they are being watched.
- 8 The investigators find a piece of camping gear or clothing in an unusual place – stuck in a tree, under a pile of rocks, partially buried, or the like.
- 9 The investigators hear brief music, a simple, beautiful, but intensely melancholy flute melody. The source of the sound is never determined.
- 10 The investigators see lights a hundred feet off the path. They flash for a few moments, but then disappear. Their source is never discovered.

Events In The Forest

Once the investigators are inside the Aokigahara forest, The Entity subtly guides them towards the Cave of Wind by means of putting clues in their path. This section of the adventure must be fairly free-form. The Keeper can introduce these elements in whatever order makes the best story. These encounters are presented here in a logical narrative form, but they can happen in any order at the Keeper's discretion. Remember, The Entity is tailoring these experiences to the investigators' actions and discoveries. The best way to simulate this is to tailor this section of the adventure entirely to their actions.

Event 7-1 – The Birdwatcher from Düsseldorf

The investigators round a bend in the forest and encounter a man with a telescope. This encounter should take place during daylight hours.

You see a middle-aged Caucasian man in his campsite. With graying hair and a full beard, the gentleman strikes you as some kind of scholar. He sits on a folding stool, notebook open in his lap, and adjusts the focus of his expensive-looking telescope while you watch. Beyond him is an empty fire pit and a pup tent. As he notices your approach, he gives you a small wave.

This gentleman is Hans Fricke, a German naturalist researching migratory patterns of Asian inland birds. He will be civil to the investigators, but he is extremely eager to get back to his research and he clearly does not appreciate being bothered. He has not seen Veronica Chadwick, does not believe in the rumors of ghosts and demons in the forest, and is certain that the rumors of suicides in the forest are exaggerated and falsified. He will admit that his research seems to have stalled out as he can find none of the birds he expected in the Aokigahara – almost none at all, in fact. If the investigators persist in questioning him, he gruffly lets them know after five minutes that he needs to get back to his research while he has the daylight and bids them good day.

If the investigators are still in the forest two days later they find Fricke again, this time dead. A successful **Medicine** check (+10%) determines that he climbed a nearby outcrop of rock and fell to his death after leaping as far as he could away from it. If the investigators search his possessions they find his travel papers and ship's vouchers, 78¥, a high quality Swiss pocket knife, a copy of his own published work, *Die Wege der Nahöstlichen Vögel (The Paths of Middle Eastern Birds)*, a treatise on avian migratory patterns, and the journal of his investigation. Most of his journal is filled with a scrawled message in German, written over and over and over: *Alle Vögel sind tot* (“All of the birds are dead”).



Event 7-2 – Time Distortion

The Entity distorts the perceptions of the investigators. Read or paraphrase the following:

You feel yourself snapping awake, as if you were in a dream. Everything about the world is startling – you do not recognize where you are in the forest. Where you were walking along fine just a moment ago, you now feel suddenly exhausted. You are also dehydrated and very hungry. It's quite dark now.

Investigators who check their watches at this point find that they have stopped working, but no two watches seem to have stopped at the same time. If they examine themselves or one another they see that they are dirty, as if they have been walking and perhaps climbing for hours. They have not touched their food or camping gear. They are all weary and need to rest and refresh themselves.

This event can happen more than once. The Keeper should use Time Distortions to add a sense of displacement and otherworldliness to the game. If used again, the paragraph should not be repeated aloud verbatim, of course.

Event 7-3 – Sleeping

The first night that the investigators spend in the forest they all have the same dream.

In your dream you are wandering down the path through a stretch of trees. The forest is so dense here that it seems you walk through a tunnel, getting smaller and smaller as you go forward.

Walking down the path towards you is Regina Chadwick. She holds her arms out to you and silently mouths the word “help.” Suddenly, two ghostly hands appear at her shoulders and seem to fling her away from you. She tumbles over and over as if in freefall, and then disappears.

Now hovering in the air before you is an apparition, the translucent form of a woman in the traditional garb of a geisha, her elegant hair flowing loose in air as if blown by unfelt wind. As you look into her face you see her eyes are the empty sockets of a skull and her mouth opens to reveal that her teeth are razor-sharp tusks. She screams, and her scream is so loud that it could end the world.

The investigators all wake at this and must make a SAN check (+10%, 1/1D3). When they awake they all feel disoriented and their position in the forest seems unfamiliar.

Event 7-4 – Disappearance

Do not use this encounter unless the investigators are traveling with The Ferret or some other outsider. Have the investigators all make a **Spot Hidden** roll. The one who succeeds by the highest margin is the first to notice. When he looks around, he notices that The Ferret (or whomever they were traveling with) is gone. Searching for tracks or clues seems futile – they seem to have disappeared without a trace. They are never seen again.

Event 7-5 – The Dead Investigators

The investigators discover three bodies, none too old, on the road.

There are three bodies – two adult males, one adult female, all westerners – in a small clearing ahead of you. They appear to have been dead for weeks. One of the men has a pistol in his hand.


A successful **Idea** check lets the players know that the smaller male shot his two companions, wandered off a few paces, and then shot himself. The gun is a Luger P08 9mm pistol, now empty, and it was obviously the murder weapon.

A search of the shooter allows the investigators to find the following: six more 9mm rounds loose in a pocket, a small notebook dense with notes in what appears to be personally coded shorthand, and a hand-drawn map of the Aokigahara. There are handwritten notes all over the map, including one with a point designated as “The Cave of Wind.” The map shows the exact location of the cave. The investigators can attempt an **INT (x3) %** or **Navigate** check to use natural features nearby and the corresponding features on the map to orientate themselves and note that the cave is about two miles south of the spot where they found the dead investigators.

The woman's body has the smashed case with a non-functioning camera still inside it hanging on a strap over her shoulder, a set of expensive magnifying lenses now all cracked or destroyed outright, a stiletto in a belt scabbard, and a silver crucifix on a chain around her neck. The stiletto is in excellent condition and does 1D4+1 damage.

The other man is older and has no equipment save his apparel and a piece of parchment carefully folded inside an envelope of wax paper. The parchment seems extremely old and it has a sketch of five seemingly regular pillars standing in a forest clearing. Underneath is a series of words that are seemingly nonsense written in English. The players should be given **Handout G. An Other Language (Japanese)** roll





or similar check allows the investigators to realize that what they are reading is actually phonetic Japanese written in English characters. Translated, it seems to be some sort of invocation:

*A final rest /
The freedom of lost souls /
Now your spirit unfettered /
The curse of your Master /
Forever Unanswered*

None of the bodies have any identification, although if the investigators did search The Ferret's truck, then they will have encountered these poor souls' wallets and cash. The Entity, anticipating the investigators' search for an occult answer to the disappearance of Veronica Chadwick, put this grisly clue in their paths to lead them to the breach between worlds which exists at the place called The Cave of Wind.

Once the investigators leave these bodies behind them they can never find them again – The Entity simply wills them out of existence.

Clues: With an **Occult** check (-10%), the investigators might notice that the ritual phrase does not correspond with any arcane tradition that they are familiar with, and indeed sounds almost childlike in its simplicity. The Entity created it, of course, using bits of dreams it gleaned from the villagers.

Event 7-6 – The Stalker

If the Keeper wants to add more action to the scenario, this encounter is suitable.

While the investigators are making their way through the forest, they hear a crashing sound from behind them. Have each of them make a **Spot Hidden** check. Successful investigators see a figure on the path behind them, obviously taking pains not to be seen, but having caught his footing on the rough terrain and fallen over.

The figure is the Black Ocean Society spy, Ota Naoya. The Entity has compelled him to follow the investigators as they search the forest and he has been tracking them since they left Naushua Village. Once he is discovered he turns and runs. If the investigators give chase, he decides that his best course of action is to eliminate them, so he takes cover and fires at them with his pistol. Combat should be resolved normally, with the conditions under the Aokigahara canopy taken into account. Besides his pistol, the spy carries a tanto which he will draw if the investigators attempt to engage him at close range. Once he has injured one or two of them

badly enough to discourage pursuit, he will attempt to escape. If disarmed, he will throw his attackers to the floor using his Martial Arts and Grapple skills in order to delay them and make his escape.

If Ota gains the upper hand he demands that the investigators tell him the secret of the forest. He believes in the supernatural power of the forest and he is prepared to supplicate himself to it. If the investigators make any reference to supernatural forces in the forest he forces them at gunpoint to take him to its source. While he will successfully corral the investigators temporarily, eventually circumstances will turn against Ota, giving the investigators a chance to turn the tables on him. The Entity will ensure that the spy has very, very bad luck in the forest.

If the spy is obviously much too small of a threat to challenge the investigators, have him accompanied by several Black Ocean thugs, all of whom carry bo-ken and are prepared to do murder in the forest. If the investigators slay the spy or any of his henchmen and leave the bodies alone for any period of time, The Entity causes the bodies to disappear.

Ota Naoya, Black Ocean Society Spy

STR	CON	SIZ	INT	POW
14	12	14	13	13
DEX	APP	EDU	SAN	HP
14	15	13	65	13

Damage Bonus: +1D4

Weapons: Tanto (Knife) 45%, 1D4+db
Nambu Type 4 Semi-automatic 8mm pistol
25%, 1D8+1
Grapple 65%, Special

Skills: Climb 60%, Disguise 55%, Dodge 45%, Drive Auto 25%, Fast Talk 40%, Hide 55%, Jump 35%, Listen 45%, Martial Arts (Jujitsu) 71%, Other Language (English 21%), Persuade 45%, Sneak 50%



Black Ocean Society Thugs

STR	CON	SIZ	INT	DEX	HP
14	12	11	10	12	12

Damage Bonus: +1D4

Weapons: Bo-ken (Club) 35%, 1D3+db
Fist/Punch 60%, 1D3+db

Weapon	Base	Damage	Range
Nambu 4	20%	1D8+1	15

Attacks	Ammunition	HP	Malf.
2	8	7	98%

Reload
1/Mag

Scene Eight: The Cave Of Wind

Once the investigators have wandered through the forest long enough for them to have become disorientated, The Entity eventually leads them to the Cave of Wind, the location of the breach between dimensions. As the investigators get near it location, the Keeper should read or paraphrase the following to the players:

You notice a change in the vegetation at this spot. The trees all seem twisted, almost as if they were rebelling against their natural shape. The air feels thin, as if you have suddenly climbed many hundreds of feet in altitude. Off in the distance you hear a wind blowing.

A successful **Natural History** check (+15%) lets the investigators know that the changes in the foliage around the Cave of Wind are without precedent in the natural world. A successful **Spot Hidden** check determines that these strange trees seem to sway back and forth even though there is no wind to speak of.

Pressing on, the investigators reach the mouth of the Cave of Wind.

Ahead is an enormous cave, a gaping hole in the earth more than 200 feet wide. You hear the howl of wind rising from the depths of the cave. Standing outside the cave are five pillars of stone, making a rough ring about thirty feet in diameter. The trees and even the grass seem strange here. Bushes coil into unnatural spirals that draw your eye.

The investigators can look down and see the entire interior of the cave. There seems to be a continuous strong

wind that issues around the cave. The wind seems to blow outwards in all directions.

The Cave of Wind is the original site of the meteor strike that opened the rift from our dimension to that of The Entity's. This close to the breach, The Entity has an incredible degree of control over our reality by the power of its will alone. It instinctually creates the reality most likely to draw in its prey, and then send that prey back to their distant city to bring new souls to slake its endless appetite. To do so it has created this entire scenario, and indeed has been doing so since before the investigators were ever born. This close to the breach, The Entity has full control over reality and it willingly gives the investigators a show. This show could certainly kill them, but that is not the loathsome thing's design.

At some point the investigators will probably try and attempt to read the incantation they discovered in the possession of the dead trio of bodies earlier in the forest. As soon as they begin to read the incantation, the "Ghost of the Geisha" appears, hovering over the cave mouth.

Suddenly the entire forest lights up as if by some impossibly sustained bolt of lightning. The source of the light is a strange apparition that appears hovering over the mouth of the cave. It is vaguely human-shaped, but no earthly human. The apparition's face has something of both predatory animal and bleached bone to it. It wears a garment that hangs about her like silk floating on the surface of the sea. She – for unmistakably its form is female – opens her mouth of dagger-sharp teeth, her mouth growing larger and wider until finally the terrible maw looks large enough to bite through a man, opens still wider and then she howls, so loud that the earth shakes beneath your feet. Now in the new illumination of the clearing the thing twists about in air, holding her arms open to the forest, her corpse-pale forearms and hands dangling at a most unnatural angle. She screams at the woods and somewhere in the distance you begin to see tiny lights, like tiny candles appearing between the trees.

The investigators must each make a **SAN** check (1/1D8) as they struggle to deal with the terrible vision of the Ghost of the Geisha. The investigators must read the incantation five times, once at each pillar, as indicated in the dead investigator's notes. This does not have to be done by the same character, but the incantation must be read out at one pillar at a time as it will not work if read out simultaneously at each pillar. This can be done in as little as five combat rounds. While this is happening, the Ghost of the Geisha attacks not the reader, but the reader's companions. When it moves it looks like sped-up film footage – it is in one location, then it rushes through the air in an instant, and is



stock still when it arrives at its destination. It will go from one investigator to the next, each time attempting to pass its incorporeal hand through the body of the investigator it is attacking (Claw 60%). This attack cannot be parried, but can be dodged normally. The creature will continue to attack an investigator until it strikes. When struck, the arm of the phantom creature passes through the victim's entire body. While it does so, the helpless investigator experiences what feels like hours and hours of nothingness, as if his consciousness had left his and passed unfettered through a void in which only his thoughts existed. Each successful strike by the Ghost of the Geisha inflicts 1D6 damage. If an investigator is reduced to 0 Hit Points, he has not been killed, but instead paralyzed with fear and exhaustion. Hit Points lost from these attacks heal at a rate of one point per day of rest.

The Ghost of the Geisha performs this attack on each investigator until they have all fallen, saving the reader for last. If they all fall to the creature's attack, the investigators awake the next morning in the forest alone and terrified at having been separated from their colleagues, necessitating a SAN check (1/1D3). Veronica Chadwick is never seen again.

As soon as the phantom Geisha attacks, the lights in the forest begin to resolve themselves into what appears to be a teeming horde of crawling ghosts that surround the Cave of Wind for as far as the eye can penetrate into the forest. The ghosts approach steadily, but slowly, dragging their broken legs behind them as they crawl towards the investigators, each of the creeping apparitions with its hands outstretched, eyes empty, silently screaming into the wind. These are representation of the Yurei, the unsettled ghosts of the Aokigahara, collectively drawn and created to match the unconscious beliefs of the people living in the villages that lie nearby the forest. Unless the investigators fail in the reading out of the incantation, the ghosts do nothing apart from appear to crawl towards the party.

Optionally, if the incantation is not read out five times, the ghosts suddenly speed up and swarm all over any surviving investigators. The likelihood is that they will be all paralyzed from the Ghost of the Geisha's attacks and can do nothing more than make a SAN check (1D2/1D6) each. Any investigator who goes temporarily insane from this experience finds that he is no longer paralyzed from the Ghost of the Geisha's attacks and jumps up screaming before running away into the forest. He will turn up a few days later in a nearby village, terrified and confused. Those investigators



who retain their sanity despite being swarmed by the ghosts are still paralyzed and exhausted and wake alone the next morning as described above.

If the investigators manage to read the incantation five times, the Ghost of the Geisha screams and then rises into the sky like a comet. Her cries can be heard until she is a wisp no larger than a shooting star. The Yurei in the forest all stop, then bow to the investigators, and then slowly dissipate into first a vague fog, then into nothingness.

Either way, all of the investigators have been in proximity to the Cave of Wind long enough for the Taint to take hold in their bodies. From now on and until the end of their lives, their friends and their acquaintances, and even complete strangers who spend enough time around the investigators' persons will one day begin to dream of Japan, Mt. Fuji, and the Aokigahara. If they are not physically stopped from doing so, each of these persons will eventually make their way to the forest and end their lives there, further feeding the endless alien hunger of The Entity.

Whether or not the investigators stay at the Cave of Wind or walk away from it, within an hour Veronica Chadwick finds them, wandering out of the forest into the village. She is psychically damaged, exhausted, and half dead from exposure, but she is alive. If she is brought back to the States, she eventually heals into more or less her old self, but will forever be scarred by her experiences in Japan. Her memories of what happened are very vague and she has no idea what possibly could have motivated her to go to Japan. After enough time passes she manages to convince herself that none of it ever happened.

Adventure Epilogue

The investigators have no problems leaving Japan. The Entity, still manipulating events, makes sure that his unwitting harbingers have no problems with customs, the Black Ocean Society, adverse weather, or any other factors that might keep them from making it home. With a difficult **Idea** check (-25%), the investigators might have a sneaking suspicion that it was almost too easy to leave the country as they make their way back to the United States.

Regina Chadwick is overjoyed at the return of her niece and she thanks the investigators again and again. From this day forward she will become a kind of patron to them, perhaps even underwriting their further investigations at the Keeper's discretion.

Beyond A Dream Of Japan

This is a guideline for continuing the campaign beyond the scope of the adventure as presented here.

Assuming that the investigators survive and return to the United States, within one month of their return each investigator should make an **Idea** roll (-15%). Success means that they notice the disappearance of someone on the periphery of their lives. For example their banker, grocer, mailman, or someone else they encounter often, simply disappears. If the investigators search for clues, each one seems to have simply sold their possessions and bought passage to Japan. Each one is headed to the Aokigahara, having each independently arrived at the decisions to end their life there. This is the Taint of The Entity, which the investigators carry with them everywhere. As time passes, they notice more and more of their friends, acquaintances, and loved ones disappearing, enough to make it obvious that something unnatural has occurred.

What the investigators do with this knowledge is, of course, entirely up to them. They can attempt to isolate themselves to spare their friends and neighbors, seek cures, or even take some other drastic measure in a noble attempt to stave off what has become of them. The Keeper should have the investigators make **SAN** checks here as appropriate; increasing the severity of the loss the closer the person is to them that has travelled to the Aokigahara to die.

Obviously this part of the adventure has far too many variables to predict, but the Keeper's goal at this point should be to terrify the investigators and add to the mystery. The investigators will almost certainly deduce that they returned from Japan with something horrible, but they might suppose that is the "Curse of the Geisha" or similar. If these characters remain in play as part of an ongoing campaign, the disappearances of people known to them and its possible causes will almost certainly become the campaign's focus, at least in the short term.

The Return To Naushua Village

If the investigators leave Japan for any substantial length of time, say a month or more, and then return to Naushua, they will find inexplicable and mind-bending changes to the village. Most notably, anyone that they met on their previous visit will have no recollection of the investigators or of the events that occurred during their visit.

At Naushua Ryokan, Axelby will greet the investigators as if he is meeting them for the very first time. If the investigators ask if he has heard anything of The Ferret, Axelby





will be surprised that anyone has heard of the guide, but will call him over from where he has been sitting at the bar. Instead of the weaselly faced man that they were expecting, Axelby will introduce a different individual; this one a young American from Philadelphia named David Lloyd, who is dressed like The Ferret that they met before. He even acts and speaks like The Ferret, though without the Australian accent of course. He offers to show the investigators the Aokigahara, to get them camping equipment, etc. If the investigators ask about him around the village, everyone agrees that he is the one and only Ferret, and that he has lived in Naushua for years. Experiencing this strange turn of events, requires a SAN check (-10%) (1D3/1D6) as the reality of what has happened sets in.

If they head up to the forest, with or without this new version of The Ferret, the investigators find that the forest is still quiet and windless, but there is no evidence of supernatural activity. They find no evidence of their earlier visit whatsoever – no physical evidence of any kind. Likewise, they have difficulty finding the path they took on their first visit. Geographical features seem to have changed from how the investigators remember them. Even if they venture to

The Cave of Wind, the five stone pillars have disappeared and the cave is just a natural feature of the landscape, seeming somehow smaller. The investigators might begin to doubt their own memories once they see it – could their entire investigation have been nothing but a dream?

Going Forward

If the players are playing beloved long-term characters (if there ever can truly be such a thing in *Call of Cthulhu*), the Keeper should consider giving them a way out of their existential dilemma. This is optional though, as few cross the paths of the eternal mysteries of the cosmos and come away unscathed. If the players want to continue using the investigators from this adventure, role-playing their dealing with the guilt of ending the lives of friends and strangers they encounter in their travels is no fun. The Keeper can use one of the following methods of letting them remove the Taint.

If the investigators research their specific condition in well-stocked occult libraries, have them make a **Library Use** roll to discover a cure for what the author calls “the un-hinging, madness-inducing Taint from Beyond The Stars.” The author asserts that sleeping covered entirely in salt for a





full eight hours effectively dampens the effects of the Taint for as long as three days. This could be a short term, costly, and imperfect solution to their problems.

They could learn of a spell in some esoteric grimoire somewhere in the world, in the possession of some eccentric collector or perhaps in the hands of a cult-leading madman. Finding it and using it without losing their sanity could be the basis for another adventure.

The investigators begin to dream of the Taint inside them, seeing it as an evil green glow, a glow that one can somehow smell and that smells of dead flowers and decay. By locating the exact location of the item in their bodies, they might do something drastic, perhaps forcing it all to one bit of their bodies with an extended act of will (or **Idea** rolls, or whatever suits the investigators' scheme), and then somehow physically removing it. This is an extremely drastic measure, but one which could lead to some very interesting storytelling.

The Destruction Of The Entity

There is one sure way to cleanse the investigators of the Taint they picked up in Aokigahara forest – the destruction of The Entity. The Entity does not have a material body on our plane of existence, making this an impossible task with conventional means. There is one way, however, that the desperate or foolish might attempt to destroy the alien thing. If they were to return to The Cave of Wind and successfully use a summoning spell to attract the attention of one of the Great Old Ones or Nyarlathotep, the being summoned will instantly recognize The Entity as a source of power from another dimension and attack and devour the interloper. While this method is certain to bring about the destruction of The Entity, the consequences to the investigators, the Aokigahara, and the world will almost assuredly be much, *much* worse.

Dream Worksheet

Check off the images that the Investigators encounter, and add any other significant clues that they may incorporate to create their dreamscape.

- Aokigahara Forest
- Axelby
- Black and White balloons
- Candles
- Confucius
- Desk blotter rubbing
- Figure on the Window
- Gruesome African Mask
- Image on the Window
- Mental Hospital Orderly
- Rag Doll
- Regina Chadwick's party
- Samurai Sword
- Steamship
- The Ferret
- The Naushua Ryokan
- Train
- Travel Posters
- _____
- _____
- _____
- _____



Name: Ted Nelson, P.I.

Occupation: Detective

Sex: Male **Age:** 38

Marks, Scars, Mental Disorders: _____

STR: 16 **DEX:** 14 **INT:** 15 **Idea Roll:** 75%

CON: 12 **APP:** 12 **POW:** 11 **Luck Roll:** 55%

SIZ: 16 **SAN:** 55 **EDU:** 16 **Know Roll:** 80%

Damage Bonus: +1D4 **Hit Points:** 14

Income:

Skills

Bargain	55%	Disguise	11%
Drive Auto	40%	Fast Talk	65%
Hide	50%	Law	30%
Library Use	45%	Listen	60%
Locksmith	21%	Photography	30%
Psychology	50%	Sneak	40%
Spot Hidden	65%	Handgun	60%

History

Ted Nelson is a former NYPD detective working out of the Bronx. He was a good cop, but too much of a maverick to make it in the force. He quit after just a few years. Now Ted ekes out a living as a private detective, doing divorce and missing persons work. The best money he ever made came from the two times that he worked for Regina Chadwick. She hired him during both of her divorces, and both times he got the evidence of the husbands' philandering. Mrs. Chadwick, ever grateful for the generous settlements she received thanks to his diligence, includes the detective in her special circle of friends and invites him to the odd occasion.

Ted is aware of Mrs. Chadwick's preoccupation with the occult, but gives it very little consideration. After all, it's just bunk and nonsense, right? And it's a rich broad's prerogative to be peculiar. But he values her friendship and takes pride in the trust she places in him.



Name: Professor Theodore Krugman

Occupation: Parapsychologist

Sex: Male **Age:** 38

Marks, Scars, Mental Disorders: _____

STR: 11 **DEX:** 15 **INT:** 15 **Idea Roll:** 75%

CON: 10 **APP:** 14 **POW:** 16 **Luck Roll:** 80%

SIZ: 9 **SAN:** 80 **EDU:** 17 **Know Roll:** 85%

Damage Bonus: None **Hit Points:** 10

Income:



Skills

Anthropology	40%	Archaeology	30%
Dodge	40%	Fast Talk	40%
Hide	30%	History	40%
Library Use	60%	Listen	40%
Natural History	20%	Occult	60%
Other Language (Japanese)	40%	Other Language (French)	10%
Psychoanalysis	26%	Psychology	60%
Spot Hidden	55%	Rifle	35%

History

Professor Krugman is a hardworking scholar who fears for the future of mankind. A Professor of Philosophy and Hermeneutics, Krugman pursues personal studies in his favorite subject, the Occult. He always thought that he could write a serious treatise on what he calls the “mindset of the lie,” his term for those who fall under the sway of great irrational ideas like devils and ghosts and the like. Yet the interviews he conducted in his travels through Asia and Siberia with cult members and esoteric scholars have shocked him and expanded his mind, and he now believes that there are things out there in the darkness, things without a shred of humanity that wait for their chance to destroy us. Worse still, he knows for a fact that some ignorant, power-hungry men seek to bring these terrible entities into our world in a mad rush of power. He believes that the best chance humanity has for survival is to quantify these dangers. He knows that it is up to people like himself, the intelligent, the perceptive and the aware, to safeguard humanity, whatever the cost.

One thing he does not know: why was *he* invited to a party at some socialite’s house? And what ever will he wear?

Name: E. Francis Hardy

Occupation: Novelist

Sex: Male **Age:** 37

Marks, Scars, Mental Disorders: _____

STR: 13 **DEX:** 10 **INT:** 13 **Idea Roll:** 65%

CON: 15 **APP:** 17 **POW:** 11 **Luck Roll:** 55%

SIZ: 12 **SAN:** 55 **EDU:** 14 **Know Roll:** 70%

Damage Bonus: +1D4 **Hit Points:** 14



Income:

Skills

Anthropology	11%	Conceal	30%
Dodge	30%	Fast Talk	35%
History	60%	Library Use	75%
Medicine	15%	Occult	65%
Other Language (Latin)	40%	Psychology	45%
Sneak	30%	Spot Hidden	50%
Handgun	40%		

History

E. Francis Hardy's first novel, *Darkness in a Child's Eye*, was considered a minor masterpiece in the burgeoning field of horror literature. His second two, *The City Screamer* and *Darkness In Another Child's Eye*, were both panned by critics and mostly sold for pulp. What he needs is some inspiration, something to give him a real insight into the darkness inside of each one of us. The struggling writer knows that if his next book isn't a hit he could be facing financial ruin. It could even mean a return to his elementary school teaching job, a fate he equates with a slow and painful death.

Regina Chadwick dotes on Francis because he lives nearby and once donated an original manuscript for a charity auction. The writer knows she believes in the metaphysical, and shares those feelings to a degree – he just wishes that he would find some definitive proof. What a novel that would make!

Name: Bridget Barrett of the *Brooklyn Eagle*

Occupation: Journalist

Sex: Female **Age:** 29

Marks, Scars, Mental Disorders: _____

STR: 10 **DEX:** 15 **INT:** 16 **Idea Roll:** 80%

CON: 13 **APP:** 14 **POW:** 10 **Luck Roll:** 50%

SIZ: 9 **SAN:** 50 **EDU:** 10 **Know Roll:** 50%

Damage Bonus: None **Hit Points:** 11

Income:

Skills

Climb	50%	Credit Rating	35%
Disguise	16%	Dodge	40%
Talk	55%	History	25%
Library Use	35%	Listen	60%
Persuade	60%	Photography	40%
Psychoanalysis	30%	Sneak	60%
Spot Hidden	50%	Throw	35%

History

Bridgette Barrett of the *Brooklyn Eagle* is moxie personified. As a young girl in Brooklyn, she decided that she was going to be a newspaper reporter, even though everyone told her that nice young ladies only needed to meet an equally nice man and have babies. Bridgett was too independent for this fate, and she applied herself to the study of journalism with a passion. With almost no formal training, she got herself hired on at the *Brooklyn Eagle* and within two years became one of its most important reporters. Bridget has a rep for going anywhere and defying any odds to get a story.

This invite to the Chadwick party is extremely interesting. Since flatly refusing to ever write for the *Eagle's* society column, Miss. Barrett more or less excluded herself from this kind of shindig. So why was she invited at all? Her gut says that this could be the scoop of all scoops!



Name: Tilda Smith-Chadwick

Occupation: Socialite

Sex: Female **Age:** 29

Marks, Scars, Mental Disorders: _____

STR: 10 **DEX:** 14 **INT:** 11 **Idea Roll:** 55%

CON: 11 **APP:** 16 **POW:** 12 **Luck Roll:** 60%

SIZ: 10 **SAN:** 60 **EDU:** 16 **Know Roll:** 80%

Damage Bonus: None **Hit Points:** 11

Income:

Skills

Art (Connoisseur)	65%	Art (Piano)	75%
Credit Rating	40%	Drive Auto	60%
Fast Talk	30%	Hide	20%
Other Language (French)	30%	Other Language (Japanese)	40%
Persuade	60%	Ride	20%
Spot Hidden	55%	Shotgun	60%

History

Tilda Smith-Chadwick finds herself invited to her old aunt's coming home party for her addled cousin. How dreadfully boring! She would rather be shooting skeet, racing her Aston-Martin, or traveling the Far East again, or really doing almost anything else. What she wouldn't give for something, anything, *truly interesting* to do. Life is so utterly dull. It's a wonder she hasn't died of ennui.

But Tilda must make an appearance at the party – if for no other reason to make sure that she stays in Aunt Regina's good graces. She simply *must* be remembered in her dear aunt's will. Having to marry for money – or, God forbid finding some way to *earn* a living – is just too horrible to contemplate. At least she'll get to see her favorite cousin, Veronica, at the party. The sweet little dear always livens up occasions.

Does she believe in ghosts and ghoulies, like her dear dotty aunt? Not so much. But the stories go far back in her family's history, and Cousin Edgar supposedly went mad trying to find the truth of it. But if there really are ghosts and such, who knows? A séance might make for a *splendid* party...



Name: Tony Esposito

Occupation: Bodyguard

Sex: Male **Age:** 31

Marks, Scars, Mental Disorders: _____

STR: 16 **DEX:** 14 **INT:** 12 **Idea Roll:** 60%

CON: 14 **APP:** 10 **POW:** 8 **Luck Roll:** 40%

SIZ: 18 **SAN:** 40 **EDU:** 11 **Know Roll:** 55%

Damage Bonus: +1D6 **Hit Points:** 16

Income:



Skills

Accounting	20%	Bargain	15%
Conceal	35%	Credit Rating	25%
Dodge	58%	Fist/Punch	65%
Hide	20%	Jump	35%
Martial Arts (Boxing)	51%	Occult	10%
Other Language (Italian)	20%	Persuade	40%
Sneak	20%	Spot Hidden	65%
Throw	45%	Handgun	50%
Grapple	65%	Kick	30%

History

Tony grew up the sixth child of seven living out of a tiny Staten Island apartment. Oversized and uninterested in education or formal sports, Tony gathered a gang of similarly tough kids around himself and raised hell in his neighborhood until getting caught boosting cigarettes from the pharmacy and doing two years in juvenile detention. Tony decided after that mess it was a straight job for him. He did some work as a bartender and bouncer until he answered an ad in the paper and became a full time bodyguard.

Now Tony makes a very comfortable living for himself protecting the rich and famous from threats real and perceived. That might be why he's invited to the Chadwick party: during Miss. Chadwick's second divorce, an especially ugly affair highlighted by threats and a kidnapping attempt, the big fellow was hired to protect Veronica Chadwick while she was away at school. Veronica reached out to Tony and the kind-hearted tough guy became like a second father to the young girl. He hopes that he will have a chance to say hello to her at the party; it's been much too long.

Tony fully believes in God, the Devil, and everything in between. He is a superstitious man who tends to see omens in events.

An ornate, symmetrical floral border with intricate scrollwork and leaf patterns, framing the central text. The border is composed of four large, decorative corner pieces that meet at the center.

A Homecoming Celebration

Mrs. Regina Chadwick

Invites you to join her For the Blessed Return of

Edgar Lee Chadwick

At Chadwick Manor, Cold Spring Harbor

At Eight O'clock

The Twenty-Ninth of October

Nineteen-hundred and twenty-six

R.S.V.P.

Eisenhower 6-1408

Player Handout B



Trim along dotted line.

Permission granted to photocopy this page for personal use.

Player Handout C





Trim along dotted line.

Permission granted to photocopy this page for personal use.



Player Handout F



Trim along dotted line.

Permission granted to photocopy this page for personal use.

Player Handout G

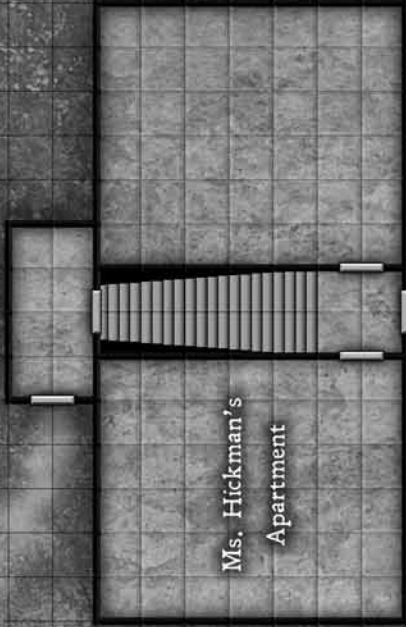


Area 2-1

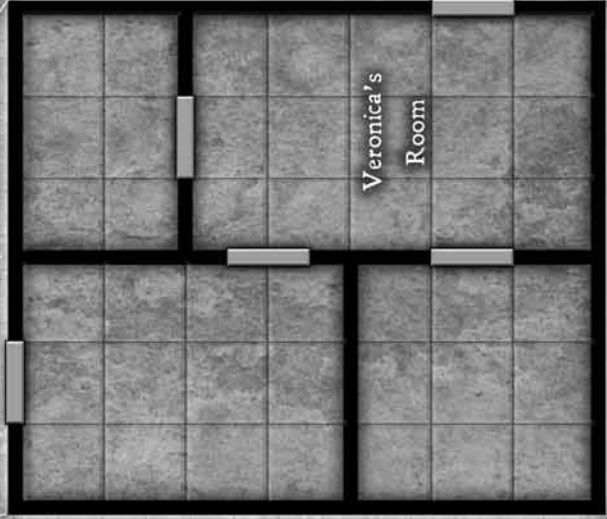
The Boarding House

□ = 5 feet

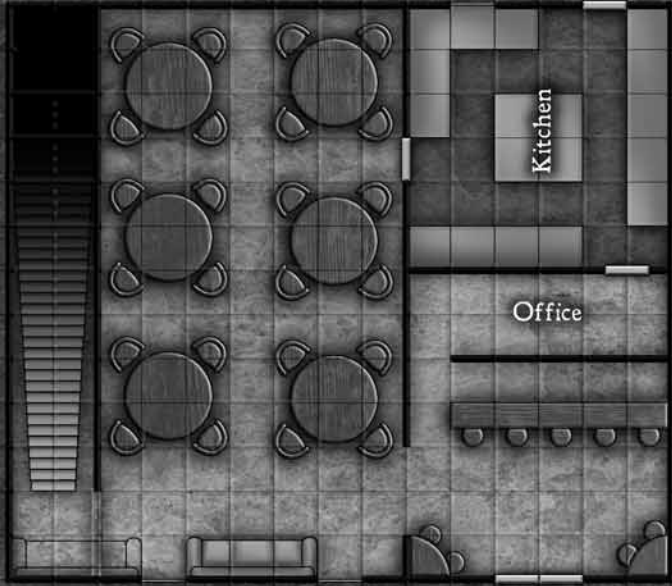
1st Floor



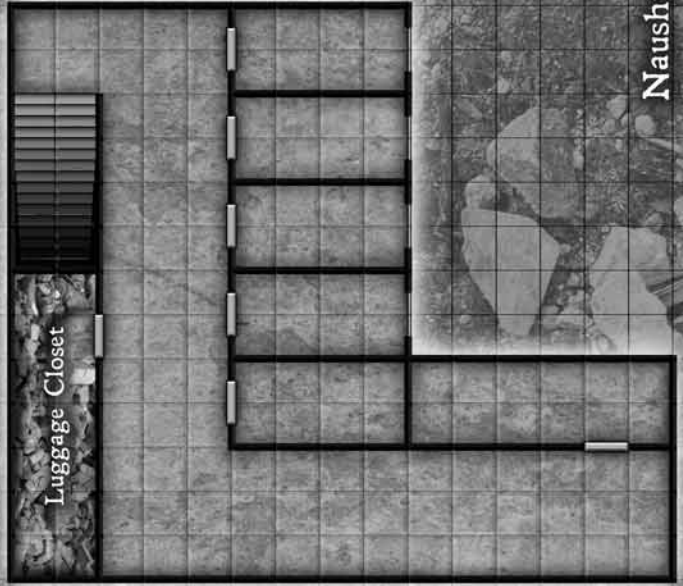
2nd Floor
The Apartment



1st Floor



2nd Floor



Area 6-1

Naushua Ryokan

The Cave of Wind



Overland Map



AGE of CTHULHU

A Dream of Japan

It is the Age of Cthulhu, and the cold tentacles of primeval madness reach across the globe. A search for a missing socialite leads to the Aokigahara forest at the base of Mount Fuji. Eerily quiet, strangely lifeless, and infinitely desolate, this mysterious forest hosts more suicides than any other location in the world – and, as the investigators will discover, is home to an alien intelligence far beyond our comprehension...

Set throughout the globe and torn from the pages of the hidden history of the world, *Age of Cthulhu* adventures bring new secrets and mind-bending horrors to your 1920's *Call of Cthulhu* game. Each adventure comes with copious player handouts, detailed maps, and pre-generated investigators ready to risk their lives and their sanity to confront the horrors of an uncaring universe.

Age of Cthulhu adventures include many of the classic elements of *Call of Cthulhu*: action, investigation, and a forbidding sense of horror. Though the adventures utilize real locations and historical events, *Age of Cthulhu* is first and foremost dedicated to exploring the horrors of the Cthulhu Mythos, and to bringing the excitement of heroic pulp-themed adventure to your gaming table. So dim the lights, load your trusty sidearm, and prepare to venture into the unknown...



GMG7006

\$12.99