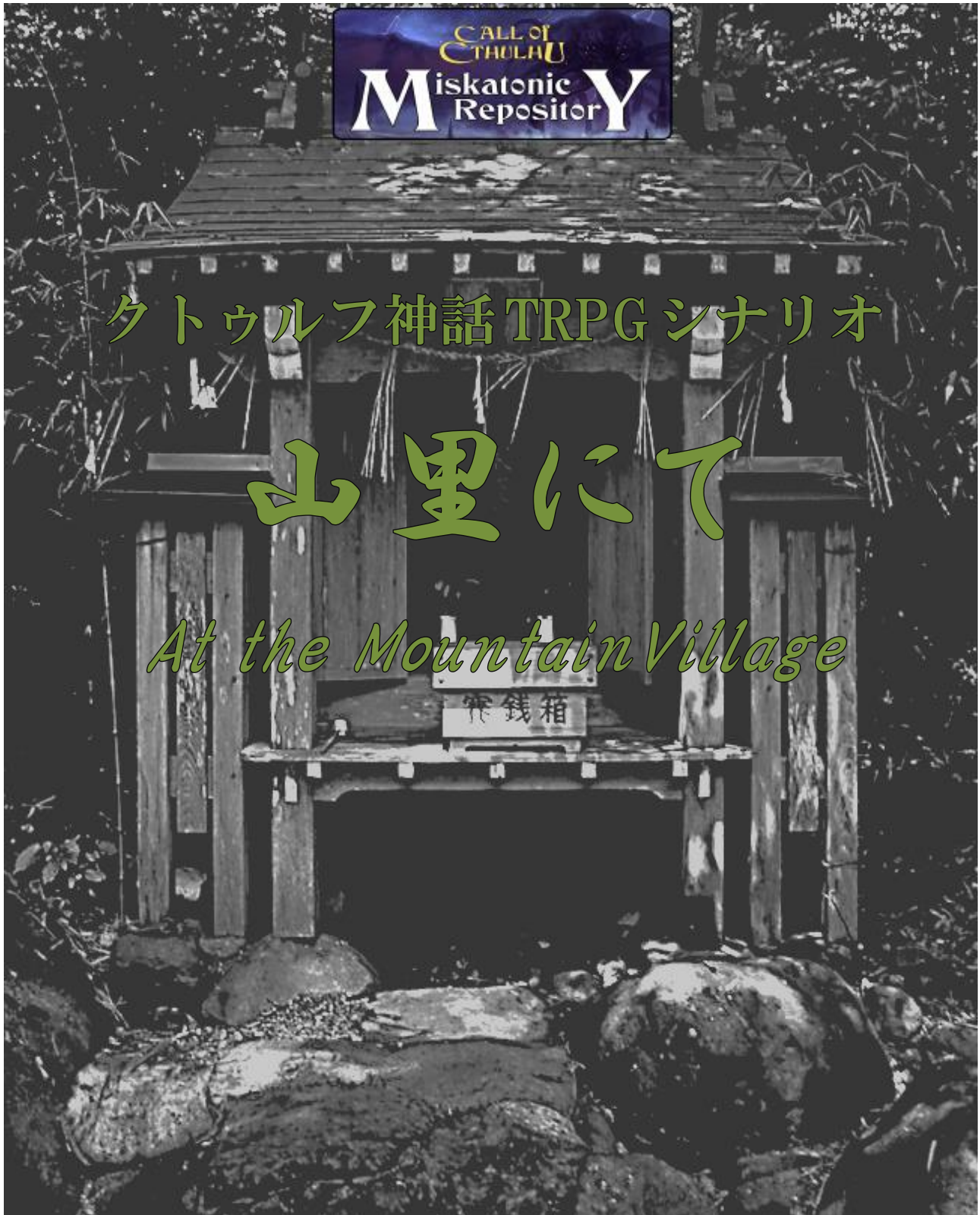


*1920s Japan scenario*



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# Call of Cthulhu RPG 7th Edition Scenario

# At the Mountain Village

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## 1. First of all

This is a 1920's scenario set in a small village located around Aokigahara in Yamanashi Prefecture.

It takes place during the winter, as powdered snow gently engulfs the surroundings. The Investigators receive a letter from their common friend, Akira Kawakami, informing them of mysterious earthquakes around the village. As the Investigators are about to approach the village, they are assaulted by a sudden earthquake. Will the Investigators be able to find the cause of the Earthquake and save the village?

## 2. For Keepers

The cause of the earthquake is by the robbery of the scepter by the Elder thing whom ran away from Antarctica, trying anything to survive. After this Elder thing got heavily wounded by the insurgence of the Shoggoth, it used the CREATE GATE spell and unexpectedly reach this land and found itself trapped because it used all its magic points and have no way to cure its wounds. Because of that, it used the magical scepter that was close by, and cure itself. However, the scepter was a keystone to prevent the earthquakes caused by the ground deformation that happened in the 1600s. As the keystone not in the right spot, the earthquakes started again.

The investigators must regain the keystone and return to the hokora (small shrine), and prevent the disastrous earthquake.

## 3. NPC info

### **Kawakami Akira, Age 35, Old friend of the investigators**

Kawakami is a man of honesty and a trustworthy personality, also a friend of the investigators. He is muscular and tall in appearance (SIZ80, APP50, POW80). He is cheerful to anyone, and always trying to assist someone in trouble. He admired the imperial capital (Tokyo), and got sick of the village ruled by the old tradition, and choose to leave. After he lost his wife from a disease, he came back and take place his parents farmery. To use his knowledge from outside of the village, he is in the roll of an adviser of the village. He met the investegators before coming back to the village, in Tokyo, the imperial capital. He doesn't believe the village superstition, and doesn't understand the villagers fear. He doesn't think the cause of all this is by the scepter, but have no other idea, and so he asks the investegators to fix this all up.

## 4. Introduction

The date is in the winter of the 1920s, waves of modernization is coming in all direction in the imperial Tokyo. The investigators is receiving all its hasty change in the room of a newly constructed apartment made in reinforced concrete. All admiration to the modern life full with gas, electricity, flushing toilet was gone long ago. During the snow flaking outside the window, the investigators receive an letter. It was from an old friend, Kawakami Akira.

Looking through the letter, it looks like Kawakami wants the trustful investigators to come to a settlement close by Aokigahara, Yamanashi Prefecture. It also says that there is an flurry of big earthquakes happening in the settlement since last week, and it feels like the gap of each quake is getting shorter. The investigators didn't heard any news about big earthquakes, and did not hear from somebody else close by. He have an idea of the cause, but the villager shuts the mouth about it and just says it's an "haunting", and wouldn't come out of their house. Because his parents got injured by the earthquake, he needs to watch them and so he asks for help.

### Public library

If the investigators wants to get an information first, they should go to the public library. Tokyo had a fair amount of library, and if you have something to investigate, you will first come here. Many documents were lost by the giant earthquake in 1923, but still the information is noble.

A successful Library roll will give access to an entry in a old history book about an local earthquake happening few times in Aokigahara, 300 years ago. The gap between each quake became shorter every day, and one monk who feared the misfortune cast a hex to the land and placed an keystone to stop the earthquake. The description about what happened later on was lost by the disaster.

## 5. To the settlement

Transportation to the settlement should be by train or bus. Keeper is advised to explain the harsh environment of the snowy mountain edge, and how its hard to move and how it will take time.

After leaving the train or bus, the investigators will walk the narrow snowy passage to the settlement. During the walk, give a chance to roll an Spot Hidden. In a success, the investigator will realize that all the trees in the area have no snow on it. They will know that all the trees were covered with snow looking from the window of the bus or train during the trip to here. The Keeper should ask for an

### About the villager

*They believe that if the scepter is lost, something bad will happen. From father to son, the villager here would be in charge of the hokora (small shrine) from the monk that stopped the earthquake, so the scepter will be safe. But time passed and the story forgotten, no one is charge of the hokora now. Because of that, the religious people satisfied that the continuous earthquake will bring misfortune and locked the house door shut. Some villager heard the Elder thing cry close by the old shrine and become insane.*

*If the investigator ask about the earthquake, make them talk that "In the past, some idiot pulled out the scepter and then a big earthquake happened".*

Idea roll and anyone succeeds notice that the earthquake shaken off the snow from the trees.

After an long walk through an cold snowy passage, about 20 houses starts to come out of the distance. In that timing, the investigators will suffer an strong ground shake.

Anyone who fail an hard DEX roll will fall down from their hip.

### In the settlement

Whenever the investigators arrive the settlement, no one will be seen in the area.

They fear the misfortune and won't come out of the house. If knocked on the door, they will open the door gingerly, but only allow few words and the location of Kawakami Akira.

If asked about an old lore, a successful Fast Talk or Persuasion will comfort the villager and will tell the same information that is available in the public library, and that the scepter was lost from the hokora (small shrine) guarded by the settlement. After the conversation the villager will immediately go back to the house.

## 6. Kawakami's conference

Kawakami Akira lives in quite a regal house around the area which is located in the center of the settlement. If called upon from the entrance, Kawakami will welcome the investigators inside just like before, and thank for coming through the snow. Inside the house is a room warmed with irori fireplace and will comfort the wet investigators. His parents whom lived with him are staying in the doctor's office outside the village from the aftermath of the earthquakes, so Kawakami is alone in this house right now.

on the floor is a newspaper thrown out, and there is an printed advertisement here.

*"COKA COLA(SIRUP)*

*TASTY AND FRESH, GOOD FOR BEAUTYS AND ONE SERVING OF COKA COLA WILL CURE THIRST, MAKE YOUR MIND CRISP AND STRENGTH THE NERVE TO PROMPT ACTION EFFICIENCY"(advertisement for coke in the 1920s)*

After Kawakami served the investigators some tea, he will have a small talk for a short time and move to the main



issue.

"It maybe a week ago. Some incident happened in the settlement."

"You ask what happened? Well, the treasure that we managed in the hokora (small shrine) was gone."

"All the villagers except myself made their face pale and try to find the treasured scepter, but couldn't find it."

"And that same night, there was an earthquake that woke everyone. After that, the quake just keep on coming, and the villagers says it's a damnation and they're inside their home ever since."

"If you believe what the villager says, they heard some kind of eerie whistle blowing sounds from somewhere."

"What I want to talk with you is that I have my hand full with dealing with the destructions and my parents care. So could you find the cause of all this for me?"

He will try to go to the doctor's office outside the village during the daytime, but an successful Persuasion roll should make him investigate with the investigators.

If the investigators choose to accept the job, he will tell where the hokora is and give information about the scepter. The hokora is located in the place which takes an one hour walk from the settlement, and is not hard to travel. Also, the scepter is made out of wood but won't rot, and is in perfect mint condition. This is because the scepter is enchanted, but Kawakami don't know. Even if the investigators denied the job, Kawakami will give up and ask them to stay for the night. Today's bus are all gone now.

### Repeating earthquake

If the investigators decide to go to the hokora or stay at Kawakami's house, after the sunset an another earthquake will attack the investigators. As the earthquakes span have been shorter, they will feel the settlement and Kawakami's danger and lose 1/1d3 SAN. Keeper should repeate this process when it feels appropriate. Every time, make the span shorter, and the investigators should finish



everything before the second midnight after they arrived at the settlement.

## 7. Investigating the hokora

The way to the hokora is by walking through an narrow and snowy approach. Walking through an invariant snowy way for one hour, then there is an small hokora up ahead. The tumble-down hokora have many place repaired, but still have its shape not destroyed. If the investigators come close to the hokora, call for INT roll. Anyone succeed will realize that the roof of the hokora have paranormally no sign of snow fall, and is not covered in snow. Call for 0/1D2 SAN loss for anyone who realized such view.

If looking inside the hokora, you can find the mounting that held the scepter. Anyone who succeeds an Listen roll will realize there's some faint rotting smell. This is because the Elder thing touched the mounting with the blood covered tentacle. If searched further, there is a black stain that making the smell. If any investigators who search around the hokora should roll an Spot Hidden or Track. In a success they will find an newly made footprint. This looks like it was made by an human size multilegged creature dragging its leg while walking, a creature unknown to any investigators. If come close by to the footprint, there is that same smell of rot. Any investigators realized that there is an unknown creature around here lose 1/1D3 SAN. If failed in Spot Hidden or Track, ask for Listen roll and for a success they should realize the smell. Keeper can ask for a luck roll so the footprint will be revealed assuredly. The villager couldn't find the footprint because of the snow, losing of the scepter and the agitation caused by the eerie whistle sound.

## 8. Tracking

If the investigators track down the footprint, it will lead them to the human sized cave. If anyone try to peek inside, call for Stealth. In a success, the Elder thing inside don't realize the presence of the investigators.

The Elder Thing is healing its wound inside the cave. Narrowly escaping from the hazard of shoggoth in Antarctica, the Elder Thing is heavily wounded and only walk by dragging its body. Its using the scepters energy and casting the spell to somehow survive longer. If realizing the presence of the investigators, it will wake its body up and attack with its tentacle. The scepter is on the ground where the Elder Thing was lying. If the investigators saw the Elder Thing, explain its appearance using the rulebook and call for 0/1D6 SAN check.

The Elder Thing will be fully cured using the scepter for 2 weeks. However, if the scepter is gone for 2 more days, an massive earthquake will destroy everything in the area.

## 9. Conclusion and reward

If the investigators could get the scepter back in the hokora, the earthquake will stop. If informing this to Kawakami, he will bring the nervous villager to the hokora. After confirming the scepter back in place, the villager will thank the investigators and start a big banquet. As a reward, Kawakami will give the investigators 100 yen(120,000 yen in present time).

For putting back the scepter and saved the settlement, the investigators will gain 1D6 sanity. Also defeating the Elder Thing will give additional 1d8 sanity points.

If 2 days have passed after the arrival of the investigators

### ***About the hokora***

*About 300 years ago, it was made for the enchanted scepter as a keystone by an monk who feared the earthquake happening around the Aokigahara. So the hokora have no god enshrined, and is a simple one.*

*For a long time the hokora was enchanted by about POW5 of magical energy and is immune to the effect of snow and wind. In present time it looks like the snow is avoiding the hokora.*

*If the scepter is back in place in the hokora, the spell of the monk will restart and stop the earthquake again.*

and the scepter is still not in the hokora, an giant earthquake will hit the area. This will make an crack in the ground and the investigators, Kawakami and the villagers will be buried deep underground.

◆WOUNDED ELDER THING◆

STR 40 CON 15 SIZ 115 DEX 30 INT 75

POW 50 HP 6

DB: 1d4 build: 1 Move: 3/0 flying

Attack Fighting(braw):40% damage: db

Armor: 5 points of skin

Spells: Knows some spells, but can't cast.

SAN loss:0/1D6 for seeing the Elder Thing