



THE BOOK OF THE NEW YEAR

wherein lies a humble present
from Kotodama Heavy Industries to you





Happy Holidays!

Another year is coming to an end, bringing with it the promise of a brand new start and an exciting adventure to face with fresh courage. As we leave this year behind, we like to look back at the highlights of the past 12 months, to reflect on our good fortune and learn from our mistakes. We at Kotodama Industries feel a deep gratitude to our backers and customers. As a small token of our thanks, we'd like to offer a sneak peak at what's coming up for Ryuutama, including new character options and a scenario for you to run for your friends and family as you gather for the holidays!

You will find in these pages:

- ❁ The Navigator class from the first supplement.
- ❁ Terrain and Weather cards
- ❁ Rules for Koneko Goblin PCs from the second supplement.
- ❁ A sample Koneko Goblin character sheet.
- ❁ A short holiday-themed adventure for characters of any level that focuses on O-Shogatsu, the Japanese New Year celebration.



Navigator



A seafarer that has adapted to life on the great oceans. With their great knowledge of ships, they can take Travelers to sights unseen by most.

EXAMPLE JOBS: sailor, pirate, marine, captain, fisherman, pearl diver, riverboat guide, etc.

EXAMPLE ACTIONS: raising the sails, climbing the mast, reading a compass, drinking grog, etc.

NAVIGATION

You have a thorough knowledge of sailing ships and how they move, invaluable to anyone on the open waters. Even if you are in the middle of a great wide ocean, you are able to use a compass and sextant to find your destination in relation to your current position.

SKILL EFFECT: YOU MAY PERFORM NAVIGATION CHECKS (STR + DEX) IN ADDITION, YOU GAIN A +2 BONUS (+3 IF THIS CLASS IS TAKEN AGAIN) TO DIRECTION CHECKS. THIS ALSO APPLIES ON LAND OR AIR.

USABLE CIRCUMSTANCE	STAT USED	TN
-	See Above	Topography

GROG DRINKER

Instead of pure water that can spoil quickly on most ships, the fermented alcoholic brew known as grog is used by sailors to obtain their daily water intake. Therefore, Navigators have learned how best to drink grog for their own health.

Of course, any alcoholic drink can substitute for grog.

SKILL EFFECT: YOU ARE IN "TIP-TOP SHAPE" EVEN IF YOUR CONDITION IS 9 OR HIGHER. (8 OR HIGHER IF THIS CLASS IS TAKEN AGAIN.) HOWEVER, IF YOU DID NOT DRINK GROG THE DAY BEFORE, YOU CANNOT BE IN "TIP-TOP SHAPE" EVEN IF YOUR CONDITION IS 10 OR HIGHER. ALSO, AS LONG AS YOU CONSUME GROG, YOU DO NOT NEED TO CONSUME WATER AS NORMAL.

USABLE CIRCUMSTANCE	STAT USED	TN
-	-	-

REPAIR

You can make damaged items as good as new. No matter what category the item may be, you can repair an item's durability to its full value. The same chart as the Crafting skill also determines the Repair Check target number. Whether you succeed or fail, 10% of the item's value in gold must be spent. You may retry a failed skill check, but the cost will have to be spent once more.

SKILL EFFECT: REPAIR AN ITEM AND RETURN ITS DURABILITY TO ITS ORIGINAL VALUE

USABLE CIRCUMSTANCE	STAT USED	TN
As long as you have the time (1 day per size) and materials (10% the gold cost)	{STR + DEX}	See table 1 below

TABLE 1					
ITEM PRICE	100G OR LESS	1000G OR LESS	10,000G OR LESS	100,000G OR LESS	MORE
TN	6	8	10	14	18



Terrain Cards

In this PDF packet we've included several sheets of color terrain cards for your personal use. We laminate them for use in our demo games at conventions, and we find that they add verisimilitude and are a great tool when introducing the game to new players.

Terrain + Weather Board

We've also included a terrain and weather board that will help you and your players record important information, such as the date, the local area name, and topographical modifiers. The board also has an area for you to place the current terrain and weather cards, if you are using them. If you laminate the sheet, you can write on the board with dry erase markers and keep notes in the margins!

Make Copies!

You are free to print these cards for your own personal use, we just ask that you don't sell them for profit. We will be putting them up for sale at cost on one of the print on demand websites in the near future. If you come up with your own useful tools, let us know on the Google Plus community or shoot us an email! We'd love to see what you have come up with and share it with the community (with your permission, of course)!

Rules for Koneko Goblin PCs

Those sometimes-enemies-but-sometimes-friendly rascals that always seem to find their way into your scenario are finally available for you to play! Using the following rules, you can make your own traveling Koneko Goblin PC. (To be clear, these are optional rules that require a Ryujin's approval, so make sure to clear it with your GM before making your Koneko Goblin!)



MAKING YOUR KONEKO GOBLIN

Koneko Goblin characters choose a Class and Type as normal. However, the following two rules will apply:


Ability Scores:

A Koneko Goblin does not have the same choices as normal characters and must start with a STR of 4 and a DEX of 8. They must then apply a 4 and a 6 to the remaining Ability Scores as they choose. (Koneko Goblins start with slightly lower Ability Scores than normal.)

Racial Characteristics:

Koneko Goblin PCs start with the 3 following abilities:

- ❁ Jar Cap: Koneko Goblins keep a small vase on their head at all times in order to hold their prized possessions. All Koneko Goblins gain a +3 bonus to Carrying Capacity.
- ❁ Seasonal: Koneko Goblins are most active during the Spring. During Spring, all Koneko Goblins gain a +1 bonus to all Condition and Initiative Checks.
- ❁ Cat's Eye: Koneko Goblins are able to see quite clearly in the dark, thanks to their feline sense of sight. As long as there is moonlight to guide them, Koneko Goblins do not suffer from a penalty to any Traveling Checks during "night" weather.



KONEKO GOBLIN CULTURE ~THE 9 SECRETS~

History:

According to Neko Goblin scholars, the Koneko Goblin race has its origins tied to an ancient race of evil creatures called goblins. In a half-forgotten age long, long ago, a species of large felines was forced into a life of servitude to the race of beastial goblins for hundreds of years. Yearning for freedom and independence, the race of cats rose up against their captors, resulting in the Great Goblin War, a terrible conflict that lasted for generations. The age of the Neko Goblin finally arrived as the last goblin was wiped from the land. According to the legends of the Neko Goblins, the greatest hero of the war was a Koneko Goblin called Nagi. It is said that Nagi played The Prank of a Lifetime on the goblin forces, allowing the feline forces to finally overcome their dark oppressors. To this day, however, nobody is quite sure exactly what the Prank was...

Personality:

Koneko Goblins are funloving pranksters, though compared to humans, they are often much more forward and forthcoming. Unlike the larger Neko Goblins, who have a tendency for laziness, they actually take their work seriously. However, they are just as quick to lose interest as they are to pick it up, making them fickle creatures that can't keep focused on one thing for long. They are also known to copy and imitate.



Diet:

The Koneko Goblin diet chiefly consists of grilled fish and meat. They have voracious appetites and will happily consume more than their weight in food in a single day. Koneko Goblins are well-known to befriend anyone who gives them a delicious meal.

Physiology:

The average height of a Koneko Goblin is between 2'6"-3'6" and usually weigh between 33-45 lbs. Their lithe bodies are built for dexterity, with padded paws that are unbelievably quick. The coloration of the fur that covers their body varies, like the average housecat. There are very little differences between the male and female physiology.

Lifespan:

Koneko Goblins can expect to live to the ripe old age of 30 and are considered adults at the age of 5. Even long-lived Neko Goblins don't live past 50, although there are tales of Neko Goblins that live past 50 that are reborn as Komata Neko Goblins, an advanced form of Neko Goblin. For this reason, very old Neko Goblins are revered, though it is often hard to tell just how old a Neko Goblin is by looking at one.



Family:

As Koneko Goblins have a fiercely independent spirit, Koneko Goblin rarely live together as families are rare except to raise children.

Koneko Goblin litters consist of 1d8 kittens; if a full litter is born, it is common for a Koneko Goblin parent to panic, abandoning one or multiple children in a fruit crate on a city street corner. It is said that these Koneko Goblin kittens will be picked up and cared for by a loving Ryuujin foster parent.

Habitat:

Koneko Goblins inhabit small, warm places. Though not as nomadic as their larger Neko Goblin brethren, there are plenty of Koneko Goblins that have multiple homes here and there.

Occupation:

Koneko Goblins, like humans, are drawn to a wide variety of occupations. Due to their natural talents, many Koneko Goblins become hunters.

Journey:

Koneko Goblins are not drawn to making a Journey once during their lifetime... instead, they are drawn towards a Journey any time they are overwhelmed with curiosity! Once they have decided to embark, they immediately begin putting together an interesting group to maximize their fun. Koneko Goblins have a long-standing tradition of finding a "companion human", a single attendant that is expected to follow and shower the Koneko Goblin with attention throughout the trip.

Ryuu tama

natural fantasy R.P.G.



Koneko Goblin Character Sheet

Ryuujin Created

Character name					Player name		
Level		EXP		Sex		Age	
Class		Type		Capacity	/ max		

Stats	STR d 4		DEX d 8		INT d		SPT d	
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HP	[Max HP = STR × 2]				MP	[Max MP = SPT × 2]			
		⇒					⇒		

Condition	[STR + SPT] ★ If over 10, add 1 dice size to any 1 stat																			Fumble Points	
		2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	

1) Movement Check [STR + DEX]						2) Direction Check [INT + INT]						3) Camp Check [DEX + INT]						Initiative [DEX + INT]	
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Class Skill	Stats Used	Effect
	+	
	+	
	+	

Weapon	Accuracy	Damage	Durability	Effect/etc.
Armor	Defensive Points	Penalty	Durability	Effect/etc.

Traveler's Outfit	Jar cap	Effect/etc. Capacity +3		Effect/etc.

Complete rules for Koneko Goblin PCs will be included in the first supplement!

地形・天気ボード

地形



LV1 草原 目標値:6

天気



晴

修正値:±0



強風

修正値:+1

日付

地域名

地形+天候の目標値



Terrain + Weather Board



Terrain

Weather

Date

Area Name

**Topography
Modification**





Level 1: Grassland Difficulty: 6



Level 2: Woods Difficulty: 8



Level 1: Wasteland Difficulty: 6



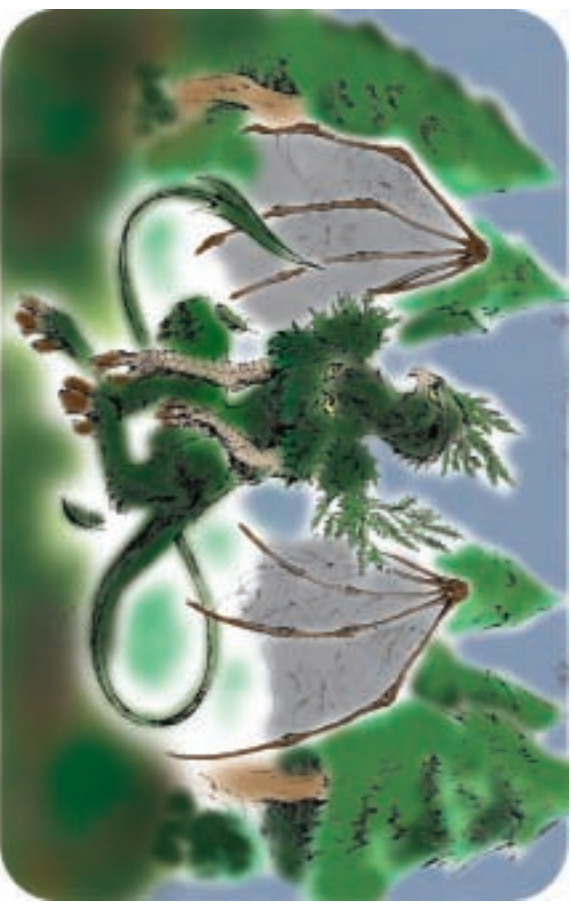
Level 2: Hills Difficulty: 8



Level 2: Rocky Terrain Difficulty: 8



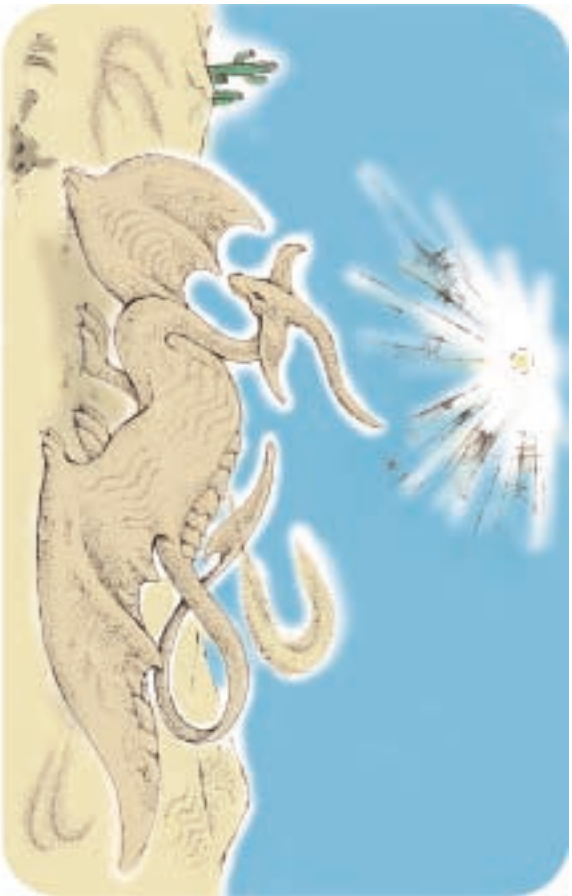
Level 3: Swamp Difficulty: 10



Level 3: Deep Forest Difficulty: 10



Level 3: Mountain Difficulty: 10



Level 4: Desert Difficulty: 12



Level 4: Jungle Difficulty: 12



Level 4: Alpine Difficulty: 14



**Clear
Skies**

Modification: ± 0



Cloudy

Modification: ± 0



Rain

Modification: +1



**Strong
Wind**

Modification: +1



Fog

Modification: +1



Hot

Modification: +1



Cold

Modification: +1



**Hard
Rain**

Modification: +3



Snow

Modification: +3



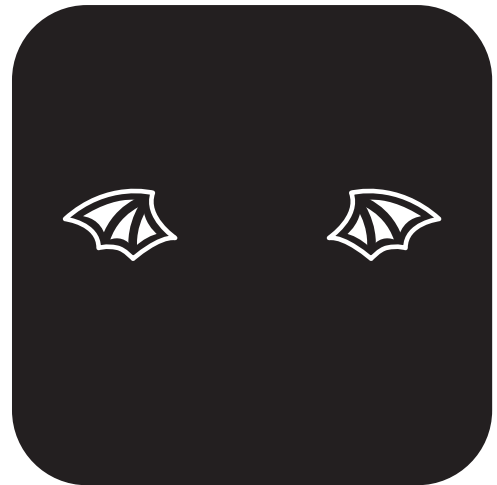
**Deep
Fog**

Modification: +3



**Thunder
Storm**

Modification: +3



Darkness
(incl. night)

Modification: +3



Hurricane

Modification: +5



Blizzard

Modification: +5

Scenario Cultivation Sheet

Scenario Name The Neko Goblin that Stole the New Year	Ryuujin:
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Scenario Type Travel Gathering - Fight	Season: W	Session Time: about 4 hours
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	Main Event	Sub Event/NPC
Opening	The characters arrive at a small town famous for its unique holiday festivities. Though famous for its beautiful decorations, the entire town seems depressed and travellers are leaving en masse.	
Act 1	The characters learn from a towns person that the traditional sticky rice crop has all been turned into normal rice, disrupting the festivities.	Rami - towns person (innkeeper/shop owner) older person knowledgable about old traditions
Turning Point	The characters hear that the Neko Goblins are responsible and about an empire that has been trying to convert the town to their religion. Hear about an old man in a swamp who hates people but may help.	Lucas- Imperial Ambassador trying to spread Imperial culture to the town, making it easier to spread influence and eventual inclusion into the empire
Act 2	The characters are led to a Neko Goblin camp, poor but loud and boisterous. Can trade and get info and plot hooks	Nori Nori - Koneko Goblin will befriend PCs if they are friendly toward him.
Turning Point	The Neko Goblins have their festivities ruined. They blame a rogue Neko Goblin sorcerer in a mountain.	
Act 3	The characters head to either the mountain lair of the Neko Goblin Sorcerer (Dark Blackheart Evil Meowntain) or the swamp lair of an aged sage that may know the way to undo the spell.	Rock Spider - attack surprise attack in the mountain. Travel Check x2 or 3 (Nori Nori may give a +1 to each check)
Climax	The characters either confront the Neko Goblin sorcerer or convince the sage to help. The Neko Goblin sorcerer is powerful but can be convinced if spoken to skillfully. If they fail, or go another route, the town instead celebrates the new year with the empire's traditions, making young people happy but the rest of the town is very depressed.	
Ending	The characters return to town and enjoy the new year festivities and are treated to a great feast or a large, noisy street party if they fail.	



Town Creation Sheet

<i>Town Name</i>	
<i>Town Structure</i>	town of 10,000 people
<i>Government</i> ~ <i>Important People</i>	
<i>Terrain</i> ~ <i>Environment</i>	
<i>Famous Buildings</i>	
<i>Famous Goods</i>	Sticky-rice, cultural goods and artifacts resulting in a major tourism industry
<i>Sights</i> <i>Sounds</i> <i>Scents</i>	
<i>Town's Dirty Secrets</i>	The mayor's son is plotting to turn control of the town over to a nearby empire for a large sum of money.

Travel Scenario

<i>Goal Memo</i>	Scenario Name The Neko Goblin that Stole the New Year	Creation Date 12/17/14
● <i>Name</i> Dark Blackheart Evil Meowtain		
● <i>Scenery</i> Scary, craggy rocks, nearly vertical surfaces 3 main peaks to clamber over to get to the lair atop the mountain Snow is falling until it has blanketed everything thickly by midnight		
● <i>Special Attribute</i>		
Requires 3 journey checks to reach the top in a single night.		
After every journey check, there is a small pocket in the side of the mountain to rest. Mountain herbs are plentiful.		
At the 3rd rest spot, the PCs can spot a giant Rock Spider that is coming back to its nest--The very spot the PCs are resting in! (see below) The PCs may use any sort of subterfuge to try avoid a fight and a sensible skill use makes it completely successful. Otherwise the spider attacks. Depending on the state of the characters, it may run away after taking a little damage. After the battle the PCs find the Neko Goblin cave.		

● <i>Reason for wanting to go:</i> To find the Neko Goblin sorcerer.		
● <i>Departing point and roads traveled:</i> The Neko Goblin camp. The mountain is fairly close and will take 1 full day to reach the top, but only after moving nonstop.		
	● <i>Days of travel:</i> <i>days</i>	
● <i>Most difficult encounter:</i> The Rock Spider. Use the Level 3 Animal stats. It is tired after searching the mountain for food and is hungry but does not have enough energy to fight for long. If it defeats the party, it will wrap them in webbing to eat later. If necessary the Neko Goblin Sorcerer may come and save them accidentally (the spider annoyed him!)		

Travel Scenario

<i>Goal Memo</i>	Scenario Name	The Neko Goblin that Stole the New Year	Creation Date	12/17/14
● <i>Name</i>	Lentain Swampland			
● <i>Scenery</i>	Thick, disgusting stench Gnarled roots stretched through deep patches of mud Narrow path of passable terrain, filled with waist-high shrubs			
● <i>Special Attribute</i>	Swamp herbs (for the healer) are plentiful and potent. If consumed, they give someone immunity to the stench of the swamp. Otherwise everyone is sick due to the fumes and get -1 to all rolls while in the swamp. Any failures to a roll result in a character getting muddy and anything they are equipped with are caked in foul mud. They will need to be either washed at town (for a price) or repaired.			

● <i>Reason for wanting to go:</i>	To find the sage so that he can reverse the spell put on the town.
● <i>Departing point and roads traveled:</i>	The road to the swamp starts at the town. It will take 2 days of roaming the swamp to make it to their destination, so they will not make it in time for festivities if they go.
	● <i>Days of travel:</i> 2 days
● <i>Most difficult encounter:</i>	If the session is getting too dull, the PCs may encounter an anaconda or a group of Gobroaches that are out celebrating their own dark holiday.

Event Sheet

Scenario Name The Neko Goblin that Stole the New Year

Ryuujin:

No. 1 Event Title Welcome to town!

Time	Mid-day	Weather	Cold	Terrain	Grassland
● <i>Scene Purpose</i>				<i>Topographical Difficulty</i>	7 (6+1)
● <i>The Five Senses</i>					
<p>Crowds of noisy travelers leaving the town. Gorgeous green bouquets of cut bamboo and evergreen branches decorate the street corners. Stalls sell red bean soup and steaming bowls of rice, but the smell isn't particularly enticing. The air is crisp and it seems to be cooling even further. The pall of depression seems to grip the town.</p>					
● <i>Event</i>					
<p>The PCs are pushed out of the way by disgruntled and disappointed travelers. The PCs may buy food at stalls, but the sales people seem sad and quickly explain that their usual treats are not available this year, resulting in boring and tasteless food for the new year.</p> <p>Right now there is nothing special to buy and nobody to sell to as the town is trying to deal with their problem. There are 3 days before the New Year parties.</p>					

No. 2 Event Title Winter's Exposition

Time	Mid-day	Weather	Cold	Terrain	Grassland
● <i>Scene Purpose</i>				<i>Topographical Difficulty</i>	7 (6+1)
● <i>The Five Senses</i>					
<p>The loud shouting of angry customers. The smell of unappetizing food being sold at stalls on a busy street. The air is getting colder by the minute and people are starting to wear their heavy coats as night starts to fall.</p>					
● <i>Event</i>					
<p>The players overhear the transaction of an unhappy customer at a food stall. He says that he was expecting a delicious sticky-rice treat, but got a flat, tasteless bowl of rice instead. The customer throws the food on the ground and leaves the town immediately, bringing his group with him. The person tending the stall looks dejected and will tell the PCs about the troubles if they speak to him, or else the inn keeper will and will give the PCs half off just to stay in town.</p> <p>The town is famous for their New Year festivities and sticky-rice delicacies. It is said that the sticky-rice harvest is a sign of good luck in the next year. The townspeople hold their traditions very close and their devotion to their tradition is also a source of income as travelers come to take part in the ceremonies.</p> <p>This year, the entirety of the sticky-rice crop has suddenly turned to mushy, tasteless rice and has completely ruined the holidays. Travelers are abandoning the town to a nearby imperial town for their holiday parties.</p>					

Event Sheet

Scenario Name The Neko Goblin that Stole the New Year

Ryuujin:

No. 3 Event Title The Solution is at Hand

Time	Evening	Weather	Cold	Terrain	Town
● <i>Scene Purpose</i>	Introduce Solutions			<i>Topographical Difficulty</i>	--
● <i>The Five Senses</i>	<p>The streets are empty now and the streets are filled with uneaten food crates and unhappy townspeople. The PCs run into an elegantly-dressed older man bearing a golden crest that looks like an imperial seal. The air is even colder now!</p>				
● <i>Event</i>	<p>The players catch the tail end of a conversation between an imperial ambassador and the mayor of the town. The mayor looks flustered and the ambassador seems somewhat smug, saying, "This would never happen if you would just endorse the conversion of the town to our religion. Our celebrations are so much easier in the empire!" It seems he is trying to spread the imperial culture to this town. After a heated exchange, the mayor and ambassador split. Whomever the PCs approach will explain that they think the Neko Goblins have been up to no mischief and that this is their idea of a prank. The mayor will begin sobbing and will be at a loss as to what to do, and will ask the PCs for help talking to the Neko Goblins in his desperation. The ambassador will be a jerk about it and gloat, but will actually suggest to the PCs that a famous sage in the Lentain Swamps may help break whatever spell has been cast on the town. If the PCs approach neither of them, the mayor will catch their eye and approach them as above.</p>				

No.4a Event Title Neko Goblin Carnival

Time	Morning	Weather	Cold	Terrain	Grassland
● <i>Scene Purpose</i>	Show the Neko Goblin Festival and point the PCs in the right direction			<i>Topographical Difficulty</i>	7 (6+1)
● <i>The Five Senses</i>	<p>Raucous cats yelling, shouting and laughing. Sweet and salty treats like Sugared Fish and honey roasted rockhen. Neko Goblins stealing treats from each other to gift them to someone else; rough playing in the fields around the camp. Roaring fires all around and, as day turns to night, the entire camp joins together to sing slow, soulful songs. The entire camp is open air, but the Neko Goblins don't seem to mind...</p>				
● <i>Event</i>	<p>If the people help the mayor, they will be pointed in the direction of the Neko Goblin Camp. The Neko Goblin camp is a day away through simple grasslands. The Neko Goblin carnival can be heard a few miles away as they approach. The Neko Goblins don't seem to have anything to do with the spell on the town, and in fact don't even seem to care about the human festivities at all. The PCs are invited to join the Neko Goblin feast and parties. However, as the entire camp is singing together at night, the flames (that the Neko Goblin hold sacred) suddenly turn blue and emit cold instead of heat. The Neko Goblins hurry to put each of the flames out and the celebration is ruined. No more flames can be raised here. The Neko Goblins blame a Neko Goblin sorcerer that lives in a nearby mountain. He seems to hate any New Years party and has ruined the Neko Goblin festival every year for the past 10 years. If the PCs seek him out, they must go to Dark Evilheart Meowntain. If they are low level, a Koneko Goblin named Nori Nori will accompany them to give them a +1 to all mountain climbing checks.</p>				

Event Sheet

Scenario Name The Neko Goblin that Stole the New Year

Ryuujin:

No. 4b Event Title The Other Road

Time	Morning	Weather	Cold	Terrain	Swamp
● Scene Purpose	Introduce the sage			Topographical Difficulty	11
● The Five Senses	<p>Rotting trees and gnarled roots litter the muddy landscape. A foul stench permeates the air. Sunlight fights its way through a tangled foliage and the cold doesn't seem to affect the filth and mud. The way through the swamp is treacherous and slow.</p>				
● Event	<p>If the PCs go to find the sage, they will be pointed in the direction of the Lentain swamp. The swamp takes 2 days to traverse, meaning that the PCs will not be back in time for the New Year. It is difficult due to the constant stench giving all rolls a -1 penalty, and any failed checks result in a PC falling into rancid mud. Their equipped items become "smelly" until cleaned or repaired. A healer that finds herbs will find a mudflower that makes the consumer immune to the effects of the stink for a day.</p> <p>The PCs may run into an anaconda or a group of goblinoids on the 2nd day, depending on their level. On the evening of the 2nd day, the sage's hut will be found. If the PCs kill anything on the way there, she will be upset. The PCs will have to convince the sage to undo the spell on the town, but he should be willing to do so. When the PCs return, the festivities will be over but the town will be bustling and everyone will be ecstatic. Unless the PCs make some sort of announcement, nobody will know what they did (and may not believe them if they do).</p>				

No. 5 Event Title Dark Evilheart Meowtain

Time	Morning	Weather	Cold/Snow	Terrain	Mountain
● Scene Purpose	Travel to the Neko Goblin sorcerer's lair			Topographical Difficulty	11 (10+1)
● The Five Senses	<p>The white sky begins to drift down, slowly at first and then faster and heavier. The sharp cliffs seem all the more dangerous for the cold biting at the hands of the PCs. The air is silent except for the pebbles dislodged and crunching of boots along a steep trail. The infrequent resting spots give a short respite and a place to warm up before going back out onto the snowy trail.</p>				
● Event	<p>The PCs will have to make 3 separate journey checks to get up the mountain in 1 day and make it back in time for New Years. There is a sign at the bottom of the mountain, clearly made by a Neko Goblin, that reads, "STEY AWAY - DARK EEVILHEART MEOWTAIN". The climb is tough, but a rope will make this particular trail easier (+1) and Nori Nori will help with the climb if he was befriended. After each journey check, a small rest area will be available for the PCs. At the 3rd rest area, the PCs will come across a Rock Spider (use level 3 animal stats). The Rock Spider is coming back to its nest (the rest area) but is tired and doesn't see the PCs until they know it's there. The PCs can chase it away, lead it away by tricking it, or may use some other way of avoiding a fight if they can think of one. It does not want to fight unless it knows it can win easily and may run away. If the PCs lose, they will be webbed up for New Year's dinner. Otherwise, they find the way to the sorcerer's cave when they defeat the spider. If the PCs are webbed, the sorcerer may come to ruin the spider's feast, by letting the PCs go... but not out of kindness.</p>				

Event Sheet

Scenario Name The Neko Goblin that Stole the New Year

Ryuujin:

No. 6 Event Title Confrontation

Time	Evening	Weather	Cold	Terrain	Mountain
● Scene Purpose	Climax!			Topographical Difficulty	11
● The Five Senses	<p>Piles of boxes, food, and stolen decorations litter a dank cave. The walls are wet with condensation and a dirty pile of hay and fish bones marks the sleeping quarter of the sorcerer. The sulphur smell of powerful spells wafts through the air.</p> <p>A very old Neko Goblin with matted hair looks through a large cave opening over the town.</p>				
● Event	<p>The sorcerer (up to now unnamed) is in a very bad mood. Still, he does not want to fight unless provoked. If spoken to, he will be resistant but eventually will break down and tell the PCs about a time 10 years ago when someone from the town stepped on his tail during the New Years party. They also laughed at him for enjoying his favorite dish, Rotten Fish Paste on Sticky-Rice. Ever since then, he's sworn revenge on the townsfolk and anyone who tries to enjoy the New Year. He's been practicing his magic for 10 years and has been picking on the Neko Goblin camp. The players should be able to talk him into seeing the error of his ways, and if they are successful, his tail will grow 3 times as long, marking his sudden rebirth as a Nekomata Goblin, full of powerful magic but now suddenly willing to share his good fortune with the town. He asks the PCs to accompany him on a Neko Goblin sleigh-ride back to town.</p>				

No. 7 Event Title The Cat's Vow

Time	Evening	Weather	Cold/Snow	Terrain	Town
● Scene Purpose	Ending the scenario			Topological Difficulty	--
● The Five Senses	<p>Loud celebrations fill the streets, which are suddenly full of piles of delicious treats. The smell of sticky-rice soup combined with fresh seafood brought by the Neko Goblins fills the air. The town is warm with the movement of sudden parades and parties.</p>				
● Event	<p>If the PCs return to town with the Nekomata sorcerer, or if he is defeated, the sorcerer immediately reverses the spell, making the abandoned food into the delicious treats that the town is known for. The townsfolk and travelers that have stayed now have a huge bounty of food to chow down on as they celebrate the return of their good fortune. The Nekomata Sorcerer (if he is not defeated) becomes the guardian of the town's traditions from then on, and eventually will try to forge a bond between the Neko Goblin camp and the town.</p> <p>The imperial ambassador will be discouraged and in the future will try to sabotage the town's relationship with the sorcerer and the Neko Goblins.</p> <p>The PCs will be treated to a free night stay at a nice suite and will have dreams of eagles, eggplant, and a mysteriously beautiful mountain. On a successful (SPI+SPI) roll, a player will receive +3 to journey checks for a week, otherwise it is only +1.</p>				