

Land of the Rising Dead **by Debbie Giltrap and Matt Cowens**

A Japan based Call of Cthulhu Scenario for the 1920's

Keeper's Summary: Seth Acres, a rich ex-patriot Brit has recently died in Japan. He was the head of a Cthulhoid cult, and made preparations in his will for his resurrection as a powerful undead creature. Part of these preparations involve the players. The players are a group of characters connected to Acres, by blood or history. All have been invited (all expenses paid) to Japan to collect their inheritance. Once in Japan they will be used by Acres' followers in the ritual that will resurrect their leader, unless the players are able to unmask the deceit and defeat their crafty cultist enemies. There is a group of Japanese Priests who are trying to prevent the ritual, by scaring off the PCs or physically destroying the cultists and the zombie Seth.

Main Events/Scenes:

The Letter, The Boat Journey, The Pension, The Boat Journey 2 [with Kappa], The Inn on Kuroiyama, The Trek, The Shinto Shrine, The Mansion Arrival, The Mansion Investigation, The Mansion Dream Sequence, The Reading of the Will [abduction], The Ritual atop The Black Mountain

1. Setting the scene. Hand out the character sheets and (if necessary) give a brief explanation of rules, skills etc. Give the players a few moments to read through their character sheets, and see if they have any questions. Inform the players that it is the year 1923. Before play starts, tell the players that they have each been visited in their home or workplace by a small oriental man (with very limited English skills). He confirms their identity by the simple method of saying their name questioningly - "Mista Johna Sumisu?". He then hands each of them a letter, which bears the character's name on the front, and the name of a law-firm, "Speegle and Sayo" on the reverse. The details of the letter are as follows (you may wish to print this as a player handout):

Dear Sir/Madam,

It is our sad duty to inform you that Mr Seth Acres, of British origin but a resident of Japan of late, has recently passed away. We know this must come as a great shock to you, and we offer our deepest condolences. As executors of the late Mr Acres' estate, we invite you to attend the reading of his will at his former residence on Kuroiyama Island, near Tokyo Japan. Mr Acres has made provision for all your travel costs, and has already contacted your employers regarding this matter. While we cannot as yet disclose the details of the will, Mr Acres was quite insistent that your attendance at the reading of his will would be highly rewarding. The late Mr Acres left meticulous instructions on the execution of his affairs and following the terms of his will, should you not attend his estate in person, your inheritance shall be distributed among the remaining benefactors. Your passage to Japan and local accommodation before you reach the Acres estate has already been arranged. Please embark from pier 14 on Monday, May the 3rd, at 8 am. Your fare has already been paid, and a car will come to your home for your bags at 6am.

We look forward to seeing you.

Yours Faithfully,

Willhelm Speegle

Speegle and Sayo

1-3-7 Shinjuku, Tokyo

The journey from London to Japan takes 4 weeks by steamer, during which time the PCs will develop a passing familiarity with each other. There are a few common activities - take time to ask which one characters will most often take part in during the journey: Reading, playing cards, strolling on deck, studying Japanese language, studying Japanese geography and so on. The ship has only one text on Japanese language, so anyone who opts to study will become better acquainted with fellow students. Any who gamble or play cards will likewise get to know each other better. This is not important for game progress, but can help establish existing friendships and allegiances. Start the game with short descriptions by the players of what their characters look like, and a **dinner table conversation** between the PCs (all seated at the same table).

The Dock - Tokyo bay is a bustle of activity - seaweed drying on large bamboo boards, fishermen at work, bentoo (boxed lunch) salesmen screaming at the top of their lungs. Most people are dressed in semi-traditional clothing, large baggy pants, boots with the big toe separate, loose jackets adorned with strange writing. There is a strong smell of fish, and a sweaty aroma that hangs over the dock. The PCs are met and escorted to their accommodation by a very polite Japanese man named Takayuki Nakagawa. He is dressed in a Western style suit and hat. He has spent several years studying at Oxford, so his English is very good. He drives a very large Mercedes, which he invites the PCs to enter and drive to their accommodation. The streets are very narrow, the buildings mostly wooden. Progress is slow, as every cart or car they pass must back up and find a side road to let them pass. The locals stare intently at the PCs, their faces almost blank. Children seem curious, older people mostly scornful.

The Pension:

A pension is a kind of Japanese hotel, a little similar to a Bed and Breakfast. The Pension at which the PCs must stay is a small 1 storey wooden building, nestled between 2 office buildings, of around 4 floors in height. The floors are all tatami - a woven straw mat. It is forbidden to wear shoes or even slippers on this kind of floor - the PCs will be instructed to remove their shoes in the entrance hall (genkan). There is a central bathroom, used by all guests, which includes a deep (though not wide) tub, and a small 3 legged stool. Rooms are separated in most cases by thin walls, but 2 pairs of rooms are separated only by sliding paper doors. When there is strong light behind these doors it is possible to view the movement and position of the silhouetted figures in the next room. Also the thin walls allow for easy eavesdropping. The Pension is only big enough for 8 guests, so the PCs are the only people here. The owners of the Pension are Anton and Misako Scherer. Anton is Belgian, his wife Japanese. Anton speaks good English (with a thick accent) and his wife speaks only a little English.

Whilst staying at the Inn there are 2 main events for the PCs. There is a dinner with the hosts, which consists of raw fish, seaweed, a soup that smells of old socks, and giant crabs eaten from the shell. There is also a night-time encounter with a ghost (yuurei).

Anton and Misako (Pension Owners): Anton is from Belgium, a champion Judo player. He came for an international tournament, met his wife, and decided to stay. He has lived in Japan for 13 years. He has not heard of the Island or the law firm (or Seth Acres for that matter), but will direct PCs to ask his wife. If asked he can direct PCs to

libraries, local government offices, izakaya (pubs) and so on. He is a loud jovial Belgian, with a great love for Japan.

Misako is a native Japanese, with very little English ability. She is short (a little over 5 feet tall), pretty with shoulder length black hair. Her age is very hard to guess - she looks somewhere between 15 and 50. If the PCs talk to her, she will say "Velly nice customer san. Barseloom velly clean. Eigo o sukoshi wakrimasen (I understand only a little English)". If PCs mention Kuroiyama, she looks very concerned, and will say "Abunai desu yo! Abunai! Ikanai de kudasai! Ikanai no ho ga ii desu," which roughly means "It's dangerous! Dangerous! Please don't go! It's better not to go." She lacks the language to explain. If the PCs ask Anton what she said, he'll chuckle and tell them it's some kind of old wives tale, which he can't explain.

The Ghost in the Pension

At night, have the PCs make listen rolls. Anyone who succeeds will wake up. Anyone who succeeds by 20 or more will hear the faint sound of a woman laughing. Choose a random PC's room. The sound seems to be coming from above their roof. If they succeed in a Spot Hidden roll, they will see the translucent hem of a white Kimono coming down through the roof of the room. *A Japanese woman, ghostly pale and shimmering, descends into the centre of the room. Her eyes are wide and staring, without pupils. Her mouth is split from ear to ear in a huge grin - her teeth are small, incredibly sharp.. She wears a triangle of cloth on her forehead. Waves of hunger and malice roll out from her as she moves slowly, eerily toward you.* She tilts her head to one side and stares at the PC, then drifts into the next room. She will drift through the rooms of each PC, her eyes glowing ever redder, then vanish. Have the players make a san roll - those who fail lose 1d3 SAN. The PCs cannot affect her. If the PCs awaken Anton, he doesn't believe them, though his wife will appear terrified.

Travelling to Kuroiyama Island

The PCs are met by the representative of Speegle and Sayo (Mr Takayuki), who is driving his very large Mercedes. It is able to fit 3 across the front, and 4 across the back. He drives them back to the port, to a small fishing vessel, that bobs in the water. There are 2 hardy looking Japanese men standing waiting for them.

They climb aboard a small fishing boat, with a single cabin. The morning is fine, so players will probably stay on deck. The fishermen do not speak to them, instead they gaze nervously up at the sky. Gwillam (the Scottish fisherman) notices that other sailors are tying up their boats, as if a storm were coming. As the day wears on, and the boat sails out through the harbour and into the sea, the skies darken, the wind increases, and progress is slow. The fishermen nervously drape bits of dead fish over the back of the boat. Half an hour later, anyone who succeeds in a spot hidden or boating roll will notice the ship tilt in the water, as something heavy comes aboard. It is 2 Kappa (5 foot tall turtle monsters), sent by the Shinto priests to stop the boat. They will attack the Captain and his mate, injuring them badly. If the PCs don't get involved, the Kappa will maul the crew, take the fish bits, and disappear. It will then be up to the PCs to steer the boat, and navigate. If they drive off the Kappa, the fishermen are very grateful, and will take the PCs to the Inn that night and introduce them to the locals. Mr Takayuki (who is accompanying the PCs) is in a state of shocked disbelief. "They're just fairy stories!" he insists, refusing to believe what he has seen. The fishermen are a superstitious pair, and while scared they are not so

surprised. The remainder of the trip is without incident, and the boat arrives at the island in the late afternoon. The PCs will have to stay in the village overnight, before travelling to Seth's mansion.

KUROIYAMA ISLAND

There are several main locations on the island - The Village, The Old Temple, Seth's Mansion, and The Mountaintop. They will be addressed in the order they are likely to be visited. The base of the island and mountain are very green, very lush, but the top half of the mountain is barren and black, rising up over the island like a dark shadow.

THE VILLAGE

The players arrive in the small fishing village of Kuroiyama-machi (Black Mountain Town). There are about a dozen fishing boats moored just off the beach, plus a few others in sight. The village has at its centre 4 large buildings - the Inn of the Pierced Fish, the Police Station, The Post Office, and The Library. There are several smallish houses, and the village is surrounded by farms, consisting mainly of rice paddies and vegetable gardens.

The PCs may want to do a little research before heading up to the mountain. With successful Library Use, Persuade or Fast Talk rolls (as appropriate) they may learn the following:

The Post Office - The single staff member gives his name as 'Bob'. He is a very enthusiastic, fat little man who has spent the last seven years studying English. Originally from Tokyo, he was transferred to the Kuroiyama post office after he hit a young boy whilst on his delivery rounds. He is a Christian (as he will loudly tell the PCs) and is eager to tell them anything he can:

Kuroiyama Island: "Every Spring and Fall there are huge storms that sweep over the island, causing much devastation. This building is very strong, so I don't have to worry. The locals are very superstitious - they are not Christian like me..."

Speegle and Sayo: "A lot of mail from them to Mr Acres, and from Mr Acres to them, passed through this office. All confidential of course..."

Seth Acres: "He was a very good man - I met him only twice, but he was a Christian, and his English was very good. He said I spoke English very well. I took his picture."

The Kuroiyama Library

A small shack, with a couple of shelves of books, and an incomplete collection of Tokyo newspapers, including some issues of 'The Japan Times', an English language paper. PCs may find the following information:

Kuroiyama Island – a few miles south of the Southern tip of Chiba prefecture, this small island is home to an insular fishing community. They speak a dialect of Japanese unlike any other. Though trade with mainland Japan has increased this century, there is still no electricity or gas on the island, nor any schools.

There is a legend of the 'Black Mountain', involving blood drinking and living forever.

Speegle and Sayo - a respectable law firm, with a long tradition of practice. Bilingual since 1885.

Seth Acres - he appears in island censuses from the late 1800s. He has donated a dozen or so books to the library, including a complete encyclopaedia set.

The Police Station

PCs may speak to Shinji, the island's one police officer. He is from Osaka, here on assignment for 2 years. He does not speak English, but will happily use Mr Takayuki as an interpreter. He handled the death of Mr Acres. If asked, he will tell the PCs that Mr Acres' body had seemed very light, and very pale, as if it had been drained of blood. Mr Acres' personal physician, a Kentaro Yakimoto, examined the body and gave the cause of death as heart failure. If the PCs ask to see the doctor's report, it is very brief - there is almost no detail at all.

The Inn of the Pierced Fish

The PCs' rooms for the night are in a long building adjacent to the Inn. The rooms have tatami floors, with sliding doors. The weather gets worse and worse, as a typhoon passes near the Island. Players are encouraged to seek shelter in the Inn, where they will have to go to eat anyway.

In the Inn, there are some quiet, fishy fishermen, and some very quiet, eerie fishy fishermen. One in particular seems to be watching the group, pretending to be drunk (Spot Hidden to notice). If questioned, he speaks little English, but claims to be a simple fisherman. The innkeeper will serve the players fish, seaweed and rice, with cold noodles. He will also tell their guide Takayuki the story of Kuroiyama, in brief form (in Japanese). If the players ask Takayuki, he relays the following:

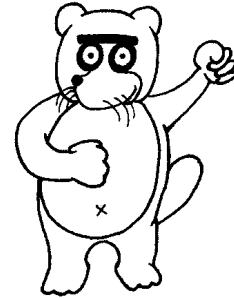
"This is an old folk tale of this island. Once there was a powerful Samurai who wanted to live forever. He came to this island, and he learned how to steal the power of the forest. He lived on the blood of the village for decades, till finally one of his descendants cut off his head, and freed the village. Very quaint."

The seemingly drunk fisherman is in fact a cultist called Masao - he worships Deep Ones, and is associated with the cultist servants of Seth Acres. He leaves the inn at around 9pm, heading out into the wild weather. The PCs may choose to follow the cultist to his odd dwelling. At his dwelling is a shrine to the fishy gods (Dagon), clothing that clearly doesn't belong to the fisherman (including items of women's apparel), and a sacrificial dagger next to the shrine. The cultist hides under the floor. Outside his window (next to the shrine) are huge Deep One footprints (Track roll to spot - they lead straight to the beach). The cultist Masao has been kidnapping people from the mainland, and sacrificing them to the deep ones. He can contact the deep ones using a simple summoning spell. If the PCs start to damage his shrine, he will leap from hiding and try and kill them. If the PCs specifically look on or under the floor, they will find Masao. He denies everything at first, pleads ignorance, but if pushed he will try and kill 1 PC then run away.

If the PCs do not follow him, he will come back in the middle of the night and linger outside their rooms spying on them. Anyone who succeeds a listen roll by 20 or more will wake up, and with a successful Spot Hidden they will see Masao. He will run away if seen or confronted, back to his shack.

The Trek to the Mansion: Tanuki in the Woods

In the morning the PCs travel through thick forests, climbing ever higher up the green part of the mountain. The path is not easy, and it is hot and sticky. The last person in the group hears tittering noises, and the sound of small creatures moving about in the trees. Suddenly the party comes across a teapot in the middle of the path. It is large and brown - a fairly standard teapot. It is in fact a Tanuki, a kind of magical, mischievous racoon that can change its shape. It was sent by the Shinto monks to keep an eye on the party. If noone picks up the teapot, they will come across it again in front of them, about 100 metres up the track. And again, and again. If the PCs try to damage the teapot, it will yelp and scamper away (though how it runs without legs the PCs will be unable to figure out). If the PCs take the teapot, it will go with them silently. If after 4 tries nobody takes the teapot, it will scamper off ahead and be waiting in one of the bedrooms of Seth's mansion.



As time and pacing allow, you may also want to include the following:

One player catches a glimpse of a 3 foot tall cyclops in the woods, which quickly disappears (another Tanuki). Seeing this costs 1 San if a player fails a san roll (1/0). A small girl walks by, then as she passes her neck begins to grow and stretch, till her head is swaying about atop a huge, snakelike appendage. She too runs into the trees and disappears (these are common Tanuki tricks). San - 1/0

If the PCs ask Takayuki about these events, he is disbelieving, and unable to provide an explanation.

Monks and Cultists Battle

The weather worsens as the PCs climb, thunder rolling in and lightning flashing overhead. The PCs are walking along the eastern bank of a river - the path follows the river for a mile or so, before crossing at a small wooden bridge, and doubling back along the opposite bank. Across the tumultuous river the PCs see flashes of steel, the dim, distant cries of men, and shapes moving in the trees. After another hour or two of marching the PCs come back round to the site of the battle. There are many footprints, but surprisingly few bodies, all of which are priests dressed in Shinto garb. There is a large book next to one of the priests - a Chinese book about monsters, both Cthulhoid and regular supernatural. It contains illustrations of Deep Ones, Byakhi, Kappa, and many other monsters. It will cost a player 1 SAN on a failed san roll to look at the pictures. Takayuki tells the PCs to press on to the mansion with him - word can be sent back to the police of the tragedy.

[Keeper's Note: The Priests were battling the cultist followers of Seth. Knowing that the PCs had come to the island, they hoped to foil Seth's plan by eliminating his evil cultists.]

The Shinto Priests' Hideout

A successful Tracking roll will allow the PCs to follow the tracks of the priests. After a half hour march through the forest (there is no real path to speak of) the tracks lead to what was an abandoned Shinto shrine. There are 2 main buildings, made entirely of wood with sloping roofs and intricate carvings of dragon heads, joined in interlocking patterns (there are no nails). Provisions sit stacked in one corner of the main shrine building. There is a carved wooden statue of a many armed woman in the front of the shrine.

The group of anti-Cthulhu priests have taken up residence here again, near the evil they are trying to thwart. Only the head priest remains - a gnarled figure, robed in white and cream, his long thin white hair and beard drooping, his eyes completely white, unseeing, sitting in front of the statue. He will tell the players that *"Your coming is as the spark to the tinder, you will burn us all!"*. If the PCs search the shrine (the head priest will not try and stop them) they find a list, with all their names on it, a photo of Anita, and one of Gwillam. Behind the main building there is a Kappa in a cage, which the priests have obviously been feeding (there are many rabbit furs drying behind the Kappa cage). There are also ritual components - powders, Kappa talismans, fragrant ash... [the priests summoned the Kappa to deter the PCs, to scare them off].

Inside Seth's Mansion:

Settling In

Seth's Mansion sits at the edge of the forest, where the mountain becomes a barren black peak. It is a 3 story, Western style mansion. The PCs are welcomed by the 2 servants, and given a tour of the ground, first and second floors [show the players the map], and shown to their rooms. There are only 2 servants in the house, named Jim and Frank (their real names are Ryuji and Yoto). The master bedroom is locked, as is the basement. All other rooms are open to the PCs.

The PCs baggage is delivered to their rooms. If nobody picked up the teapot, it will be sitting on the bed in one of the PCs rooms. Takayuki informs the PCs that they will have the afternoon to rest - lunch will be brought up to them - and that dinner will be at 6pm. He asks them to dress appropriately.

If the players want to investigate the house, this is a great opportunity. Following is a brief description of the contents of each room [refer to the map at the end of the scenario]:

Guest Bedrooms - these rooms are well furnished with beds and dressing tables. The windows at the front of the house look out onto the forest, at the rear onto the steep slopes of black and brown rock.

Master Bedroom - This is Seth's room, kept much as he left it. There is a large 4 poster bed, a bookshelf, and a large chest of drawers. The bookshelf contains several occult tomes, including the parchments Father Patrick is looking for. He also has an enormous sacrificial dagger on his chest of drawers, and a pair of shotguns. Despite the fact that Seth died more than a month ago, the room still feels occupied.

The Dining Room - an opulently decorated room, dominated by a long polished wood table. A portrait of Seth dressed in a kimono hangs over the fireplace.

Museum - this room houses Seth's collection of artefacts collected on his many travels. Mainly Eastern in origin, there are some fantastic (and valuable) pieces. These include an Oni (demon) mask, Thai statues, and parchments covered in Eastern writing and pictures.

Library - Seth's library contains many classic works of fiction, in English. There is a very comfortable armchair with a small side table, upon which sits a collected works of Arthur Conan Doyle. Seth has a few occult tomes, and a small collection of Japanese books. Each Japanese book is accompanied by a notebook, filled with Seth's rough translations. They mostly deal with Shinto and Buddhism, folk lore, mythology and magic. There is a complete account of the legend of Kuroiyama (see handout).

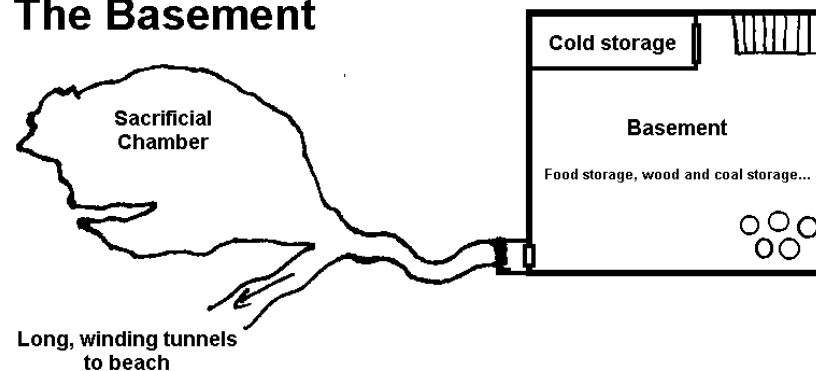
Shrine Room - this room contains a 4 foot high Shinto shrine, complete with incense and a bell suspended from the roof on a long rope. This room is scrupulously clean. Perceptive players may note that the floor is quite pristine in this room - it has seen almost no use since the construction of the house. [Seth was briefly taken with Japanese religion, before converting to the Dark Path of Cthulhu worship]

Servant's Quarters - the servants will try to stop the PCs entering their rooms, locking the doors if necessary. Their rooms are sparsely furnished, without beds. They have futon mattresses rolled up in the cupboards, along with their clothes. In the top of the cupboards there are several weapons, including vicious looking knives, swords, guns and clubs.

Kitchen - a regular kitchen.

Basement - there are 6 extra futon sets in the basement, plus a very large store of food. In the cold locker, laid out on a makeshift table, is the body of Seth Acres, wrapped in a white sheet. If inspected closely, he has needle marks in his arms and thighs, where his blood was ritually drained. He does not move, or breathe, but the PCs get the eerie feeling that he is somehow aware of them. There is also a locked door in one corner of the basement which leads into the mountain itself, into a series of caves and long, winding tunnels that lead (eventually) back to the beach. Inside the cave there are manacles, bloodstains, robes, and all the accoutrements of ritual sacrifice.

The Basement



Games Room - A billiards table, card table, and a telescope are to be found here. The stairs to this room are easy to barricade, and due to the shape of the house, it is relatively easy to jump from the windows to the roof of the first floor, then down to the ground (if a hasty escape is required).

The Shared Dream

Do not let the players know that this is a dream sequence. Ask them how they are dressed for dinner, then describe the dining room and meal:

"The long polished wood table is adorned with succulent meats, potatoes, grilled fish, fresh vegetables, and crystal glasses filled with wine. Soft candlelight fills the room with a warm glow, as you sit down and feel the stress of your journey melt away."

Allow the players to make conversation amongst themselves if they wish. They will realise that they have not seen any servants (the meal was waiting when they arrived), and that Takayuki is missing. They hear heavy footfalls in the hall outside, then the door near the library swings open, and Seth Acres walks in, smiling [those who have met him will recognise him, others will recognise him from the portrait over the fireplace]. Seth is incredibly pale, but his eyes are bright in the candlelight. He smiles at the PCs, and talks with them quite casually.

"Thank you for coming - it's a great pleasure to see you all here. I'm so looking forward to eating all of you, especially..." his gaze lingers long on his blood relatives Anita and Gwillam.

If asked whether he is alive, he will reply *"Alive? Difficult to say. My body lies still, yet here I am. I shall be wearing my old flesh soon enough, but stronger than ever. Whatever I am, I have most definitely not passed into the great beyond."*

Seth is quite happy to make polite conversation, recommending dishes from the table, and talking about the weather on the island. As he points to the various dishes on the table, they rot and putrify instantly. The doors swing silently open, and the 2 servants, accompanied by 6 more Japanese cultists, enter the room bearing weapons. They encircle the PCs, start trying to tie them up. If anyone does anything violent, the dream ends. If the PCs allow themselves to be bound, the dream ends.

The PCs all wake up, dressed in their finest dinner clothes, in their beds, in the middle of the night. They have no memory of the real dinner, or how they got into these clothes or into bed.

The Empty House

When the PCs emerge from their bedrooms, the house is eerily silent, empty. [the cultists have taken Seth's body up to the mountaintop to prepare for the ritual.

Takayuki has gone back down to the village to tell the police about the dead priests.] The PCs may choose to flee, to search the house, or to go back to bed. The ending of the game will depend on what they choose. If they flee, they will have to stumble through the dark house, out into the unfamiliar forest, and down the mountain. If they do this, the teapot Tanuki will help them, moving ahead of them as a dim light on the path, unable to be identified but enough to help them stay on the path. If they barricade themselves inside, they will next meet Takayuki, when he returns early in the morning. If they wish to fight, they may track the cultists to the hilltop for a

violent confrontation. If they go back to bed and sleep, they will be met by Takayuki in the morning.

Resolution:

Depending on what the PCs choose to do after the dream, the game can have a few different endings. If they flee, they can eventually find a fishing boat to take them back to Tokyo, where they are able to book tickets for home. The law firm Sayo and Speegle will be curious as to why they are leaving, but will help them if they insist. However, the night before they are scheduled to leave the PCs are all drugged, and taken back to the Island, where they are used as fuel in the ritual to resurrect Seth. They are all killed.

If they stay, Takayuki will read the will to them, after which they are overpowered by Seth's cultists, and dragged to the top of the mountain for the ritual. They may possibly escape and overcome Seth, or they may be killed.

If they kill the servants and Takayuki, they will be able to escape back to Tokyo, and onto a ship. If they ever return to Japan, they will be arrested for murder.

The Reading of the Will

If the players stay in the house, Takayuki returns in the early morning. He has been talking to the police about the dead priests. He knows nothing about the shared dream. He will gather the PCs into one place as quickly as possible, clearly worried about the situation. He performs a head count, and once satisfied that all are present, he opens the sealed will. There is a rush of cold air through the room, the faintest hint of laughter. The will reads as follows:

*My dear relatives and associates,
I am so pleased that you could all be here, to take part in my legacy. Long ago I learned of the secret of Kuroiyama, the black mountain. I learned how a man might devour the spirit of the mountain god, then survive on the blood of mortals. Sadly, the first taste of blood I took needed to be blood of my blood, family. That is why I had my men drain the life blood from me, put it into storage, and stage my funeral. Simply to get you here, and now to devour your essence. I must thank you for travelling so far. You others, who are not my family, you will be a most delicious second course, to get my palate accustomed to a cosmopolitan diet. I thank you all, and look forward to eating you atop Kuroiyama, the Black Mountain.*

Seth Acres

8 Servants (cultists) enter, 2 with pistols, 2 with swords, and 1 with a sturdy club. The cultists do not want to kill the PCs, as they need them for the ritual. They will try to knock them out. They menace the PCs, tie them up (Takayuki too) and drag them up to the top of the mountain. As they are leaving the house, one of the PCs realises there is a teapot clinging to their belt, trying to look like it is tied on.

The Ritual Atop Kuroiyama

There is a circle of white sand on top of the mountain. In the centre of the circle is Seth Acres' body. The PCs are thrown to the ground outside the circle. The cultists

begin to chant, throw powders and oils onto the body, and work themselves up into a frenzy. This all occurs in bright daylight. The body of Seth slowly starts to move, as the cultists pour blood from glass jars into the mouth. Players must make a san check, losing 1 san if they succeed, and 1d6 if they fail. The PCs may make very hard strength tests to escape their bonds (STR vs 18). The teapot Tanuki will try to free the players, especially if they have been nice to it. The body of Seth Acres is pumped full of his blood once again, then rises and starts to drain the blood from the PCs (by biting them). Physical dismemberment will kill the zombie Acres. The cultists get very excited by the whole thing, and start to cut themselves, offering their blood to Acres. After eating Gwillam and Anita, Acres will kill 2 cultists, then return to the PCs. This will be a very action based, ham fisted climax. The PCs should be able to free themselves and fight the cultists, though their chances of surviving the fight are not good. Stats for Seth and the cultists can be found at the end of the adventure.

If the PCs succeed in defeating Seth, they regain 1d8 San.

CAST STATISTICS

The Kappa

STR	16	DEX	15	INT	4	Idea	20	Hit Points	12
CON	16	APP	2	POW	16	Luck	80	Magic Points	16
SIZ	9	SAN	0	EDU	4	Know	20	Damage Bonus	1d4

WEAPONS:

Attack/weapon	skill %	Attack damage	Attacks/round	HP
Claw/Punch	45	2d4	2	-
Bite	45	1d6	1	-

Armour: 2 point shell (reduces all damage by 2)

Seth Acres: Cthulhu cultist, recently deceased. He will rise from the dead in the final scene to confront the PCs. He is a well educated upper class man, with a keen interest in the occult practices of the Orient. His personality (and ghost) permeates his Mansion (the site of the reading of the will).

STR	17	DEX	15	INT	17	Idea	85	Hit Points	20
CON	16	APP	2	POW	16	Luck	80	Magic Points	16
SIZ	12	SAN	0	EDU	14	Know	70	Damage Bonus	1d4

WEAPONS:

Attack/weapon	skill %	Attack damage	Attacks/round	HP
Claw/Punch	75	2d4	1	-

SPELLS:

Choke Victim (holds one hand up in a choking shape, 1 chosen humanoid in sight begins to choke, losing 1d6 hit points per rounds). Costs 1 magic point per turn.

Telekinesis (exaggerated gestures with both hands, can move a full grown man or similar weight at walking pace). Costs 2 magic points per turn.

The Cultists

STR	12	DEX	10	INT	10	Idea	50	Hit Points	11
CON	12	APP	9	POW	8	Luck	40	Magic Points	8
SIZ	10	SAN	0	EDU	9	Know	45	Damage Bonus	-

WEAPONS:

Attack/weapon	skill %	Attack damage	Attacks/round	HP
Punch	50	1d3	1	-
.32 Pistol	30	1d8	3	9
Sword	35	1d8	1	12

PLAYER HANDOUTS #1

Dear Sir/Madam,

It is our sad duty to inform you that Mr Seth Acres, of British origin but a resident of Japan of late, has recently passed away. We know this must come as a great shock to you, and we offer our deepest condolences. As executors of the late Mr Acres' estate, we invite you to attend the reading of his will at his former residence on Kuroiyama Island, near Tokyo Japan. Mr Acres has made provision for all your travel costs, and has already contacted your employers regarding this matter. While we cannot as yet disclose the details of the will, Mr Acres was quite insistent that your attendance at the reading of his will would be highly rewarding. The late Mr Acres left meticulous instructions on the execution of his affairs and following the terms of his will, should you not attend his estate in person, your inheritance shall be distributed among the remaining benefactors. Your passage to Japan and local accommodation before you reach the Acres estate has already been arranged. Please embark from pier 14 on Monday, May the 3rd, at 8 am. Your fare has already been paid, and a car will come to your home for your bags at 6am.

We look forward to seeing you.

Yours Faithfully,

Willhelm Speegle

Speegle and Sayo

1-3-7 Shinjuku, Tokyo

PLAYER HANDOUTS #2

The Legend of Kuroi Yama Island

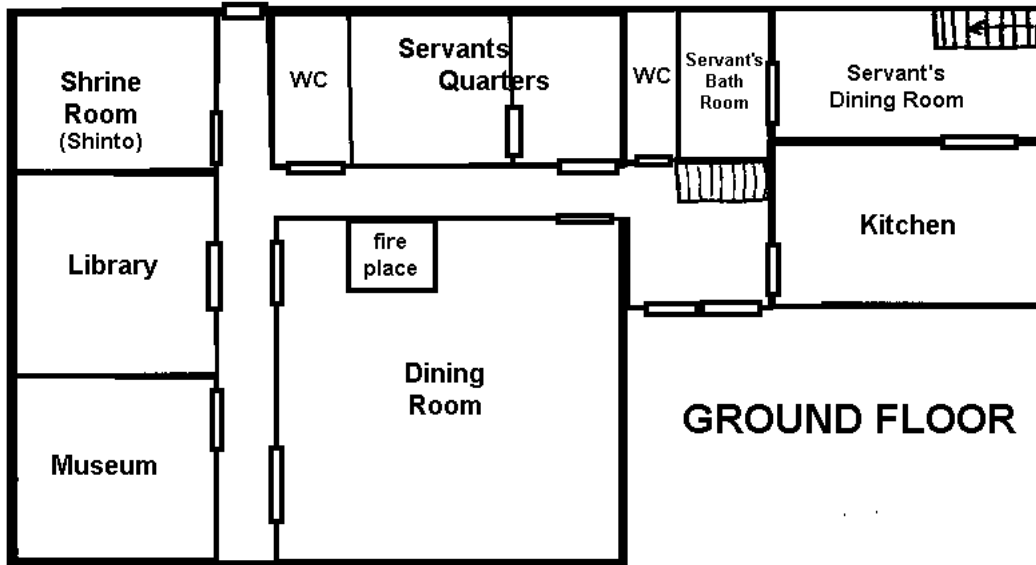
Many years ago during the Ashikaga Period a great and terrible Samurai called Takahiro was waging war on a neighbouring Samurai. Their armies were massed for battle, in the mountains between their homes. The deceitful Takahiro and 12 of his faithful retinue set out on a local's fishing boat one dark moonless night for a surprise raid on his enemy's coastal residence while it was unguarded. The fisherman whose boat the Samurai had forcibly seized was angry at Takahiro and his men and he called upon the kami of his ancestors to avenge the theft of his property and livelihood. He prayed that though it meant the ruination of his family and destruction of his father's ship that the kami would bring a terrible storm and thus Takahiro would not profit from his acquisition.

A great roar welled up from deep beneath the ocean and a huge tsunami was brought down on Takahiro and his company. The ship was shattered to pieces by the mighty blow of the sea kami and Takahiro's men were dragged down beneath the crashing waves. But Takahiro was a strong swimmer and even the biggest of waves could not pull him down. For hours he swam and until finally, at dawn, he washed up on the shore of a strange island. The people of the island found him unconscious on the beach that morning, his great clothes mauled by the sea but his marvellous sword still hanging from his strong belt, denoting his rank. They took him to their village and he quickly recovered. Takahiro married the local lord's beautiful daughter, Akiko, and he sired many strong children. He came to rule the peaceful village and was blessed with such happiness that seldom missed his former days of battle and glory on the mainland.

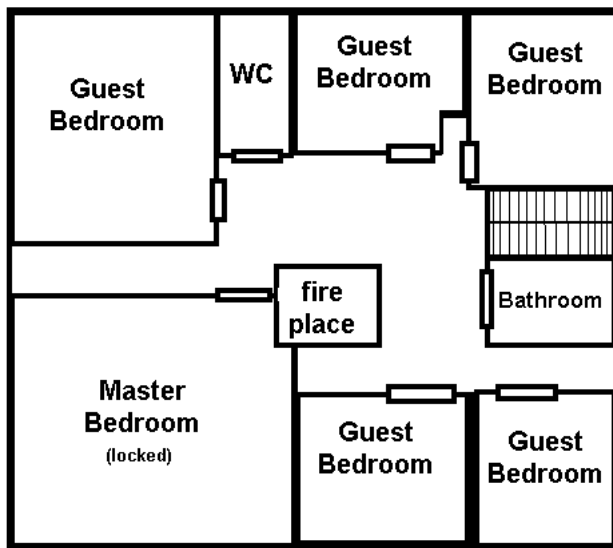
Thus for many years he ruled and he reached a very great age indeed, old enough to watch his children's children grow and marry and start their own families. But Takahiro refused to accept the destiny of all who live to grow old - death. Surely he, the great Takahiro, who had survived the terrible wrath of the kami of the sea, who had won so many battles, surely he could cheat old age and even death itself. He left the village and set out into the wild forest on the black mountain to seek out the great Boar spirit, warrior king of the forest spirits. After 7 nights he returned to the village with a terrible light in his eyes. He would not speak and sat alone in his private quarters for many days. Eventually his son, Hiroyuki, went in to see him, and never came out of Takahiro's house again. There were rumours among the people of the village - someone claimed to have seen Hiroyuki's hewn head on a pike in the forest, another claimed to have seen Takahiro's great sword soaked in blood resting against a tree, one even said they had seen Takahiro himself, his face and hands covered in blood with a wild fire gleaming in his eyes. It is said that he went on for many years after that, living on the blood of the people of his village. A terrible plague befell his family, for his sons and daughters and grandchildren began to die with alarming rapidity. How many years he lived this unnatural prolonged life on the terrible sacrifices of his people is not known. There are stories of a great warrior or priest, reputedly one of his descendants, who finally put an end to his evil unlife but what really happened is unknown. The legend of Takahiro and the Kuroi Yama remains shrouded in mystery.

PLAYER HANDOUTS #3

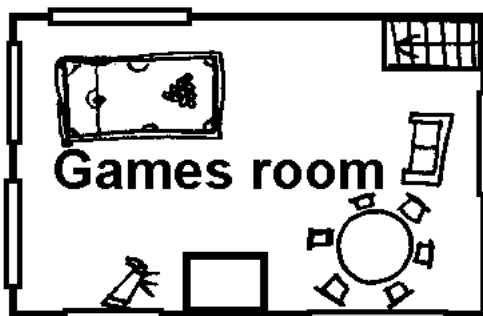
Seth Acres' Mansion



GROUND FLOOR



FIRST FLOOR



SECOND FLOOR

Anita St Claire

You live a quiet life, as a Vicar's secretary in Norfolk. You arrange bake-sales, organise the church library, and take care of the (meagre) finances for the church. You grew up in an orphanage, taken care of by the nuns. Your parents were killed in some sort of tragic accident, and there were no relatives nearby to take you in. You knew that you had family in Scotland and in Ireland, but you had never contacted them - your small community was enough for you. But now, out of the blue, someone from the Irish side of your family has died, and included you in their will! Apparently they're your father's cousin, or some such thing. You weren't sure about travelling to the East alone, but the vicar convinced you that it would be well worth your while. You just hope things will be clean in Japan, and that you can get a nice cup of tea.



You carry a heavy handbag at all times, stuffed with pencils, books, napkins, a small amount of makeup (which you tend to apply very sparingly), fruit, and anything else you might need. You've been practising hitting people with it (in case some Japanese man gets fresh) and you think you've got a pretty good swing going.

STR	7	DEX	15	INT	17	Idea	85	Hit Points	11
CON	12	APP	13	POW	16	Luck	80	Magic Points	16
SIZ	10	SAN	80	EDU	14	Know	70	Damage Bonus	-

SKILLS:

Accounting	53	Drive Auto	28	History	47	Library Use	88
Alphabetise	97	Dodge	35	Elect. Repair	30	First Aid	46
Credit Rating	55	Listen	41	Gaelic	61	Persuade	36
Ride	65	Occult	52	Handbag-Fu	75	Sneak	34
Spot Hidden	56						

WEAPONS:

Attack/weapon	skill %	Attack damage	Attacks/round	HP
Handbag	75	1d3	1	-

Colonel Sebastian Buckley

A veteran of the Boer War, the Great War, and an extensive tour of duty in India, you loved the Army. Lots of smart uniforms, saluting, and regular hot meals. You quite liked some of the shouting too. You believe that you can take a man out of the Army, but you can't take the Army out of the man, unless he's a bally deserter, then he never really had any Army in him, and you shoot the blighter. Best thing all round really. You have now retired (though you still wear your uniform), and enjoy a life of hunting, shouting at servants, and playing whist at the gentlemen's club.



A chap you served with in India by the name of Seth Acres has recently carked over in Japan. Apparently he's left you some sort of inheritance, and paid for your trip over. You don't know if the locals speak English, but you got through years in India without learning bally Punjabi. Lots of shouting, and waving your arms around, that's all you really need.

You have a colonel's uniform, a .32 revolver (holds 6 bullets) and a .30 Lever Action Rifle (holds 6 bullets).

STR	9	DEX	8	INT	16	Idea	80	Hit Points	15
CON	16	APP	10	POW	17	Luck	85	Magic Points	17
SIZ	15	SAN	71	EDU	12	Know	60	Damage Bonus	-

SKILLS:

Anthropology	15	Astronomy	34	Credit Rating	55	Yell at Natives	70
Conceal	65	Dodge	16	Elect. Repair	70	First Aid	48
Law	30	Listen	30	Library Use	42	Mech. Repair	47
Occult	13	Ride	48	Spot Hidden	53	Track	46
Gesticulate	30	Boxing	60	Handgun	65	Rifle	55
Shotgun	70						

WEAPONS:

Attack/weapon	%skill	Attack damage	Attacks/round	HP
Punch	60	1d3	1	-
Grapple	25	special	1	-
.32 Pistol	65	1d8	3	10
.30 Rifle	55	2d6	1	8

Father Patrick O'Malley

You started work at St Bernard's Boys School in Scotland 2 years ago. You've missed your home country of Ireland, but you've cheered yourself up with a wee tiffle now and again. Unfortunately your fondness for drink and song led to a few embarrassing moments. You think the Prior of your school doesn't like you - that he'd fire you if it wouldn't be so scandalous. Strange then that he should send you on this great trip to collect an inheritance from a former pupil.



You love a drink, a joke, and a good time. You find it hard to start conversations about religion and faith, but you find it easy to get on with other people, being a friendly, open sort of chap. This inheritance you're collecting is probably cash for the upkeep of the school, but you'd heard that this Seth Acres fellow how died had discovered the lost epistles of St Albrecht. He was the saint who converted the heathens of Kyuushuu Island. If you could find the letters (they may be bound as a book) and bring them back you're sure you'd be welcomed back into the school - you might even get a promotion!

STR	12	DEX	8	INT	14	Idea	70	Hit Points	16
CON	16	APP	8	POW	16	Luck	80	Magic Points	16
SIZ	16	SAN	58	EDU	17	Know	85	Damage Bonus	1d4

SKILLS:

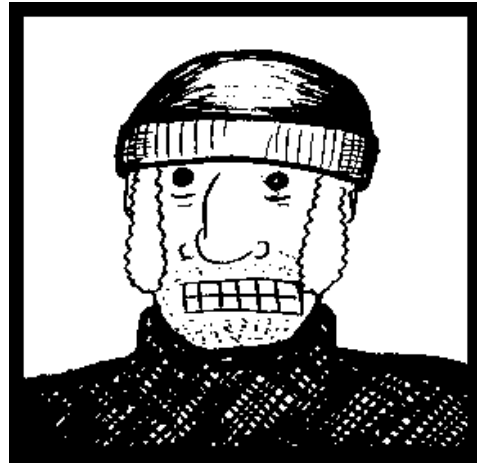
Accounting	15	Anthropology	46	Archaeology	31	Drink Alcohol	90
Bargain	30	Conceal	65	Dodge	28	Drive Auto	30
Elect. Repair	12	Fast Talk	35	Hide	40	History	35
Law	10	Library Use	56	Listen	60	Locksmith	5
Occult	38	Latin	40	Preach	46	Pharmacy	5
Sneak	37	Spot Hidden	51	Amusing Sheep Impression			75

WEAPONS:

Attack/weapon	%skill	Attack damage	Attacks/round	HP
Punch	60	1d3 + 1d4	1	-
Grapple	25	special	1	-

Gwillam O'Connel

You were born in a small fishing village in Scotland, and have lived there your whole life. You're a tough young fisherman, you love the smell of the ocean, the feel of a fresh fish in your hands, the wind on your cheeks. You also love to drink, and tell bold tales of adventure on the high seas. You'd like to have some adventures on the high seas one day too, so your tales might be a little more believable. You joined the Banockburn Vampire and Werewolf Hunting Association in your home village, because they have unrestricted access to the pool table in the pub on Wednesdays. Some of the other lads really do believe in all that supernatural what have you. You've seen a few things you didn't understand, but really, vampires? And now this - some distant cousin from Ireland kicks the bucket in Japan, and you get an all expenses paid trip plus an inheritance! Adventure surely awaits.



You carry a sturdy fishing knife, a ball of twine, and a small hip flask of whiskey at all times. You are used to the cold, and own a wardrobe almost entirely made up of heavy, fish smelling wool jerseys.

STR	17	DEX	9	INT	10	Idea	50	Hit Points	16
CON	18	APP	10	POW	12	Luck	60	Magic Points	12
SIZ	14	SAN	60	EDU	7	Know	45	Damage Bonus	1d4

SKILLS:

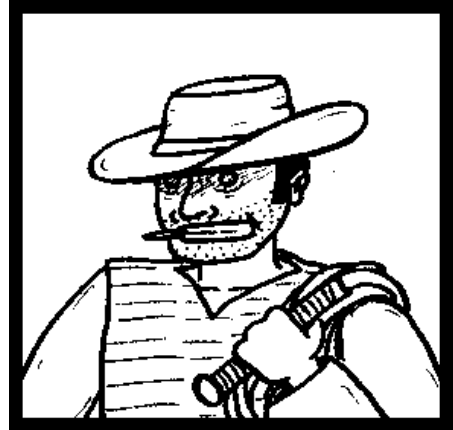
Appraise Fish	85	Fishing	70	Astronomy	65	Climb	70
Conceal	30	Dodge	18	Elect. Repair	30	First Aid	46
Jump	55	Listen	62	Locksmith	8	Mech. Repair	58
Navigate	72	Occult	25	Boating	65	Sneak	30
Spot Hidden	49	Swim	80	Throw	40	Knife-fight	60
Fish hook	80	Pool (snooker)	75	Punch-up	80		

WEAPONS:

Attack/weapon	skill %	Attack damage	Attacks/round	HP
Punch	80	1d3 + 1d4	1	-
Grapple	60	special	1	-
Fish Hook	80	1d4 + 2 + 1d4	1	-
Fishing Knife	60	1d6 + 1d4	1	-

Colorado Smith

You're a tough adventurer, well travelled and brave. You know how to handle yourself in a fight, and you know how to steal ancient artefacts from dim-witted natives. Sadly, this hasn't helped much in your post as Professor of Anthropology at Utah State University. Your students like you, as you regale them with tales of crocodile wrestling, pirates and bandits. Your dean thinks you'd do well to include a little more anthropology and a little less adventure in your classes. You're happy to have a break from the rigours of academic life. You've been on sabbatical in England studying (English women mostly). Now you've been invited to Japan, to collect some inheritance from an old Irish guy called Seth Acres. It's time to buckle your swash, show the pretty dames who the manliest man is, maybe even charm a few exotic eastern beauties...



This Seth Acres character was poking around Indo-China a few years back, while you were there picking up a few old treasures for your private collection. Come to think of it, he was looking for a few of the same pieces as you. You got to talking, and he said he'd catch up with you sooner or later. Guess being included in the will was the old guy's way of saying no hard feelings.

You carry a whip, and a large revolver which holds 6 bullets. You sometimes chew mini-cigars. You usually have 3 days' worth of stubble.

STR	15	DEX	13	INT	10	Idea	50	Hit Points	12
CON	12	APP	12	POW	11	Luck	55	Magic Points	11
SIZ	12	SAN	55	EDU	14	Know	70	Damage Bonus	1d4

SKILLS:

Anthropology	10	Archaeology	72	Arabic	32	Climb	78
Credit Rating	40	Dodge	52	Drive Auto	81	Hide	31
Jump	45	Listen	40	Locksmith	10	Sneak	42
Spot Hidden	61	Swim	37	Throw	43	Track	28
Dive Roll	87	Whip	72	Handgun	61	Punch	68

WEAPONS:

Attack/weapon	%skill	Attack damage	Attacks/round	HP
Punch	68	1d3 + 1d4	1	-
Grapple	25	special	1	-
Whip	72	1d3 + 1d4	1	4
.44 Pistol	61	2d6 + 2	1	10



Yvette De L'Amorte

Some people marry for love, others marry for friendship. You tried marrying for love, but it ended in murder. So did your second marriage, which was all about money. You poisoned your first husband when you realised that he'd never be more than a poor cheese maker. You poisoned your second (rich) husband to get your hands on his fortune. You are from southern France, but have lived in England your whole adult life. Both your husbands were British.

You are a classic femme fatale, an expert on poisons. You use your beauty and charms to get whatever you want. No job is too small to delegate, and no insult is too small to avenge. Though originally poor yourself, you now look down your nose at poor people. Sadly, your money is once again running low - you need this inheritance, and if possible another rich husband.

Seth Acres was your rich husband's brother. You met him only once, at your husband's funeral. You flirted with him (naturally) and promptly forgot him. It brings you a great sense of smugness that he has left you something in his will.

STR	8	DEX	16	INT	12	Idea	60	Hit Points	8
CON	9	APP	17	POW	9	Luck	45	Magic Points	9
SIZ	8	SAN	45	EDU	15	Know	75	Damage Bonus	-1d4

SKILLS:

Art Appreciation	53	Chemistry	65	Conceal	38
Credit Rating	60	Dodge	32	Library Use	43
Medicine	15	Occult	26	French	80
Pharmacy	65	Sleight of Hand	52	Psychology	30
Sneak	30	Spot Hidden	48	Strike a Pose	70

WEAPONS:

Attack/weapon	skill %	Attack damage	Attacks/round	HP
Punch	50	1d3 - 1d4	1	-