

The Harvest

A shotgun scenario written for the Delta Green RPG
By Grady Williams

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Handler's Information:

1997, Late Summer in September. A small village north of Otsu, Japan, reports hearing a strange creature the night after a small local earthquake. That's the night a young girl went missing. A search consisting of locals and nearby police found scraps of her clothing on a newly trampled pathway. The prints aren't recognizable except for maybe something resembling an elephant's footprint. Tracking the prints to a new cave nearby, the locals were met with an ancient-looking Tori gate buried some 10 meters within the tunnel. The locals attempted an expedition inside but quickly found their electric lights fizzled out and they were chased by a massive creature.

Agents: Recommended agents are American Naval Officers (One should know Japanese) or JSDF Officers, Local police detectives, or something of that nature (who know English well enough). The preference is for an agent to already be in Japan upon being called for a night at the opera. Perhaps on vacation?

The Missing Persons: The night of the kidnapping Masaki Noriko was awoken by a shuffling near her window. Her parents wearily shrugged off her concerns saying they'd look in the morning. Noriko is very inquisitive and decides to investigate herself. She follows the noises but is not quiet enough to elude the creature and is captured. Tomo and Oye Noriko awaken the next day to an empty bedroom, their child missing. Panic ensues and they alert some local neighbors and the local police. The Norikos don't know much information about what happened, just that their daughter is missing. Mr. Noriko mainly handles the agents as Mrs. Noriko busies herself with hospitality, a stoic face barely concealing her terror for her daughter (**HumINT**). They offer agents a look at their daughter's room and their property.

The Noriko Property: The Noriko family owns a couple of acres of semi-farmed land with daikon, carrots, potatoes, and other herbs and vegetables. The Norikos will point out the creature's obvious trail by their home and through the garden. The tracks are two oval imprints roughly 14" (35.5cm) showing an extremely heavy footfall with no tread pattern. The trail leads towards a patch of daikon which the Norikos embarrassingly report needs to be harvested soon. The area has been taped off with ribbon as a crime scene, no doubt by the local officer involved, Officer Ryunosuke Shinba. Oddly enough there is a small pile of less than a dozen daikon seemingly freshly harvested in a neat pile next to the row. **Alertness, Forensics, Search**, or a general **Intelligence** roll will reveal the tracks show this is where Noriko was discovered and abducted. The oval tracks lead off the property and back through the forest to a cave entrance. A loose sock and a scrap of Masaki's shirt can be found along the trail to the cave entrance with good enough **Search** rolls.

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Gameplay note: Agents can choose to skip interviewing the locals and gathering intel on that night and go straight to the cave, going in blind. If they choose to do so, when they come across anything “out of place” such as the torii, statues, the pagoda shrine, shrine artifacts, etc.... call for a **SAN** check and deal **SAN** damage of **1/1d4** for any failures for the **Unnatural**. Had they interviewed the locals they would know to expect these things and therefore would be less afraid of the odd sight.

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The Locals:

The Norikos mention a few local neighbors and the Local Police Officer helped them go looking at the cave before they were chased out. The Officer was the last to leave, ensuring the neighbors were able to flee, and unfortunately sustained injury. He's laid up in the Doctor's Office recovering from a strange illness on by contact with the creature. Mr. Noriko joined them inside the cave as Mrs. Noriko stood at the mouth of the cave waiting to help.

The Neighbors are:

- Mr. Yamada Koiichi.
- Mr. Takata Ryo.
- Officer is Ryunosuke Shinba.

Interview with Mr. Yamada Koiichi: Mr. Yamada, age 66. 5'4" (162.56 cm) with bushy eyebrows and a slight balding pattern to his greying hair. His speech is gravelly, no doubt from years of smoking. His cool demeanor is only shaken once asked to recount what happened that night. His recollection is that he was awoken by Mrs. Noriko at his door asking if he had seen their daughter. He had not and noticed a hesitation in Mrs. Noriko to speak more on the subject, so he broached it with her. She would go on to detail that Masaki was not in her bedroom, they found odd tracks in their garden indicating someone else was there, and that they feared she had been kidnapped. By mid-afternoon, the Norikos had gathered a few volunteers and even a local Police Officer had arrived to help the party search for Masaki. The search party followed the footprints through a thicket of forest to the mouth of a new cave. He remembers recently the town had been warned of landslides in the area due to earthquakes. They followed the mouth of the cave inwards, turning on flashlights as they quickly lost the daylight. About 15 minutes into following the twists and turn in this cave they arrived upon a large crimson torii stuck in among the stalagmite and stalactite of the cavern. The torii inscription, faded by time, was barely able to be made out in the dark. But they weren't there to be archaeologists, they had a young girl to find. Pushing past the torii the path dipped down into the mountain and as they came around a corner, they found an old shrine nestled into a large cavern. The bright reds and golds faded by time with statues covered in the muck of time. They walked just past the entrance gate when their flashlights all fizzled out after walking a bit longer. Fortunately, their eyes adjusted as a small break in the cavern ceiling let a small shaft of light and air in. It was just bright enough to see a few feet ahead of themselves but too dim to see details in the distance. It wasn't long past the gate that they continued calling for Masaki but were met with an indescribable noise; a resonating screech, akin to a horn blowing, echoed in the cavern sending a needle of fear into their hearts. Frozen in fear they frantically looked around for the source only to see a lumbering shadow begin moving. Officer Shinba shouted for them to run, so Mr. Yamada ran. Fumbling and terrified he felt his way back the way they came until he reached the mouth of the cave. He collapsed, heavily breathing as Mrs. Noriko ran up to him. He was ashamed to tell her they hadn't found her daughter.

Interview with Mr. Takata Ryo: An overweight middle-aged man opens the sliding door with a little hesitation. He had seen the agents approach and became fearful. His comb-over and beady

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eyes give Mr. Takata a diminutive look, but he's polite enough and welcomes agents in for tea. He lives just up the road from the Norikos and is long-time friends with Mrs. Noriko as they went to high school together. That night he received a telephone call from Oye Noriko asking if he'd seen Masaki. Other than seeing her play in the Noriko's garden the day before, he had not seen her. He's short with his responses and nervously glances towards the back end of his home from time to time. An **Alertness** or **HumINT** check will reveal he's withholding some truth of the matter. Without pressing him further, agents learn he volunteered to help Oye find her daughter. Once again, his demeanor betrays him and similar **Alertness** or **HumINT** rolls will determine he's not telling the whole truth.

The whole truth: The night of the kidnapping Mr. Takata had been asleep after drinking too much. He was awoken by a crash outside, but chose to ignore it as the hangover was already setting in. He woke again a few moments later as he heard something clawing at the back door. Getting up to check on things, he rounded the corner from his tatami room into the kitchen to catch a glimpse of something huge lurking in his kitchen. Luckily, he had only just seen a glimpse of something before shrinking back into his tatami room. On hands and knees, quaking, Mr. Takata willed himself to get a better look at the intruder. Through the haze of too many cheap beers, Mr. Takata saw a silhouette of a bulky figure against the moonlight pouring in through his back door. Pale green skin, clothing that did not move, an odd groaning as it shifted its weight. Before hiding in the closet under his extra futon and bedding, he witnessed what was perhaps the most disturbing aspect of the creature. The silhouette, very angular and unmoving, grew long tendril protrusions which lapped at the surfaces of his kitchen. Fondling everything for a moment before methodically searching and fondling something else. Mr. Takata knew it wouldn't be long before the creature would make its way farther into his home. As quietly as possible with great urgency, Mr. Takata began sliding the door from his tatami room to the kitchen shut. The creature lumbered slightly closer with each passing moment, its tendrils searching for something. In his mind Mr. Takata had convinced himself it wanted his blood which drove him to sweat and tremble in fear. Any sudden jolts of the sliding door would make a wooden hiss and possibly alert the creature. He could see the creature steadily worming its way towards the door, and the sliding door within the home stretch of being closed. Mr. Takata dared not scream until he felt he was safely tucked under the extra futon. The creature groaning and the sound of thin tendrils lapping against the shoji screen door. He wouldn't know he was safe until he woke up the next morning by Oye Noriko's phone call. His heart immediately sinking as he instinctually knew what had taken her.

Mr. Takata's Kitchen: Pulling open the wooden shoji screen door, agents find a mess of a kitchen with pantry doors still open and odd marks along many surfaces like slashes of dark brown and purple. Roll **SAN (0/1)** for the Unnatural. Upon closer inspection these aren't just streaks they're burned gouges into the surfaces of the objects. A successful **Forensics** check will reveal these gouges were caused by something seemingly acidic and corrosive. The danger surrounding this situation and the likelihood of finding Masaki alive have shifted inversely. Turning back to Mr. Takata, who looks ashamed and small in his tatami room, Agents can see several lashes against the sliding door. Another check with **Forensics** or **Search** or **INT** reveals a correlation in the pattern which reveal the creature likely had been just at the opening of the door before being deterred. Despite his demeanor, some smart thinking saved Mr. Takata's life, and gives him more credit that he went into the cave knowing the creature would likely be there.

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Knowing that Masaki could have perished. He never told anyone of his thoughts on this or the creature simply because he didn't want the Norikos to despair. He knew they had to try to find Masaki.

Interview with Mr. Takata Ryo, The Cave: Mr. Takata details following a path through the forest with the other locals as they tracked the creature's path. If agents have seen the kitchen, he will remark how many of the trees on the path were marked like that and how the others didn't seem to notice. He's doubtful Masaki has survived. They tracked the creature to the cliff face where they found a new schism, likely from the recent earthquake that caused several landslides. They approach cautiously and call for Masaki as they descend. About 15 minutes into the cave their flashlights catch the faded red of an old tori gate. The inscription is faded from the years of neglect. The group marvels at it for just a moment but remembering their pressing mission, they decide to move past it without delay. Oddly, about 20 meters past the gate, the group begin experiencing issues with their flashlights until eventually the lights all go out completely. There's an odd energy to the air and even Officer Shinba's digital watch is erratic. Only Mr. Noriko's watch, a family heirloom, seems to continue ticking on without error. Officer Shinba just happened to pack a road flare. Their eyes adjust a bit to the stark red-orange glow. The flare flickers from time to time making the cave features dance and shift. Everyone is on edge. About 15 minutes more of descent until they reach a cavern with a shaft of outside light from a crevice in the cave ceiling. The white of the light pouring in gives the faded vermillion and gold shrine ahead of them a new life. They continue their approach calling for Masaki as they go. Unfortunately, it's not Masaki that answers their calls. Only after a couple of minutes of calling as they approach the shrine, do the shadows within begin the shift and a percussive thud rings out in rhythm to a lumbering shadow. Officer Shinba shouts for everyone to run and just before turning to go back the way they came, Mr. Takata swears he saw the creature's face; twisted into a sinister wide-eyed snarl with pitch black eyes. He remembers running until he reached the trees outside the cliff face where Mrs. Noriko waited anxiously. He collapsed in a heap attempting to catch his breath. Staring into Oye Noriko's searching face he couldn't find the words to tell her, so he just shook his head.

Officer Shinba: The only local who escaped with injury was Officer Shinba, who is now in recovery at a local retired Doctor's home. Dr. Yamamoto opens the door for the agents with a respectful demeanor. His hair is slightly matted to his forehead, his sleeves are rolled, and a stethoscope is slung around his neck. He's an older man in his late 60's with a shock of bright grey hair and thick rimmed glasses. He leads agents in and offers tea as he shows them to his guest room. Officer Shinba lies bandaged on a square futon. His torso heaves as he attempts to sit up and welcome the agents. He recognizes (most) of them as some form of paramilitary by either gear or attitude. He's a fit man with a high and tight crop of dark hair on his head. He's been sweating profusely and there are beads of moisture on his face despite the climate. He can manage to partly sit up. Agents can ask to see his wounds and he will agree if one of them is trained high enough in a **Medical** or **Science** skill.

Officer Shinba's Wounds: Gingerly peeling back the bandages reveals hundreds of long, thin ovals of bruising. Many of these lashings have split and appear to be oozing blood and pus. Roll **SAN (0/1)** for Violence. Agents who have witnessed Mr. Takata's kitchen will understand these are from the tendrils of the creature.

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Interview with Officer Shinba: He received the call at roughly 7:30 in the morning a couple days ago. The Noriko's reported a kidnapping. Unfortunately, the manpower needed to do a proper search wouldn't be available quick enough, so Officer Shinba did a cursory search of the property and taped off the section of where he feels the abduction took place. He proceeds to describe how he placed Masaki's tracks some 10 meters from the suspect and how the suspect must have seen Masaki as the tracks run directly to her and off the property towards the woods. He called in the kidnapping to a local station, requesting backup which is no doubt how The Agency became aware of this event. The Agency likely oversaw a follow-up report about a strange creature and decided to intervene. Officer Shinba reports gathering a few other locals and using tracking techniques to discern the suspect's path through the woods. They found a patch of Masaki's clothing, her parents' reporting it as her shirt, ripped off on some particularly stout trees. Fortunately, they were able to trace the tracks to the cliffs. A recent earthquake was responsible for landslides in the area, so this cave is a new discovery. Some 30 meters into the mouth of the cave the group find a vermilion torii gate, its inscriptions faded by time and growth from the cave. Its legs stand enmeshed in surrounding stalagmites. The search party marvels at the oddity for just a moment, remembering why they're searching, and pushing forward. Some 100 meters further in, the search party's flashlights begin to fizzle out. Officer Shinba's own digital watch blinking off and on intermittently. He reports, as the others have, that a creature attacked the search party, and he instructed the others to run. He attempted to brandish his Billy club, but the creature seemingly had worn some metallic armor. He remembers the searing pain of being grabbed and afterwards his memory is hazy from the shock. He managed to crawl quietly back to the cave opening before collapsing from exhaustion. He only remembers the creature was large, imposing and would groan as it moved. His supplies were dropped deep in the cave.

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The Cave:

Through a thicket of forest is a cliff face with evidence of a landslide present. Large boulders, dirt, grass, and roots are strewn about. **Search** checks yield the tracks of the creature shuffling to and fro in the rubble. Eventually, the tracks lead away into the thicket and another set appear a little ways south of the cliff face as the thing returned and found its way back. There is a chance of falling rock so have agents roll **Alertness** as they search the area for signs of Masaki. On success, the agents can actively roll a **Dodge** check against any falling rocks. The chance of rocks falling is 35%. Agents failing the check may not see rocks coming down and will suffer **1d10** damage. A mixed result among agents gives an aware agent time to make an **Unarmed Combat** roll in an attempt to push the unaware agent out of the way and take **1d4** damage themselves. Roll **SAN (1/1d4)** for Violence. Throughout the cave exploration until entering the **Large Cavern**, there will be a risk of falling rocks. In the dim light agents will make **Awareness** checks at a -10% disadvantage. In darkness, it is a -20% due to still being able to hear whereabouts the stones would be falling. In the event of a critical success on the probability of falling rocks, a landslide or partial cave-in occurs and all damage is doubled (2d10 or 2d4). **SAN** loss remains the same.

The gate: The flashlights find the tori gate first. A dim crimson in the dark gives way to the typical vermilion, chipped and grimy with time and lichen. Loose rocks from the tunnel wall are strewn about the legs. As agents pass through and around the gate there is a 35% chance of their lights completely failing. If their lights do not completely fail, there are intermittent blinks as some force is interfering with the electronics. Have Agents roll POW to keep their wits about them (POW X 5). Agents failing this will swear they see the shadows flailing like tendrils. Roll **SAN (0/1)** for the Unnatural.

The large cavern: Some 15 to 20 minutes later the tunnel gives way to a dimly lit large cavern. An opening in the roof allows some light to filter in, raining down on an ancient-looking shrine. Affected by age the golden shrine sits in disrepair and the atmosphere surrounding the place is thick. Roll **Awareness**, at this time the only noise is being produced by the Agents and they may be unaware of it if they're charging in. Any noise louder than whispers and careful footfalls alerts **The Sentry**. Surrounding the shrine is a moat, which gives way to tall walls. The height of the shrine must be high considering the height of the walls. Without dredging or measuring the walls are approximately 10 feet high from ground level, deeper as it meets the still water of the moat. The bridge over the water has fallen in and will not support an Agents walking over it without collapsing. A **Dodge** check can mitigate the damage from falling with the bridge (1d6). The noise from the falling bridge can alert **The Sentry**. Falling into the water of the moat, an Agent will need to roll a **CON** check or they are overcome by nausea for 1D20 minutes as the water is stagnant and gross from years of neglect. Nauseated Agents make rolls at -10%.

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The Shrine:

The shrine walls: Agents will need to figure out how to traverse the walls quietly or they encounter **The Sentry** who is hiding in plain sight. Any critical fails on skills to climb the wall trigger a piece of the wall to crumble, or a tile to come out of place and splash into the mote. Across the bridge is the normal entrance to the shrine. A large, embellished torii gate with a large statue to either side. The statues are of two warriors with adornment and dramatic faces. An Agent with a successful Anthropology, Archaeology, History, or Occult check will recognize the statues from a book they once read as Nio warriors or defenders of the Buddhist faith. Large and imposing, an Agent inspecting their make finds they're made of metal. 50% chance the Agents inspect the one that holds **The Sentry**. Its feet and lower body are covered in mud and dust from its travel. Also, along the edges of where a seam from casting the two halves of the statue would be are gaps in the metal, seemingly blasted from the inside. If **The Sentry** is not alerted the statue is simply a statue, or rather a shell, but the realization that this is the monster should be a shock. Roll **SAN (1/1d4)** for the Unnatural.

Over the walls: The ground between the wall and the shrine itself is a courtyard cutting the square plot in half. It is roughly 40 feet by 80 feet. The shrine sits at the other half, backed away from the entrance, and nestled close to the wall the courtyard was once a nice paved white stone but now hosts pooled water and grime. To one side of the courtyard is a small stall where someone would have cleansed themselves before approaching the shrine itself. Four statues stand along the pathway from the gate to the Shrine entrance. Other than stalagmites the courtyard is clear.

The main building: Behind old red pillars stand two large wooden doors. The ceremonial ropes (shimenawa) hanging from the beams are all rotted and torn with age. Evidence of the creature exiting one of the doors is revealed on a good **Search** check; the same as Mr. Takata's kitchen. The shrine proper is structured in a concentric square pattern. The main shrine building encompasses a square courtyard. The courtyard holds a large tree wrapped with more rope and a smaller hut with a well inside. Masaki is trapped at the bottom of the well at this time. Her fate hangs in the balance as **The Sentry** awaits the next harvest moon which would take place on the 16th of September. This shrine was built to contain something unholy. A dark portal was sealed at the bottom of the well which served as a gate to a dark realm beyond human comprehension. Ancient traditions would say this was the birthplace of evil demons (Oni). Sealed with the portal, below an ancient occult seal on the well cap, the creature waited until one day an earthquake in the area caused a large chunk of the cavern ceiling to fall and crush the hut and well causing the seal to break. Throughout the shrine's main building are numerous rooms separated by aged shoji screens which can slide back and forth. Each room is roughly 10 feet by 20 feet with an adjoining "hallway" along the inner edge of the building in the courtyard.

Clues: Other than mold, decay, and slime, a lot of what is left in the shrine is statues, scrolls, ceremonial weapons, and offerings long decayed. Art on the walls and the scrolls show depictions of the story at large and will require time as well as good enough skill checks to decipher. All the statues bear a hand sign towards the well, the tree growing in the courtyard is wrapped with several shimenawa, and the scattered pieces of the well cap were host to numerous

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paper wards (ofuda) written in ancient occult Japanese. A particular room at the back of the shrine holds large weapons on ornate racks. One large circular stone is held higher on an ornate platform along with the weapons; a second seal. A large tapestry at the very back wall shows a number of warriors holding these weapons piercing a dark being over a dark hole in the ground. A high enough **Int, Anthropology, Archaeology, History, or Search** check will help piece together that this shrine was constructed to hold evil at bay and some old gods were enshrined here in order to oversee this charge.

Danger lurks: As with much of this venture into the cave, **The Sentry** is alerted to the Agent's presence with loud noise. Crumbling architecture, knocked-over clutter, loud conversations, weapons firing, and the like are great giveaways to have the creature come and attack before the Agents are ready. Agents who are not careful have a 35% chance of something going awry. Additionally, finding Masaki will cause her to begin breaking down as she has begun to give up hope. A good **Persuade or Psychotherapy** check will help her calm down before she gets too loud.

What's going on here: The gateway sealed below is a portal to another plane where chaotic and unknowable beings reside. Long ago ancient Japanese warriors and mystics found the cavern and fought with **The Sentry** creature. The creature's purpose is to serve as a doorman of sorts by sacrificing virginal blood to the gateway every full moon in September. Doing so would allow the veil between worlds to open for a short while. The yokai and oni of ancient Japan were likely real but have since gone extinct from Human intervention. Sealing the portal certainly helped reduce the hordes of chaos from entering our realm. The shrine was built to not only house deities to help protect the mortal realm but serve as a warning and a buffer to the realm of chaos beyond the well. That recent earthquake caused the cavern ceiling to collapse in and break the seal allowing **The Sentry** to hunt once again; and just in time for the next harvest moon. Masaki, a young virgin, was in the wrong place at the wrong time as the creature had set about finding offerings for its ancient masters from the chaos realm.

Solution: Ancient creatures were used to the swords and spells of ancient times and did not account for the high-powered weapons of today. **The Sentry** can be damaged greatly by modern weapons and will slink back into the well as a way to recuperate after 26 damage is inflicted upon it. Unfortunately, it cannot be killed outright except by a holy weapon from one of the ornate stands and after taking the 26 damage. Agents should get Masaki to safely and corral the creature back into the well to either kill The Sentry or seal the well again. Agents could concoct a plan involving help from **The Locals** (see stats below) or go it alone to help protect their lives. Eliminating the portal is damn near impossible without great **Hypergeomerty** or an **Elder Sign**. If The Sentry is not killed at the end of the scenario, Agents may hear on the national news or through other information sources that The Noriko family was found dead in their homes with their daughter missing. Later the mountain in the surrounding area will experience another earthquake, likely the Agencies work to seal away the portal and keep the secret safe. Talk of foul play will not leave online forums and speculation among locals.

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The Sentry:

When not inside the Nio statue it normally uses to conceal its form, is a hulking amorphous mass of jet black fur with hundreds of small tendrils that it uses to move and strike.

STR 22 CON 30 DEX 15 INT 10 POW 14

HP ?? (26 til Recuperate) , WP 14

SAN LOSS: 1/1D6.

ARMOR: Inside statue – 4 points for hard copper shell. Outside: 2 points of furry hide (see **FOCUSED TRANSCENDENCE**).

SKILLS: Alertness 44%, Athletics 99%.

ATTACKS: Flailing Smash 55%, damage 2D6. Grapple 55%

BLOOD FEAST: A prone target that is bleeding significantly causes the Sentry to enter a blood feast. Quick as lightning, it seizes the victim and drains one point of STR per round from blood loss until the victim dies. A Dodge roll allows the target to escape. A seized victim can attempt an opposed STR roll against the Sentry, suffering 1D4 damage from tearing flesh if the victim struggles free. Any attack on the Sentry that inflicts damage stops the blood feast and causes it to drop the victim.

FLAILING SMASH: The Sentry batters its opponents with wild, windmill swings of its inhumanly long tendrils, inflicting 2D6 damage. A human-size target hit by the smash must make a STR test or be knocked prone. If a target is knocked prone, the Sentry attempts to grasp for **BLOOD FEAST** on its next turn.

FOCUSED TRANSCENDENCE: When focused on a single target, the Sentry becomes immune to all physical attacks from that particular target. It can still be affected by any other attack, effect, or power.

LOPING: The Sentry can move and climb with the agility of a great ape, allowing it to scale, leap, climb, and swing in a manner more accomplished than any human gymnast.

UNNATURAL BIOLOGY: The Sentry's physiology would baffle any biologist. Making a called shot for "vitals" or another apparently vulnerable area inflicts normal damage, with no special game effect.

RECUPERATION: After dealing 26 HP damage to The Sentry, it attempts to return to the well where it will recuperate for 1d4 days by bathing in the energy emitting from the portal to the chaos dimension.

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NPCs:

Tomo Noriko, Oye Noriko, Yamada Koiichi, Takata Ryo

STR 10 CON 10 DEX 10 INT 10 POW 10 CHA 10

HP 10 WP 10 SAN 50, BREAKING POINT 40

SKILLS: Alertness 30%, Navigate 25%, Survival 30%.

ATTACKS: Unarmed 40%, damage 1D4-1. Kitchen knife 40%, damage 1D4.

Masaki Noriko

STR 7 CON 7 DEX 9 INT 9 POW 9 CHA 7

HP 7 WP 9 SAN 45, BREAKING POINT 36

SKILLS: Alertness 30%, Navigate 25%, Survival 30%.

ATTACKS: Unarmed 30%, damage 1.

Officer Ryunosuke Shinba and Dr. Kyo Yamamoto are unable to leave due to Officer Shinba's injury.