

Kappa & Oni's
EXCELLENT
adventure
The Colors of the Sky 2



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The Colors of the Sky 2: Kappa and Oni's Excellent Adventure

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Credits

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NEW RESIDENTS

Art by Kamapon, Ella Kurki, and C. Ellis, icons by Clay Gardner
Witch's cat, western fox, tsukumogami, sheep henge, and kodama
written and designed by Ewen Cluney

Kodama designed on behalf of Narrator-level *Twilight Tales* backer
Jessica Frost

Sheep henge designed on behalf of Narrator-level *Twilight Tales*
backer Ithry Skylark

Raccoon henge written and designed by Rach Shelkey

Magical girl written and designed by Sean K.I.W. Steele

STORIES

Cop Out of Water

Written by Ewen Cluney

Art by Joe Bush

Kappa and Oni's Excellent Adventure

Written by T.S. Luikart

A Raucous Night at the Tanemura Estate

Written by Richard Kelly

Art by Joe Bush

STORY SEEDS

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Art by Ella Kurki and Kamapon

LAND OF ILLUSIONS

Written and Designed by Ryo Kamiya

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Translated by Ewen Cluney

Art by Ella Kurki, icons by Clay Gardner

ENGINE SKY

Character Archetypes: cosper, nono, Viral

Rules Cleanup: Ewen Cluney

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Introduction

Here we go again! What we have here is a second collection of original material for *Golden Sky Stories*, most of it from the Kickstarter for our English translation of the game's first Japanese supplement, *Twilight Tales*. It was a smaller, more sedate affair compared to the first Kickstarter, but I was all around really happy with the results. Much like the first *The Colors of the Sky*, this PDF collects work from the original Japanese publisher, material I wrote myself, and contributions from various collaborators.

New Residents: This section provides seven new character types.

Kodama: The kodama are tree spirits, curious beings who understand nature better than people.

Western Fox: An alternate type of fox henge, based more on the actual animals and Western folklore, resulting in a clever trickster.

Witch's Cat: An alternate type of cat henge, which serves as a companion to a witch and has more magical powers.

Raccoon Henge: Raccoons are clever animals that thrive in urban areas. While out of their element in rural towns, their cunning and ability to deal with technology make them adept at interacting with humans.

Sheep Henge: These curious henge can be charming or aggressive, and have powers over sleep.

Tsukumogami: Tsukumogami are a new kind of mononoke, manmade objects that have come to life.

Magical Girl: Magical girls are young people who can transform to wield magical powers, and thus have to try to balance normal and magical lives.

Stories: These are scenarios that narrators can use in their *Golden Sky Stories* games.

Cop Out of Water: A basic scenario about a vacationing police officer from the big city who needs to relax a little. A revised version of the original appearing in the *Golden Sky Stories* Tabletop Day 2013 Demo.

Kappa and Oni's Excellent Adventure: TS Luikart brings us a magical adventure about helping the titular pair fix their mistake by way of entering a talent competition at the town's big festival.

A Raucous Night at Tanemura Estate: Richard Kelly brings us a spooky tale about telling ghost stories at the old mansion on the edge of town.

Story Seeds: This is a collection of ideas for stories that a narrator can easily spin out into a full scenario.

Land of Illusions: The Japanese publisher of GSS put out a doujinshi book combining the game with A Certain Bullet Hell Shooter Series. This is a collection of the character options from that, including the new shrine maiden and fairy character types, as well as a library of Powers and Weaknesses that you can use to customize your characters.

Engine Sky: This piece by Viral Games was part of the original *Golden Sky Stories* Kickstarter that wound up in need of a home, so it's here in this book. Based on Viral's game *Engine Heart*, this is a short alternate setting where you play friendly robots trying to help the surviving humans in a post-apocalyptic setting.

—Ewen Cluney

Notes on New Characters

This section has several new types of residents, including some new kinds of henge, a new kind of mononoke, and some more unusual ones like the kodama and magical girl. These won't fit in with every *Golden Sky Stories* game, and if you want to participate as one of these, you should talk to the narrator about it first. For the new henge we've included the necessary information to use regular animals of those types in your stories.

Kodama

Kodama are a new type of resident, tree spirits that aren't quite henge or mononoke. They thus have some special rules, described below.

KODAMA RULES

- Kodama can speak even in their tree forms (though it will often cause Surprise when they do), but they must take human form to be able to move.
- Kodama cannot speak to animals like henge. They have a certain intuitive understanding of plants, but have to use their Plant Talk power to actually converse with them. They can however speak to tree sprites any time they want, though the tree sprites can't respond with words.
- Unlike mononoke, kodama cause only the normal amount of Surprise.
- Although kodama are a little different from both henge and mononoke, rules that reference henge and mononoke also apply to kodama.
- While normal trees vary quite a bit in their lifespans, kodama can live for centuries or even millennia. Their human forms can appear to be of any age, from small children to elders.

TRANSFORMING

- +0 Hair is made of leaves or other greenery, body sprouts leaves, blossoms, twigs, etc. here and there.
- +2 Leaves, blossoms, etc. in hair, oddly colored eyes.
- +4 Completely human.

TREE SPRITES

HENGE: 2 **ANIMAL:** 1
ADULT: 0 **CHILD:** 2

Tree sprites are plant beings much smaller than kodama. To humans they're usually invisible, but to henge and mononoke and such they appear as tiny creatures (around 6 inches tall) made of plants in various ways. A tree sprite might be a pine cone with little legs, a flower that walks around, or a tiny green-skinned fairy. They typically live in trees, particularly in older forests and near ancient shrines, where they pass the time by playing and dancing. They're not especially smart, but they certainly mean well.

They look up to kodama as greater versions of themselves, but they won't blindly follow what a kodama says. They also greatly respect the local god of wherever they live, though tree sprites forced to choose between a kodama and a local god would be quite confused about what to do.

Secret (0): Tree sprites are invisible to normal humans unless they deliberately reveal themselves. Henge, mononoke, kodama, local gods, etc. can see them just fine however.

Grateful Dance (10): A group of tree sprites dancing together can change the weather to bring down rain, a thick fog, or clear skies. This lasts until the end of the scene.



Raccoons

HENGE: ○ **ANIMAL:** 2
ADULT: 1 **CHILD:** ○

Raccoons are medium-sized mammals that weigh around 10 to 60 pounds, with gray fur that has a black “mask” over the eyes and gray and black stripes on the tail. Their natural habitat is wooded areas, but they’ve adapted to all sorts of places, even cities. Raccoons are unusually clever animals, and can figure out mechanisms like locks, which they like to do if there are locks between them and tasty food.

Despite a superficial similarity, raccoons and raccoon dogs are different species from totally different parts of the world. Raccoon dogs are only found in parts of Asia, while raccoons are from North America. The Japanese term for raccoon dog is *tanuki*, while the word for raccoon is *araiguma* (literally “washing bear”). However, there is a non-native raccoon population in Japan. An anime called *Rascal the Raccoon* that aired in 1977 was incredibly popular, and people brought around 1,500 raccoons to Japan as pets. Enough escaped and thrived that there are now wild raccoons in every single prefecture in Japan. Perhaps because of their sheer cleverness, a surprising number of raccoons in Japan become henge, and plenty of the ones in North America are magical as well.

Sheep

HENGE: ○ **ANIMAL:** 3
ADULT: ○ **CHILD:** ○

Sheep are relatively placid animals that some people raise for their wool and such. Full-grown sheep have stout bodies covered in thick wool, though farmers will periodically shear the wool off to use it to make things, and so the sheep don’t get too hot in the summer time.

Although they need guidance and sometimes get sick, sheep tend to quietly graze on grass. They live in flocks, and can get scared if separated from their flock. Male sheep are called rams, and have bigger horns. They’re known to fight to establish dominance, butting heads over and over.

Sheep husbandry is so widespread that they’re in practically every inhabited part of the world, but especially in China, Australia, India, New Zealand, and Iran. Japan now mostly imports wool from other parts of the world however, and there are only about 10,000 sheep in the entire country.

Magical Girl

Magical girls (and boys and other genders) are young adults with the power to transform into the embodiment of their wishes and back again, able to enjoy their normal lives during the day and enter the world of henge, mononoke, and locals gods at night. Belonging to the town, they can discover the hurts among their peers and offer strength when they do not evoke their magic. Belonging to Wonder, a magical girl can create a place for anyone to explore and express their feelings, to allow them to be fully understood.

However, that divide strikes at them harder than many of their peers, split right down the middle of their lives unlike those who live their lives at the border, such as witches and espers. As such, a magical girl is often pulled by the divide of their lives, their obligations to both the town and the wild tugging at them both socially and mystically. Magical girls often need help keeping their own lives in balance and order, lest the stress from both ends up hurting and isolating them for both of the worlds they belong to.

Powers with a star ★ can only be used when transformed. A magical girl has trouble hiding when transformed, and must add more feelings based on how far they are transformed. Also, they may have their connection to the town decrease if too many people remember their magical form.

TRANSFORMING

Magical girls are a type of person that can use Wonder. They're normally in their human form, and unlike witches and espers, they must transform into their magical girl forms to use their special powers.

- +0 The Magical Girl completely transforms, becoming a living incarnation of their own wish, which often includes a full change of clothes. The Magical Girl needs to add 4 Feelings to attempts to hide.
- +2 The Magical Girl adds some signature pieces of clothing or magical effect to their appearance that is undeniably noticeable up close. The Magical Girl needs to add 2 Feelings to attempts to hide.
- +4 The magical girl looks more or less the same, with only some telltale hints such as a slight glow in their eyes or a halo of soft light around them. The Magical Girl needs to add 1 Feeling to attempts to hide.



Oh, hello. I'm Momo, and I'm a **KODAMA.** Specifically, I'm the spirit of a peach tree. I'm strange and distant and leave flower petals everywhere? What do you expect? I'm a magic tree. **winks**

Time is a bit different for us. When I don't stop and try to look at things from your perspective, days and nights seem to flicker by like seconds. Not all normal trees are quite so long-lived, but those that become kodama can live for centuries. That's a long time compared to humans, isn't it? There's a kodama on the edge of town who's a huge cedar tree, and he's over a thousand years old. He's... a little weird.

Plants are living things, but we're quite different from animals. We stay in one place, growing slowly but surely, drawing our strength from soil and sunlight.

Blossoms and fruits are how some trees make more trees. If you enjoy the sight of blossoms, if you like the taste of fruit, they're doing their job. Since I learned to take human form I've developed a bit of a sweet tooth, especially when it comes to parfaits!

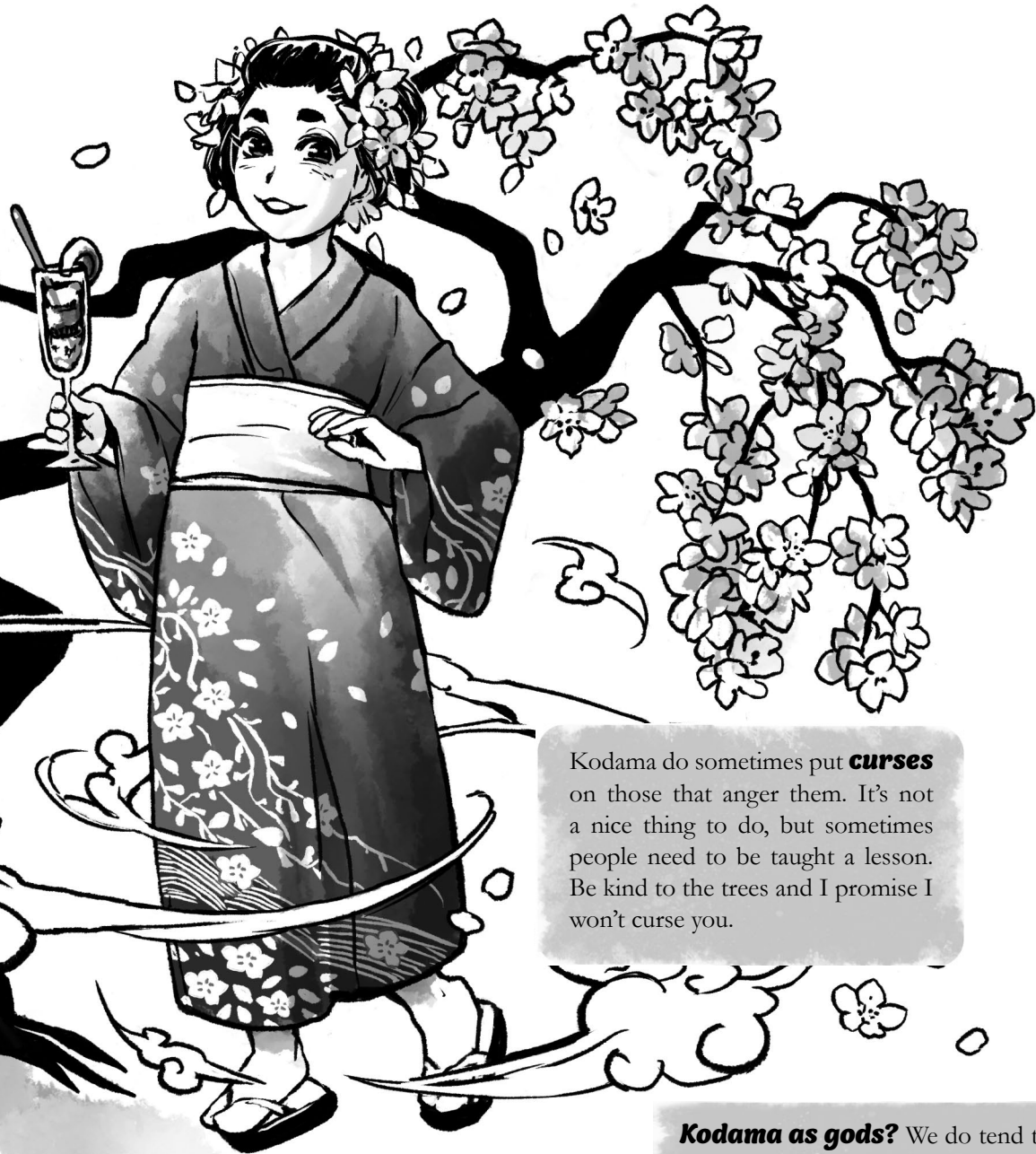
Roots are what hold us to the ground and let us draw strength from the soil. You have your own kind of roots though. This town gives you strength in its own way.

Animals we get along with? Well, I'm quite fond of birds, since they keep me company and sing such lovely songs. And of course bees are important for helping with pollination.



The sun is where everything starts. The sun lends its light to plants, and plants feed the animals, and so on. We reach up to the sun in a slow, joyful dance.

Tree sprites are our little cousins, a simpler kind of tree spirits. They like to play in the forests and groves, and sometimes they cause mischief. Don't think badly of them though. They're such innocent little creatures.



Kodama do sometimes put **curses** on those that anger them. It's not a nice thing to do, but sometimes people need to be taught a lesson. Be kind to the trees and I promise I won't curse you.

Kodama as gods? We do tend to live in one place and watch over it, so we take well to becoming local gods I suppose.



Kodama are tree spirits. They're sort of like "tree henge" in that certain trees have something magical about them that lets them speak and take human form. While they have some trouble understanding humans, they're like fox henge in that they have magical powers and often command respect, so that they can help bridge worlds.

KODAMA POWERS

Sunshine (0)

Basking in the sunshine fills you with life. If you appear in a scene but spend it taking in the sun without moving much, you can automatically get 10 points of Dreams. However, you can't get this effect if you make checks, use other powers, or proactively engage in conversation. (The narrator judges what qualifies.)

Plant Talk (4)

You have the ability to converse with plants. Using this power lets you speak with one specific plant, which can give you information about what's been going on in the immediate area.

Bark (4)

You have the ability to thicken your bark to persevere through pretty much anything. If you use this, you can ignore Surprise. Also, you can use this power to persevere through your own Weaknesses.

Echo (6)

Once you've heard someone's voice, you can use this power to imitate them perfectly. This lasts until the end of the scene, and if you can beat someone's Adult check with your own Adult check (or Child check if you're imitating someone more childish), you can convincingly impersonate their voice.

Green (8)

This magical power makes plants in the surrounding area grow quickly and become more healthy. Plants that are sick become healthy, and plants that are well will grow a little and become more beautiful. If you spend 16 Wonder on this power, you can cause unnaturally rapid growth, turning seeds into full-grown plants in a short time.

Tree Sprites (14)

If there are trees around, you can use this power to summon a number of tree sprites equal to the sum of your Animal and Henge attributes, times two. They will try to help you out as best they can for the rest of the scene.

WEAKNESS

Dormancy

When you exert yourself, you then undergo periods of dormancy. Any time you spend 12 or more Wonder in a scene, you spend the next scene dormant, acting like a normal tree, unless you spend points to overcome this Weakness.

Plant Matter

Where you walk, you naturally leave dirt and leaves and such. This isn't too noticeable in the forest, but most anywhere else, it certainly stands out.

Mute

You lack the ability to use human speech. You may be able to speak to other creatures using your powers, but otherwise you have to find other means of communicating.

Rooted

You belong to a particular part of town, and you have some difficulty outside of it. When you leave your home area, it costs an additional 3 Wonder to use any of your powers. Talk to the narrator to figure out where your home is located.

Strange

You speak and dress in a way that's out of touch with the times, or just looks conspicuous and flamboyant. Because you stand out so much you can't really hide, and if you try to walk around town you'll draw everyone's attention.

Distant

Your way of thinking has become distant from the fleeting world of humans. When you make an Impression Check to form a connection with someone else, or someone does the same towards you, the required result increases by 2.

ADDITIONAL POWER

Fruit (1+)

You're a type of tree that can produce delicious fruit. If you get someone to eat a piece of your fruit, they'll gain Feelings equal to the amount of Wonder you spent on producing the fruit.

Bloom (6)

You're a type of tree that can bloom with beautiful flowers. When you use this power, you show off your blossoms. Everyone who sees this (though no more than three narrator characters) gets 2 points of Dreams.

Wandering Tree (6)

Kodama can't move while in their tree forms, but you have a way of appearing in different places when others aren't looking. If no one is looking directly at you, you can use this power to abruptly be in a different location in your line of sight, leaving no indication that the earth had been disturbed.

Forest Guardian (0)

You watch over the forest area around you, and you know everything that happens within the forest.

Talk to Animals (2)

This power lets you understand an animal. Until the end of the scene, you can converse with one ordinary animal. However, this only works with one particular animal, and you'll have to use this power again to speak with a different animal, even if it's of the same type.

Curse (16)

Your magic includes the ability to put a curse on someone. When you curse someone, the next three checks they make will automatically fail, no matter how many Feelings they spend.

Hey there! My name's Reynard and I'm a **FOX**, as you can clearly see! I'm also simply magnificent; don't listen to those small-minded fools who say I'm prone to bluffing, teasing, or sour grapes.

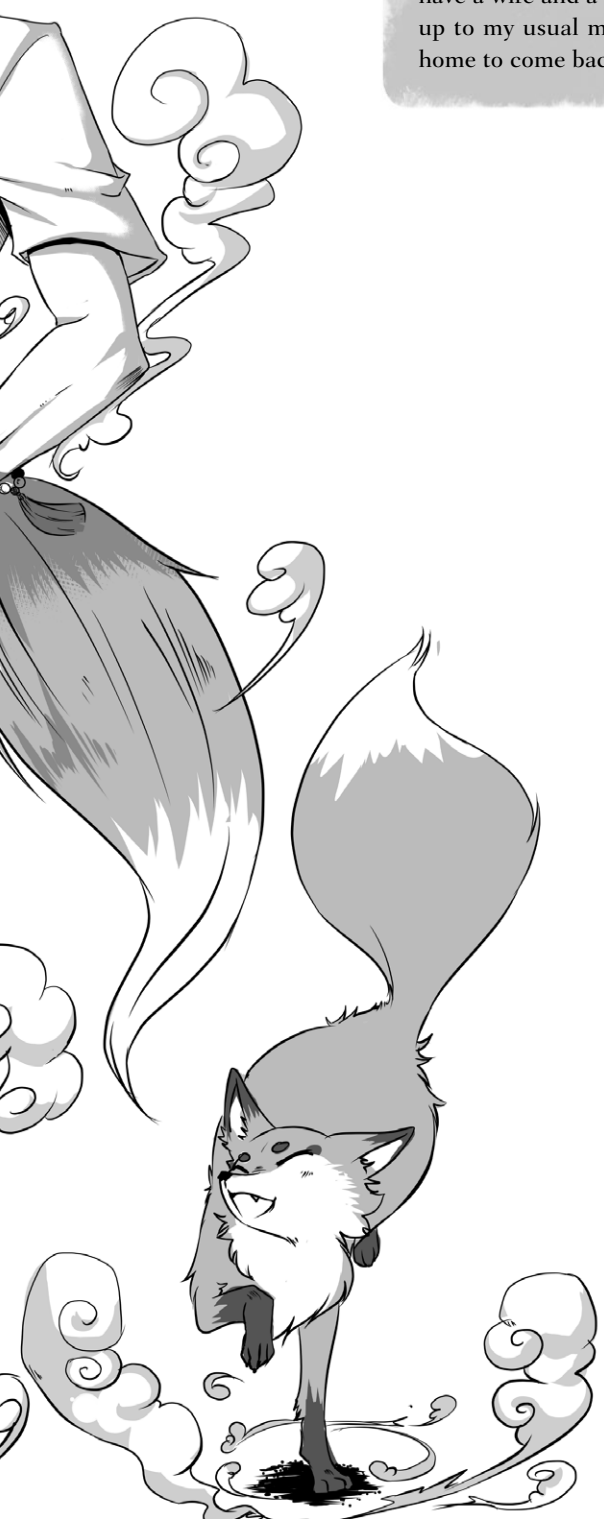
Fox henge? I hear that that's what they call our counterparts from Japan, the long-lived ones with strange powers. Well, I'm just a run of the mill magical fox, and while I can muster up a human form when it suits me, walking on two legs all the time just seems kind of exhausting. How do you humans manage it?

Foxes as animals? Foxes are small, clever canines with luxurious fur, keen senses, and swift legs. We're hunters, who go after small animals like mice, rabbits, and birds. Well, I haven't done that so much now that I can change. It's quite handy as a way to keep oneself fed I must admit.

We foxes are **canines**, but you'll find we're quite different from dogs. Foxes are smaller than your average dog, and sleeker, quieter, and smarter. Not that dogs don't have their charms, but you know how it is with distant relations I'm sure.

There are **different kinds of foxes**, but the ones you'll most readily recognize are red foxes like yours truly. We're found all over the world, even in distant Japan. There are also gray foxes, arctic foxes, fennec foxes (the little guys with big ears), kit foxes, Tibetan sand foxes... You get the idea. We've the most splendid family tree.





And believe it or not, **family** means a great deal to us foxes. Even a wildly magnificent fox like myself has to grow up sooner or later, and I do in fact have a wife and a son. That makes it harder to get up to my usual mischief, but it is nice to have a home to come back to.

We're also into **digging**. We dig dens underground for our homes, and burrowing is an excellent way to escape harm and get into places where people might try to keep you out.

Human towns are just another opportunity for us foxes. People add new sources of food and new places to creep into for shelter, and where some animals keep their distance, we take full advantage of the bounty that humans unwittingly provide.

Yes, I do **lie** sometimes. You can't expect me to tell the truth all the time, can you? Sometimes lies are necessary, and besides, they keep life from being too boring.

Sour grapes? Yes, grapes that go sour are just the worst. ***winks***



Where the fox henge in the Golden Sky Stories rulebook are the fox spirits of Japanese folklore, this is for foxes based more on Western folklore and real-life foxes. Japanese fox henge tend to be cool-headed to a fault and natural leaders, but their Western counterparts are consummate tricksters. What they lack in magic they make up for in grace and gumption. A fox won't shy away from being a leader if he has to, but he prefers to use his talents to mess around. In stories, these foxes cause trouble that helps break people out of familiar patterns.

WESTERN FOX POWERS

Charisma (0)

You leave a very strong impression on people you meet. When making an Impression Check, you only need a result of 3 to make a Strength 1 connection, or a result of 6 to make a Strength 2 connection.

Distraction (4)

By barking or otherwise creating a fuss, you can create a distraction that holds the attention of everyone around you. While you keep up the distraction, everyone in the immediate area will be distracted and not notice anything else going on unless they can beat your Henge attribute plus 2 with their Adult attribute.

Hide (6)

You can completely hide yourself as long as there's a tiny bit of cover. Others need to make a Henge check greater than your Henge attribute plus 3 in order to see you. However, local gods can easily find you in their territory.

Liar (8)

You can make a person believe a lie you've just told them. If they can't beat your Henge attribute with an Adult check, they'll be tricked. They'll go on believing your lie and acting accordingly until they find very clear evidence to the contrary.

Thief (8)

You can take something from someone without them realizing it. You can steal any one item that someone in your field of vision is carrying or wearing. You can even steal articles of clothing, but you can't steal vehicles or other things that a fox couldn't carry.

Digger (16)

When you put your mind to it, you can burrow with surprising speed. You can use this power any time you have access to soil to dig your way somewhere else, letting you enter or leave a scene for somewhere else in town that has reasonably soft earth. You can also bring along others who have connections with you, as long as they're willing to come with you.

WEAKNESS

Sour Grapes

You have trouble admitting your true feelings, preferring to make excuses whenever anything doesn't go your way.

Teasing

You like to tease people all the time. You get blamed for most of the strange incidents around the town, and because of that, your connection from the town can't go above 2.

Bluff

You are always exaggerating your abilities. You must spend 2 points of Feelings just to be able to spend Feelings to raise your attributes in a check.

Strange

You speak and dress in a way that's out of touch with the times, or just looks conspicuous and flamboyant. Because you stand out so much you can't really hide, and if you try to walk around town in human form you'll draw everyone's attention.

Glutton

You love to eat, and if you don't get a proper meal, you can barely move. Furthermore, if there's food in front of you, you have to stop and eat until you're full or the food is all gone, even if you have other things to do.

Cowardly

Though you may put on a strong front, you're something of a coward, and run off at the slightest hint of danger. Whenever there's a loud noise or sudden movement, you're subjected to a Surprise of 4. When someone's power makes you Surprised, your attribute is reduced by 2.

ADDITIONAL POWER

Unflappable (0)

You are very calm and composed. Your attribute increases by 3 for the purposes of resisting Surprise, and if you are Surprised you will not faint.

Stealthy Feet (8)

You move around neither leaving any traces nor making a sound. No one in the scene will notice your presence at all; no check is possible. Unless you speak or do something that will overtly make noise, this effect will continue until the scene ends.

Peek Into Hearts (6)

You can read the heart of another. This mainly lets you hear what someone is saying in their head, not what they're feeling or what's true. Still, it lets you find out what someone's real intentions are from their heart rather than their mouth.

From the Shadows (6)

You can be anywhere and catch sight of anything. If you use this power, you can declare that you've seen something that happened before in another scene or story, even if you weren't there. However, you can't use this for things that happened before you were born.

Dine and Dash (4)

You can make off with food without anyone noticing. If someone is carrying food or has food next to them, you can take it. It doesn't matter how big the food is, though it has to be something you can actually get a grip on, so a wedding cake or a hot frying pan would be right out.

Quick Brown Fox (8)

You're very, very quick when you run away at full speed. You can interrupt any check to flee from the current scene to somewhere safe. You can also take one unresisting human or henge with you as you run away.

Hello there. My name is Tom, and I'm a **WITCH'S CAT**. Or I'm a cat who has a witch. Melissa is the one who feeds me, and there's some magic stuff too. If I seem prideful it's because I'm great, if I appear lazy it's because cats need their sleep, and if I dress strangely it's because I'm a magical cat.

Where **cat henge** are cats that have learned to take human form, a witch's cat is bonded to a witch through a special ritual. It's partly a bond of friendship, but it runs deeper than that. We met when I was a kitten and she was... younger, and we grew up together.

Normal cats are superb creatures, possessing a grace and poise seldom seen in the animal kingdom. They have keen senses, quick reflexes, and sharp claws. Some find their own way in the wild, while others deign to let humans feed and pet them. I get along with them reasonably well, though they know there's something different about me.

I do still **purr** and such like a normal cat. You can't expect me to give up all the pleasures of being a cat just because I work with a witch. Also, I don't suppose I could have some of that tuna?

Yes, I wear a **collar**. Some cats dislike wearing one, but I don't mind. It's a symbol of my bond with Melissa. Also, it's handy when I don't feel like upsetting a human by revealing I can talk. Some of them don't deal with that sort of thing very well.





Magic is a curious thing. It doesn't live in dusty old tomes. It's more like a way of seeing and touching the world. Everyone has a little bit of magic in them, though of course witches and their cats have quite a bit more than most.

Magic is sort of like **art**, actually. You have to feel it, to feel the inspiration, the need to do it. Every now and then Melissa needs to take a break and find that spark again to keep believing in her own magic.

Where do witches come from?

I believe they have mothers like everyone else.

Melissa and I live a little **outside the town**, up in the hills. She'll venture into town to buy food and such, but unless we go into town, we usually only ever meet henge, mononoke, and the occasional local god.

Witches are fond of **flying on brooms**. It's... something I've learned to deal with.



A witch's cat is a special type of magical cat that acts as a companion to a witch. Ideally another participant should be playing the game as a witch, but the witch can be a narrator character instead if you like. Witch's cats are a little different from normal cats and cat henge. A witch who takes on a proper familiar is bonded with the cat through a special magical ritual, and the cat becomes even more magical than a normal cat henge. They can have unusual fur colors, and wield certain magical powers. If you want to make your witch's cat a little more like a cat henge, you can swap out some of the Powers and Weaknesses.

WITCH'S CAT POWERS

Witch Bond (0)

You share a special bond with a particular witch. You each start the game with a Thread towards the other, and the cost in Dreams to strengthen your connections to one another is reduced by 1.

Magician's Assistant (1+)

You have a special ability to aid others when they're using their special powers. If someone in the same scene as you is using a Power, you can donate your own Wonder towards the cost.

Beckon (4)

By adopting the pose of a *maneki neko* and making a beckoning gesture, you can force someone to come closer to you. They have to be in the same scene as you and within your field of vision. If they can make an Adult check that beats your Henge check, they can act normally, but if not they are inexorably drawn closer.

Cat's Eye (4)

Your keen feline senses let you find things when other people might not be able to. Using this power lets you discover the location of something or someone you're looking for in the immediate area regardless of what obstacles might prevent you from finding your objective.

Cat Burglar (8)

You can take something from someone without them realizing it. You can steal any one item that someone in your field of vision is carrying or wearing. You can even steal articles of clothing, but you can't steal vehicles or other things that a cat couldn't carry.

Cat Bus (12)

You possess the magical ability to summon the magic cat bus. This bus appears in a flash, and it can take up to 20 passengers anywhere in town.

WEAKNESS

Pride

You take an arrogant attitude towards humans and other henge. When others want to increase their connection to you, it costs them an extra 2 Dreams. This doesn't apply to your witch.

Strange

You speak and dress in a way that's out of touch with the times. Because you stand out so much, you can't really hide, and if walking around town in human form, you'll draw everyone's attention.

Cat Tongue

There are a lot of things you can't eat. You can't have hot (temperature-wise) things, citrus fruits, squid, or raw onions. If you eat any of these things by mistake, you're automatically affected by a level 7 Surprise.

Spoiled

Rather than doing things yourself, you'd much rather find a way to get someone else to do them for you. With the exception of Impression Checks, you cannot make any checks unless all of your friends have tried and failed.

Skittish

You are naturally curious and have a strong hunting instinct. When you see something smaller than yourself, or something you don't really understand, you'll go after it. And yet, when its movements or reactions turn out to be something unexpected, you'll be Surprised. (Make a Child check; the narrator sets the required number.)

Lazy

You're particularly sensitive to heat and cold, and a rather lazy cat. You can only spend 1 point of Feelings for checks relating to actively moving your body around.

ADDITIONAL POWER

Pearls Before Cats (10)

This spell makes someone's worldly desires disappear until the end of the scene. This means they can ignore weaknesses that affect their behavior, and they cannot be tempted or bribed by money or material possessions, instead making calm, rational decisions.

Witch Form (6)

You can transform yourself to look just like the witch you're bonded to. Others can figure out that you're not the witch by making a check greater than your Henge attribute plus 2. This effect lasts until the end of the scene or until you cancel the transformation or take on a different form.

Kitty (0)

Witch's cats often have odd fur colors and such, but you look like an ordinary cat, the kind people see everywhere. Even when you are in your animal form, you will not Surprise people who see you, and they will not find your presence strange.

Cat Stare (10)

Your glare can paralyze someone. If your Henge attribute exceeds their Child or Adult, you can stop them from saying or doing whatever they were intending. However, if you use this power on someone, the strength of their connection to you goes down by 1, regardless of whether it has its intended effect.

Cat Paths (10)

You can use paths that only cats can see to appear and disappear unexpectedly. This lets you enter or leave a scene when and where you want, regardless of whether it's already in progress. This even works if you're doing something different in another scene taking place at the same time.

Sleeping Soundly (0)

You can participate even when you're doing nothing. If you appear in a scene but spend it sleeping, lazing around, yawning, etc., you can automatically get 10 points of Dreams. However, you can't get this effect if you make checks, use other powers, or proactively engage in conversation. (The narrator judges what qualifies.)

Hello friend! My name is Nimkii, **RACCOON** henge extraordinaire, at your service! I'm 2 years old, but as a human I look about 16. You know, old enough that people start taking your advice seriously. Speaking of that, I have a serious question: how do you live in a town so small? I've never lived in a place with only one convenience store.

What do you mean you've never heard of **raccoon henge**? Most raccoon henge make our homes in crowded cities. We tend to use our magic to keep pace with and even outsmart our human neighbors. Other animals try to be super sneaky in the city, but raccoon henge care more about figuring out how the human world works. Then we use that knowledge to our advantage! Besides, I'm not exactly built for stealth work. That's more of a cat's job.

I bet you're wondering about **raccoons as animals** too. We're procyonids, which is fancy-scientist-speak for raccoons like me and other animals you might not have heard of, like ringtails and coatis. We all have long banded tails and facial markings. Even though raccoon dogs, giant pandas, and red pandas look a bit like us, we're not closely related.

Trash panda?!? I'm a respectable member of a vibrant urban community!

My **sense of touch** is super sensitive. I can learn more from touching an object than looking at it or smelling it. My paws also help me get into places that humans try to keep locked.





The name for raccoon in some languages translates to **“washing bear.”** That’s because we’ll dip food into water before eating, so it looks like we’re washing it. Even I get the urge to do it sometimes. I’m not sure why. P..p..please stop staring. ***blush***

You may have seen my cool **mask.** I’ve heard a couple of stories about why raccoons have them. It might help us see in the dark. It could also allow us to read each other’s facial expressions better.

Raccoons **aren’t native to Japan,** but these days you can find us in every prefecture. Let me tell you how that happened! There was a TV show many years ago called *Rascal the Raccoon* that starred an adorable baby raccoon. Viewers fell in love with Rascal and wanted pet raccoons of their own. We don’t make great pets, though, and those adopted raccoons either escaped or were released when they grew up. Given how clever we are, it didn’t take much effort to adapt to our new home!



Adventures in Golden Sky Stories are often set within small towns in the peaceful countryside. Raccoons are outsiders to this lifestyle: henge that have adapted to live in the more fast paced and populated human cities. Magic and technology are a natural combination for raccoon henge, and they thrive in the blurred spaces in between. Keep in mind that while raccoon henge genuinely want to be helpful, they may over-share their knowledge and experience. Don't be surprised if other henge need to remind them to slow down and enjoy the scenery.

RACCOON POWERS

Curious (0)

Discovering new things and meeting new people is your passion. Reduce the cost to strengthen your connections to others by 1 Dream.

Idea Exchange (1+)

You've seen a lot more of the human world than other henge and love to share what you've learned. If someone you have a connection with is trying to make an Adult check, you can use this power to help out. Add the Wonder you spend on this power to their feelings to get the final total for their Adult check.

Escape Artist (4)

There's no cage that can hold you and no garbage can lid you can't open. Use this power to open any locks, latches or doors that stand in your way until the end of this scene.

Empathic (6)

You can sense subtle changes in expressions and body language, even if someone is hiding their real emotions. Use this power to ask what another character is feeling right now. The character's player or the narrator will answer you truthfully. Remember that this doesn't reveal what someone is saying in their head, just their honest emotional state.

Insight (10)

Your sense of touch is so sensitive that it must be magical. While investigating an object you may ask the Narrator one question about this object's use or this object's last owner. The Narrator must answer truthfully. You cannot use this power on living things.

Follow Me! (16)

You know some people can't say no to a good chase. You pick a number of humans, henge or animals in this scene and lure them into chasing or following you. Describe how your cunning allows you to slip from their grasp at the last moment. You may use this power to deescalate squabbles and tense moments. This power doesn't work on local gods, who see right through your gambit.

WEAKNESS

Strange

You speak and dress in a way that's out of touch with this place. Because you stand out so much, you can't really hide. Even if you are walking around town in human form, you'll draw everyone's attention.

Washing Bear

You have a primal urge to dunk any food you receive into a nearby body of water. You have to do this, even if you have much better things to do. Hopefully the other henge will understand...

Know-It-All

You might be an outsider, but you'll prove you get what's going on! When someone explains a tradition or custom that's new to you, you always react by searching on your smartphone for an additional fact to share. You can't put your Adult attribute below 1 when you create your henge. What happens to your phone while you're in animal form is up to you.

Flatfooted

Your paws and feet aren't built for running. You can't put your Animal attribute above 1 when you create your henge, and you have to spend 1 extra point of Feelings when raising attributes for checks involving moving your body around on the ground.

Impulsive

If people come to you with a problem, you need to help out, especially if the job seems impossible. If you fail a check while fulfilling a request, you'll be Surprised. (Make a Child check; the narrator sets the required number.)

Trash Panda

People have a hard time warming up to you because you have a reputation of causing more problems than you solve. The cost to strengthen connections to you is increased by 1 Dream.

ADDITIONAL POWER

Scrutinize (4)

Your fascination with new experiences helps you keep your cool. Using this power lets you ignore the effects of one instance of Surprise.

Reflection (10)

An outsider perspective can help others gain understanding. Use this power to re-watch the events in a previous scene with one other character. The character joining you could be a player character or a narrator character. You may freely discuss what occurred in the previous scene with each other, but you cannot change the past with this power.

Trending (14)

Your social media friends can always be called on in a pinch! A number of your human followers equal to the sum of your Adult and Child attributes times two arrive to lend their support. You cannot use this power while in animal form. If your followers see you with ears and a tail, they may be Surprised.

Tree-Topper (4)

You can effortlessly climb to the highest point in a scene, be it a tree, roof or otherwise. When you perform tasks where your height puts you at an advantage, add 2 to your attribute.

Observant (6)

This place might be new, but you're a quick study. Use this power to know the current location of any resident of the town and what they're up to.

The Best Toys (8)

If there's a problem at hand, you might have just the tool to help! The Narrator will tell you what random object you have on hand, but it's up to you to describe how it solves the problem. You can only use this power once per story.

Oh, hey there. My name's Mary and I'm a **SHEEP**.
I'm timid, gullible, and a little too relaxed? ...*yawn* Okay.

Sheep henge? Well, uh, there aren't a lot of sheep henge. Normal sheep aren't the most magical animals, so it takes a really magical one to become a henge. Maybe it's because people associate us with sleep, but we can make people fall asleep and affect their dreams. *yawn* I dunno. ...Sorry, I nodded off there for a sec.

Sheep as animals? People have been keeping sheep for a long, long time. We don't really know how to not be around people anymore. It's not a bad life though. We hang out and graze and get shorn for wool once in a while. Our wool keeps us warm, but we grow a little too much, so people shear us now and then and use the wool for sweaters and stuff.

I have **weird eyes?** Well that's kinda rude. Okay, I know most animals don't have rectangular pupils, but they let us see better.

Grass is nice. I think it's my favorite thing to eat. Nothing like wandering around a field and having a good graze. People shouldn't eat grass though. I think it's bad for your teeth or something?



Sheep like to form **flocks**. We just don't like being alone, so we form groups and hang out together whenever we can.

Rams like to fight for **dominance**. It's kinda dumb, but they'll butt heads and stuff until they decide who's the boss. It's mostly the boys, the ones with big ol' horns, who do that.

Everyone needs **sleep**. Stuff just builds up, and sleep is how you let it out. You can't go without sleep for too long. And if you're having trouble sleeping maybe I can help.

Sleep is when we have **dreams**. Dreams are where your heart unburdens itself, so you should listen to what your dreams are telling you. They may be confusing, but if you think about your dream long enough you'll figure out what it means.

In the **zodiac**, sheep are good luck I guess? I dunno. I'm gonna go take a nap.





Sheep henge are curious creatures, rare magical members of a decidedly un-magical species, and the layers of human beliefs seem to grant them unusual powers. They can go to extremes of placid and aggressive, but they have an affinity for sleep and dreams, and for calming and healing others. While they have many ways of going about it, sheep henge always strongly affect those around them.

SHEEP POWERS

Just a Sheep (0)

You're a pretty ordinary domestic animal, and while people may think you're lost if they see you somewhere unusual, they won't be Surprised just from seeing you.

Good Fortune (4)

You're a source of good fortune. When someone in the same scene is making a check, using this power lets you spend your own Feelings for their check.

Sweet Dreams (6)

You can cause someone to fall into a gentle sleep by counting out loud. This costs 6 Wonder if they willingly lay down, or 12 if you force them to sleep. Once they sleep, they miss out on the rest of the scene, but when they wake up they gain 4 Feelings and 4 Dreams.

Tranquility (6)

By embracing someone, you can give them peace of mind. If someone is Surprised, has lost a quarrel, or is otherwise troubled, you can cheer them up and bring them out of that state.

Innocent as a Lamb (8)

You can keep secrets and tell lies without arousing suspicion. When you use this power, you cause one person to stop suspecting you. Even if there is definite proof, they will not suspect you unless someone gets you to admit it. This effect continues until the end of the scene.

Dream Walker (14)

When someone is sleeping, you and one or two others you have connections with can magically enter their dreams. The current scene ends, and you start a new scene during which you and anyone you bring with you can explore the target's dreamscape. You can only stay in a dream for one scene, but while you're there, you can make checks to try to influence the dreamer or find out something about them. What specific checks you need to make depends on how you're trying to influence them.

WEAKNESS

Herd

You have a particularly strong herd instinct, and you never know what to do when you're by yourself. You can't act separately from someone else.

Violent

You're violent, and you're always using your fists (or horns) more than your head. When you need to make a check for persuading or asking something, you'll fight instead. Naturally, you're no good at persuading or making requests.

Impatient

You're prone to being flustered and rushed, often engaging in wasted efforts, always wanting to move on to what's next. Any time you use a power, you have to spend 1 additional point of Wonder.

Timid

You're very timid, and easily Surprised when those around you do or say unexpected things. When such things happen, you are Surprised with the Surprising person's Child attribute, plus 2.

Gullible

You just can't figure out when you're being tricked, even when you're in the middle of tricking someone yourself. You never suspect you're being lied to, and even if you as the player fully understand that a lie has been told, your henge will have to believe it.

Relaxed

You move slowly, and you just can't help it. You can't put your Animal attribute above 1 when you create your henge, and if you want to raise it for a check, you have to spend 1 extra point of Feelings.

ADDITIONAL POWER

Electric Sheep (4)

You can create a bit of static electricity when you want to. This can cause Surprise based on your Animal attribute, or it can briefly disrupt an electronic device, so that anyone using it will need a few minutes to get it working again.

Brawling Buddies (o)

You have a knack for forming friendships through scuffles. You can fight (see *Golden Sky Stories* p. 63) in place of a normal Impression Check to create a connection. When you do this and use your Animal attribute, spending 1 point of Feelings gives you a Strength 1 connection, and spending 3 points of Feelings gives you a Strength 2 connection. The connection's Contents will be Trust or Rivalry. However, when you do this, you mustn't hurt them emotionally.

Two Shakes of a Lamb's Tail (6)

You're fast enough to get anywhere in town in a short amount of time. By using this power you can get to anywhere in town by the end of the scene or before the beginning of the next scene. You can carry one or two others with you when you do this, though only if they're willing.

Creative (6)

Your mind has a knack for thinking of things others wouldn't. When you use this power, the narrator gives you a hint about how to solve a problem. The narrator can decide to not let you use this power if they can't think of a good hint or if it doesn't make sense to ask for one.

Golden Fleece (o)

Your fleece coloring is rare, even among sheep. It represents a kind of nobility others can't deny, and you leave a very strong impression on anyone you meet. When making an Impression Check, you only need a result of 3 to make a Strength 1 connection, or a result of 6 to make a Strength 2 connection.

Cute (o)

You have a certain charm that makes everyone find you cute and loveable. The cost in Dreams for others to strengthen a connection to you is reduced by 1.

Hi! I'm Akiko Ikeda, and I've got a secret. I'm a **MAGICAL GIRL!** That's right, when I'm not being a normal girl at school, I'm out there bringing love, hope, and miracles to people who need them! Uweh? I'm easily distracted, frantic, and always busy? I'm just trying to keep up with everything as best I can!

What are magical girls? Magical Girls are people who have a **strong wish** bound with magic, like a little crystal in our hearts. When we embrace it, we become like the henge and mononoke, capable of miracles and wearing our heart's desires on our sleeves-or, as robes, skirts, or any manner of clothing, really. When we're done, we can let our wishes go and be normal for a while.

I made my **wish** on the night of the Nihonmatsu Lantern Festival two years ago. Something about the glow of the lanterns in the chill night air made me want to always have a bright, warm place to be, and I wanted people to feel that with me too. I still feel that glow in my chest, even today.

What's my **magical girl name**? Like Magical Princess Pretty whatever? Isn't that a little old fashioned?

Unlike witches and espers, I get to have **a choice** in how I live my life-my powers don't go crazy, I don't have to memorize strange incantations, and I don't have to spend most of my time in one place. I get to be in the school play, occasionally go shopping in the city, and enjoy time in the cafe and explore the strange world of gods and wonders around town.





However, all of that means I'm actually **far more torn** between my normal life and my magical life. I have to deal with school work and talk down forest gods who get grumpy. Too much attention to my homework and future, and I'll lose touch with my wish. But if I spend too much time pursuing Wonder, I push away my family and friends. Now you know why I'm always panicking!

I love making friends with the **henge and mononoke!** They're all so bright and lively, and they know the little secrets of our town like no one else does! Riko in particular makes me laugh and want to do the best I can for her, even if she keeps getting into trouble. But she keeps popping up in school as random things! Uweh! It's really alarming!

Magical boys? I haven't even met many magical girls, so I don't know for sure, but I have to assume there are magical boys too. Guys can hold gentle, powerful wishes too, right?

Uweh? Magical girls who hold **curses** can become monsters? I don't think that's true. Anyone who feels their wish is betrayed enough will lash out, and if they use magic to do it, they can seem monstrous-but they're just people who need patience and kindness to trust in their wish again.

I hear rumors sometimes that magical girls are actually **reincarnations** of powerful queens, or even goddesses. I gotta admit, I don't know if that one's true either, but I hope it is. There's something beautiful in the idea that a wish is strong enough that it lasts through time, and that some of us girls are passing that on.



The magical girl is an intermediary between the worlds of humans and the wondrous, and as such balances between two playstyles: blending in with the town and using that belonging to work subtly with people, while also transforming to become a powerful wish-granter and guide to one's own heart.

In conventional gameplay, it would be like playing a social rogue and a wizard at different times. The magical girl marries the two together by creating scenarios where the heart's troubles can be confronted directly with the help of friends and a little bit of magic, removing problematic elements and providing miracles for people to draw courage from, all while dealing with whether or not to let the different parts of her life interact.

MAGICAL GIRL POWERS

Identity (0)

You're a human resident of the town, an ordinary young adult people see everywhere. In your normal form, you will not Surprise people who see you, and they will not find your presence strange.

Sticking Close (4)

When you come to like someone, you can help them find calm and strength. You can even use this at the same time as an Impression Check. When you're both appearing in the same scene and you use this power, they receive Feelings equal to the strength of your connection to them.

Distraction (4)

By generally panicking or otherwise creating a fuss, you can create a distraction that draws the attentions of everyone around you. While you keep up the distraction, everyone in the area will be distracted and not notice anything else going on unless they can beat your Child attribute plus 2 with their Adult attribute. You can also reasonably sneak off at the end of the scene without anyone noticing.

★ Change Clothes (6)

This power lets you change the clothes of a willing recipient to whatever you want. You can use this to remove a target's Strange weakness until the end of the scene (as far as clothing goes). You can also use it on an unwilling recipient by spending 12 Wonder. You can use it on yourself, but doing so transforms you back into your normal form.

★ Magical Burst (10)

You cause a burst of light and sound. No one gets hurt in this display, but it causes Surprise. Everyone in the same scene who the Magical Girl wants to affect is subjected to a Surprise of 8.

★ Dream Stage (12)

You can make a little world in the scene out of the feelings in a person's heart, letting those in the scene interact with their dreams, giving that person Wonder and Feelings freely and improving their connections to them in the middle of the scene if desired. If your Henge attribute is higher than the person's Adult attribute, you can make that person hold back on doing something they were planning or go ahead with they were holding back on. At the narrator's discretion, Dream Stage may also allow for other benefits or problems to occur in the scene.

WEAKNESS

Twisting Fate

Whether it's the weight of a past life or the cost of expressing your wish with Wonder, sometimes things just go really wrong for you. Once per story, the narrator can have one of your actions fail in a particularly embarrassing way. You cannot spend points to overcome this weakness.

Diligent

Your life, be it school or work or home, is unavoidably important. Define a period of time in the day that you must pay attention to. During this time, you are not available for scenes, taking care of business in your life.

Transformation Trinket

Your wish is tied to a small item—a beloved toy, an important locket, a gifted ring, or something else—that you need to transform. Any scene where you do not have the trinket, you cannot transform. If you are separated from it while transformed, you change back at the end of the scene.

That One Friend

You have one friend among the henge or mononoke who doesn't quite understand the importance of your time in town. Once per story, that friend will interrupt you while you are doing something important in town.

Overshadowed

It's easy for people to overlook you when you're not shining with your wish. When you are not transformed, treat the strength of connections to you as one less, to a minimum of one. If you spend an entire scene untransformed, Feelings you receive are decreased accordingly.

Curses

Whenever you hold a dramatically intense feeling of ill-will towards someone (at the narrator's discretion) in your normal form, the next power you use while transformed also causes minor unfortunate things to happen to those around you. This affects others with Surprise equal to your Henge attribute plus 4.

ADDITIONAL POWER

Fated Friends (6)

Maybe you knew them in a past life, or maybe the power of your wish drew them in with it's gravity. Either way, some people just feel familiar to you, and you to them. This power lets you increase the strength of a connection someone makes to you via an Impression Check by 1.

Spare Change (0)

Whether it's because you earn an allowance or a paycheck or just simply because people know you'll be good for it, you have no problems getting ordinary, everyday objects. Once per scene, you can obtain such an item from someone in the town.

★ Wishing Star (30)

If someone returns your transformation trinket after two scenes of it missing and the magical girl not knowing where it is, you may grant them a wish as a kindness in return. This is a real wish, and lasts forever. If you decide to be mean about the wish, the narrator may refuse to grant it. You may only use this power once per story.

Magical Companion (0)

Of course, the henge or mononoke is still a good friend, and is there to help you out. At the start of each story, you have a connection with your henge with a strength of 2 each way. You can only raise this connection after a scene where they've appeared. Please discuss what your companion is like with the narrator.

★ Dream Ward (8)

You can make it so a person experiences the events of the scene as though it were like a dream, keeping the emotions involved but forgetting the details of who was there or what exactly happened. While under Dream Ward, the affected person does not suffer Surprise. If they try to remember things clearly after the scene, they must beat your Henge attribute plus 2 with their Henge attribute.

★ Mending Prayer (20)

Your minor wishes are more potent than most, and as such you can heal people and fix places and things. You can heal up to broken bones and cure the flu, and can repair up to a car or a large room. You can heal a person or fix objects, but not both at once.

Uh, hi there. I'm... a **TSUKUMOGAMI**, specifically a kasa-obake. My name's Plemo. Well, I mean, "Plemo" is what it says on my handle, so I just kinda went with that when I came to life?

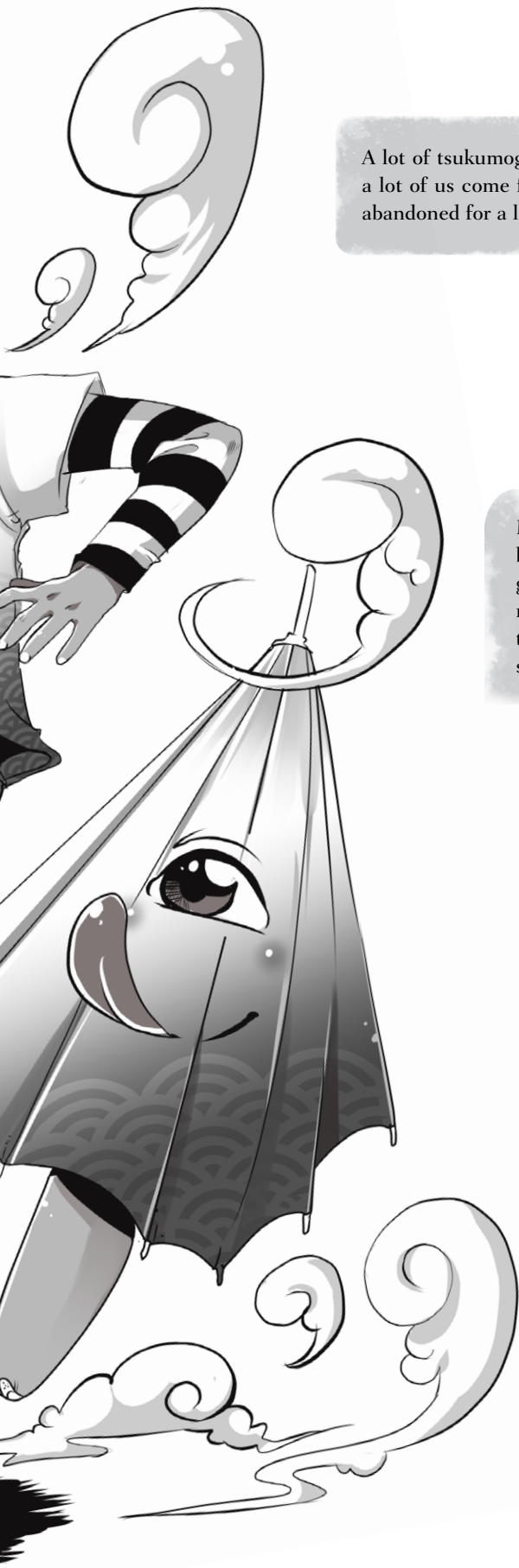
What is a tsukumogami? So, like, when people use tools they put their feelings into them, and sometimes those objects come to life. We may grow limbs and stuff, but we still started as things people made, so we can't help but feel a certain attachment to people.

Animals I get along with? Animals are... tricky for us. A lot of them don't know how to deal with manmade things.

Most of us start as **things from everyday life.** I wonder if people have a hard time confronting mononoke versions of things that are so familiar.

What tools really want is to be **useful.** People made us to do things that they can't do by themselves. We can find our own purpose if we try, but it's hard. I learned how to make friends and have fun, but I do still like to shield others from rain.





A lot of tsukumogami are **lonely**, because a lot of us come from objects that someone abandoned for a long time.

Resentment is a problem for some tsukumogami. People make us, we serve them, and sometimes they treat us badly or just abandon us.

Many tsukumogami are **old**. You don't have to be 100 years old to become a tsukumogami, but I guess it helps. Old objects have more time to accumulate emotions and memories. That's why a lot of tsukumogami started out as old things, like straw sandals, scrolls, and paper lanterns.

Some tsukumogami are **new** though. I mean I'm a pretty new umbrella, and I've met other tsukumogami who started out as things like phonographs, telephones, TVs, and even video games. What matters is the emotion.

Personally, I like the **rain**. I feel useful when it's raining. Most other kinds of tsukumogami don't like getting wet—it's bad for electronics and the strings on instruments and such—but that's another time I can be helpful!

Tsukumogami as gods? I don't think I've ever heard of such a thing. Gods are usually more to do with nature, right? Maybe the world will change enough for something man-made to be a god someday. I don't think I'm ready for the responsibility myself though...

A Typical Tsukumogami

A tsukumogami is a manmade object that has taken on a life of its own and become a mononoke. Although they're traditionally depicted as bamboo umbrellas rather than modern metal and cloth ones, *kasa-obake* like *Plema* are one of the most iconic types of tsukumogami. Folklore holds that an item has to reach 100 years old to become a tsukumogami, but it's actually just that it's more common for older items to become tsukumogami.

Tsukumogami reflect the animistic Shinto beliefs of Japan, positing a world where everything has a spirit. When artists of the Edo era drew *yōkai*, they would take countless everyday objects and give them faces and limbs to turn them into tsukumogami. They provide a surreal and emotive new way to look at the things around us that define our daily lives. Participating in a story as a tsukumogami is an opportunity to see the world from a formerly inanimate object's perspective, to consider what the things around you might think and feel. The common thread among the various types of tsukumogami is a certain loneliness. People made them for a purpose, used them for a time, and then abandoned them. Some tsukumogami just want to find friendship, to find the connections that they miss, while others let a resentment grow, and it will be up to you to help them heal.

Other Kinds of Tsukumogami

Practically any kind of manmade object can potentially become a tsukumogami. Below are ten of the major types from Japanese folklore, but you can opt to make your tsukumogami be an animated version of a more modern item like a game console or electric lamp.

Bakezōri: A *zōri* is a type of straw sandal, cheaper and lighter than the wooden *geta* sandals. When they become tsukumogami, they become *bakezōri*, with two arms and two legs, but one bulbous eye. They like to scare people in their houses, and will wander around singing strange songs.

Biwabokuboku: The *biwa* is a type of traditional Japanese lute, and a neglected *biwa* can become a *biwabokuboku*. These creatures look like a person in a fine kimono with a *biwa* for a head, and they like to sit quietly and pluck out songs lamenting their neglect. Other types of instruments can of course become tsukumogami as well.

Chōchin-obake: *Chōchin* are traditional Japanese paper lanterns, made from a spiral of bamboo covered in paper or silk. When they come to life, they become *chōchin-obake*. The lantern gains a comical face, and splits open towards the bottom to form a gaping mouth with a lolling tongue of flame.

Hahakigami: A *hahakigami* is a broom that's come to life. They tend to be a little obsessive about cleaning, and will spend a lot of time sweeping up.

Ittan-momen: These tsukumogami are rolls of cotton that have come to life. They like to flutter through the air and wrap around people.

Kameosa: The *kameosa* is a tsukumogami that began as a jar used for storing sake or other liquids. As a tsukumogami a face appears in the jar, and it can produce an unlimited supply of liquid.

Kasa-obake: Also known as karakasa-obake, these are umbrellas that have taken on a life of their own. Folktales tell of traditional bamboo umbrellas becoming kasa-obake, but more modern umbrellas can become tsukumogami too, as Plemo demonstrates. These creatures sometimes have two legs, but in their mononoke forms they usually hop around on one leg, and have a single eye and a long tongue.

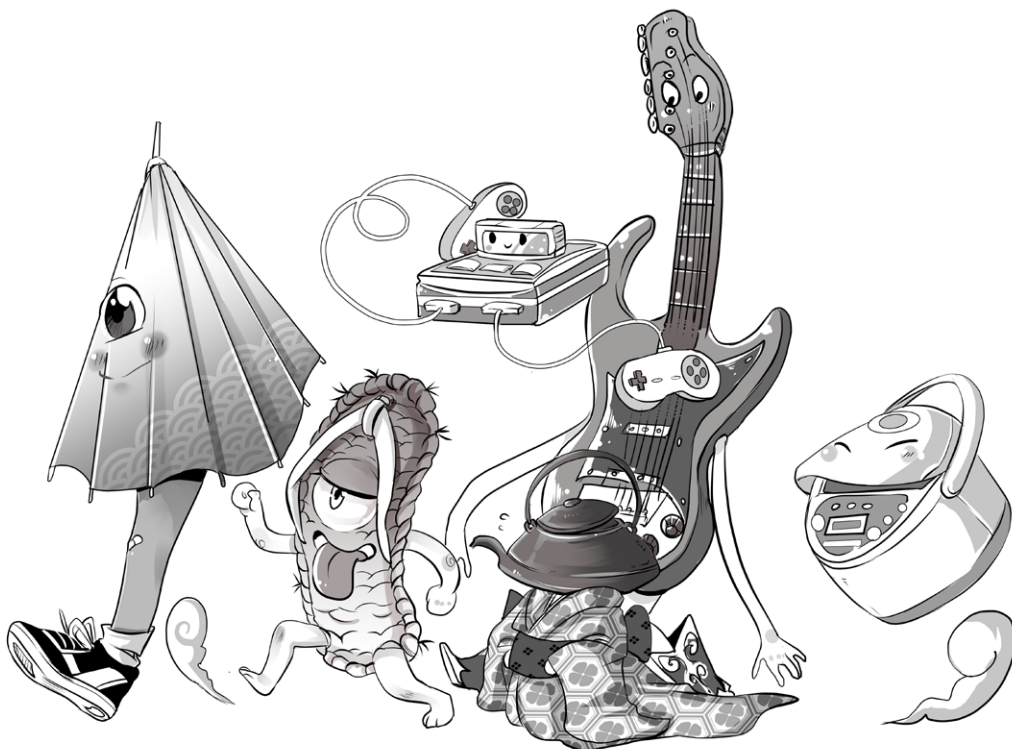
Kyōrinrin: This curious creature is an amalgam of several scrolls that have come to life and taken on a form that vaguely resembles a dragon made of scrolls. They tend to be scholarly themselves, and possess quite a bit of knowledge.

Kutsutsura: These curious tsukumogami are a result of either a shoe or a crown coming to life. It looks much like the original object with a face, and likes to steal fruit (melons in the case of shoes, plums in the case of crowns).

Menreiki: A menreiki is a mask that has come to life. While traditionally this happened with wooden masks used in various kinds of dance and theater, newer menreiki can come from modern superhero masks and such.

Names

Since tsukumogami are manmade objects that came to life, they tend to have simple names derived from whatever names or other information is available to them when they come to life. Plemo just went with the brand name printed on his handle, and similarly other tsukumogami adopt names like Himo (string/thread), Tsubo (pot), Tetsu (iron), Nendo (clay), etc.





Transforming

Tsukumogami are animated manmade objects, and thus they don't show ears and tails when the transform like henge do. Instead, when they transform they may reveal some of their artificial nature.

- Cost +0 Human, but with some obviously artificial parts, such as joints, glowing lights, bamboo, etc.
- Cost +2 Human except for one or two small details that look artificial.
- Cost +4 Completely human.

TSUKUMOGAMI POWERS

Poltergeist (4)

This power lets you make objects move around and float without touching them. You can move around several objects that your Animal attribute would let you lift. People who see this happening for the first time are subject to a Surprise of 4. However, for whatever reason this power can only affect things made by human hands, so it won't work on things like trees, leaves, or people.

Ghost Light (6)

This makes it appear as though there's a ball of fire floating in the air near you. However, you can only use this power in the evening or at night, and only while in your full tsukumogami form. For the rest of the scene, you can use it to make people who see it flee in fear or draw closer out of curiosity. If they can make an Adult check that beats your Henge attribute, they can react however they like, but if you win, the choice is yours.

Mend (6)

You can easily mend an inanimate, manmade object that's damaged. This has to be an object you can hold in your hands and all the parts have to be available to you (you can make substitutions if there are other parts available), but it can be anything artificial.

Sneaky (8)

You can move around without making a sound or other signs, so that others don't notice you at all. This lets you take action without anyone in the scene spotting you, without any chance to resist. This effect continues until the end of the scene or until you make some kind of noise, like talking above a whisper or causing a flashy scene.

Hidden Village (12)

The land of the mononoke, the Hidden Village, lies in the depths of the mountains or forests, and this power lets you pay a visit. You can bring someone else along, so long as you have a connection to them. You don't need to use this power again to exit the Hidden Village. Henge and mononoke are free to enter the Hidden Village, but people must have a mononoke escort.

The Artifacts' Dance (14)

Your magic can cause manmade objects in the immediate area to temporarily come to life. This animates a number of objects up to the sum of your Animal and Henge attributes, times two, until the end of the scene. They'll do their best to help you out with whatever situation you're facing.

WEAKNESS

Loneliness

You're prone to loneliness, and you hate being alone. You can't act separately from someone else. You have to always be with someone.

Strange

You speak and dress in a way that's out of touch with the times, or just looks conspicuous and flamboyant. Because you stand out so much you can't really hide, and if you try to walk around town in human form you'll draw everyone's attention.

Gullible

You just can't figure out when you're being tricked, even when you're in the middle of tricking someone yourself. You never suspect you're being lied to, and even if you as the player fully understand that a lie has been told, your henge will have to believe it.

Scary

You have a massive body, a scary face, or similar. When you make an Impression Check, the Strength of the connection the other side gets to you is reduced by 1. (In other words, you need a result of 8 to create a Connection at all.) However, this only applies to those you've never met before. If you have a Thread with someone you can form a n normally.

Timid

You're very timid, and easily Surprised when those around you do or say unexpected things. When such things happen, you are Surprised with the Surprising person's Child attribute, plus 2.

Giggle

Even if you're hiding, when you see a mistake or mischief nearby, you can't help but reveal yourself by laughing. You can't hide when you succeed at Surprising someone or manage to play a prank on someone.

ADDITIONAL POWER

Ordinary (0)

In your true form, you appear to be an ordinary, everyday object that won't cause Surprise as long as you stay still and silent and don't use any powers.

Music (6)

You're one of the types of tsukumogami that can make music, whether by being an instrument, playing recorded music, or something else. When you use this power, you play an especially nice song. Everyone who can hear it calms down and gains 2 Dreams.

Talk to Things (4)

Having begun as a manmade object, you can speak to inanimate objects and get an answer back. When you use this power, you can briefly converse with one object. It can tell you about whatever has gone on in the immediate vicinity recently, though inanimate objects tend to have an odd perspective on things.

Go Away! (8)

By making scary noises and gestures, you can scare someone and drive them away. Make an Animal check. If it's higher than their Animal, they will leave the scene. However, you cannot use this against friendly henge.

Float (4)

You can float through the sky at a leisurely pace. You can move this way at about the speed a person can walk, and getting up that high gives you a +2 bonus to checks for searching for things. The effect lasts until the end of the scene.

Become Anything (8)

You can turn into a tool or a natural object, such as a teapot or a stone. Also, if you change back suddenly you may be able to Surprise people. If you pay double the cost (16 points), you can become something big enough to hold several people, like a car or a shack. However, this power does not let you become liquid, gas, flame, or living things.

Story

Cop Out of Water



CHARACTERS

Officer Kawamura, a policeman on vacation
 Mrs. Kawamura, his wife
 Kenta, a mischievous boy

TIME NEEDED

2 Hours

WONDER AND FEELINGS

For this story the Narrator can use 10 points of Wonder and 10 points of Feelings in each scene.

Story Summary

Officer Kawamura is a policeman from Tokyo. He's one of the very best police officers in the country, but he's so focused on upholding the law and controlling crime that he has a hard time switching off and relaxing. Even so, he got married recently, to a forensics expert he met through his job. By pulling some strings with the police chief, the new Mrs. Kawamura was able to force her husband to take a proper vacation, and they've come to her hometown for two weeks.

Not long after he arrives, he finds a boy named Kenta out playing after what would be curfew back in Tokyo. Kawamura confiscates Kenta's soccer ball and leaves it at the local police station, but Kenta himself manages to slip away before Kawamura can haul him anywhere. Over the course of the story the henge will get involved and hopefully untangle this little mess.

Introduction

This is a fairly simple, introductory story, which is fundamentally about helping two people come to an understanding. Kenta is a pretty ordinary boy from a countryside town, while Kawamura is an over the top character who'd normally be more at home in a more action-packed game. To ordinary people from an ordinary town, Kawamura is nearly as improbable of a being as the henge, and the narrator will have to role-play a character a little stranger than is usual for this game.

Narrator Preparations

There are three main narrator characters for this story: Officer Kawamura, Mrs. Kawamura, and Kenta.

OFFICER KAWAMURA

HENGE: ○ **ANIMAL:** 3
ADULT: 4 **CHILD:** ○

Officer Kawamura is basically the centerpiece of this story. He's an odd man, so fiercely dedicated and competent that he can alienate people around him. He can be downright robotic in his pursuit of following the letter of the law, and he still holds the rank of Police Officer (the lowest rank in the Tokyo Metropolitan Police Department) partly because he's a little too single-minded for leadership.

To be clear, the Japanese police hardly ever make use of violence, and while Kawamura is trained in self-defense, he has no weapons and shows the utmost

restraint. However, even when on vacation he dresses immaculately and carries a notebook that he can use to note down anything important or suspicious. Whenever he doesn't understand what's going on—which is bound to happen when he encounters henge—his first instinct is to try to discern what the rules are and act accordingly.

Kawamura got married to a forensics expert he met through work, and while they do genuinely love each other, the new Mrs. Kawamura is hoping she can get him to relax a little. After years of intensive police work with little to no time off he genuinely needs it, though his sense of duty makes it hard for him.

MRS. KAWAMURA

HENGE: 0 ANIMAL: 1
ADULT: 3 CHILD: 1

Mrs. Kawamura is Officer Kawamura's wife. She comes in at the end of this story, and her role in the story is essentially to fill in the rest of the story and maybe help keep her husband on the right path as the story closes. She's a forensics expert with the Tokyo police, but she grew up in this town—and knew some henge when she was little.

If your previous stories included someone who used to live in town and could plausibly be returning with a new police officer spouse, you can use them instead.

KENTA

Kenta is a fairly typical boy from town, and you can use the Top Brat (*Golden Sky Stories* p. 114) or similar for him. Naturally, if you've had a similar character appear in previous stories you can go ahead and use them.

First Scene

LOCATION: AT THE PARK

TIME: EVENING

Begin by reading the following to the players:

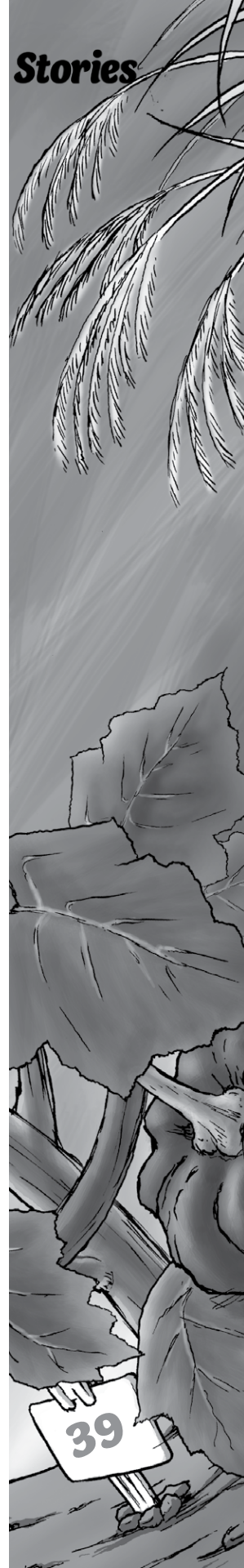
You've come to the park in town to play with your friends. The sun is setting, and the sky is a beautiful, blazing orange. You can hear the lazy buzzing of cicadas in the distance.

Ask the players what forms their henge are taking, and what they're doing. Let them role-play for a while and get accustomed to pretending to be magical animals. When a player does something that makes the game more fun, give them a Dream, and remind the players to do the same. Most players will need a little encouragement to get started awarding Dreams.

Once the henge have had some time to play around a bit, it's time to bring Kenta into the story. He's up in a tree, sulking because Kawamura took his soccer ball. At first Kenta doesn't want to talk or come down. The tree is rather large and has many sturdy branches; the henge can climb the tree if they get an Animal check result of 4. The players might be able to come up with another way to get up to where Kenta is; for example a bird henge could use their Wings power to fly up there. Once they've got Kenta talking, they can start making Impression Checks.

Kenta eventually relates how Kawamura came and took his soccer ball, and asks them for help getting it back. When they decide to go look for Kawamura you can end the scene and get ready to start the next one.

Depending on what the henge decide to do, the story may take a different course from what we've laid out here. That's fine! But you may have to improvise what scenes follow. Just remember that this is a game about people and henge who are basically good-natured, but sometimes have misunderstandings.



Second Scene

LOCATION: IN TOWN

TIME: EVENING

Assuming the henge decide to confront Kawamura, they pretty easily find him walking around town, observing things and taking notes.

Kawamura is a policeman accustomed to following the exact letter of the law at all times, and using his exacting investigatory skills to get to the bottom of any mystery. That's why he took issue with Kenta being out after curfew (not realizing that in the countryside they don't bother with curfews), and why, unless the henge are very careful, he'll get suspicious about why there are talking animals, children with tails, or who these children are that are also out after curfew. Regardless, once they've interacted with him a bit they can make Impression Checks.

This story is meant more for henge, and if there are mononoke or older henge who look like adults, Mr. Kawamura of course won't object to them being out after "curfew." Instead, he should either find something else to object to, or perhaps insist on assisting them with something (like getting home) even if they don't need it.

Of course, if the henge are anything at all like how they typically are, they'll leave more than enough clues about what they really are. Ironically once he gets past the shock of the existence of the supernatural, Mr. Kawamura is perfectly fine with that—as animals they're not breaking any laws—but he insists on being told the truth. Whether because they've persuaded him to give the soccer ball back or just because he thinks the henge are children who won't tell him where they live, he'll likely insist they go to the police station next.



Third Scene

LOCATION: POLICE STATION

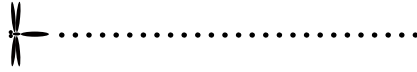
TIME: NIGHT

The town has a teeny tiny police station and only two police officers, who mostly just walk around and help people out. When the group arrives there it's empty, except for a note saying that if anyone wants some tea the kettle is full and there's a tin of tea on the bottom shelf of the cupboard.

Mr. Kawamura gives Kenta his soccer ball back, but insists on escorting him home. Unless the henge have admitted to being henge (there's no rule henge must follow about keeping themselves a secret, but some might prefer to hide it for one reason or another) he'll try to get them to tell him who their parents are, and doggedly follow them if they try to leave. They should sort things out eventually, so that everyone concerned goes home for the night.

Once the scene ends, tell the players that the next scene will be the last one.

you're ready to bring this story to an end. Thank everyone for playing, and take care of the rules stuff that comes at the end.



Final Scene

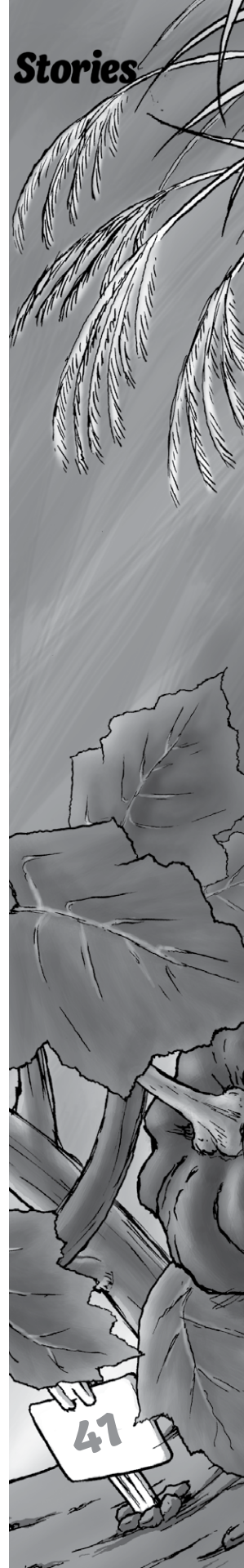
LOCATION: AT THE PARK

TIME: DAY

This last scene is a sort of an epilogue, a chance for the players to role-play a bit more with each other and the characters they've met over the course of the game. The next day Kenta joins the henge in the park to play, and he brings his soccer ball of course.

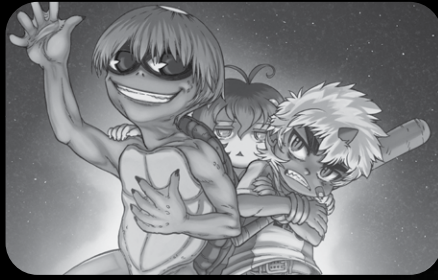
Kawamura shows up, along with his wife. Mrs. Kawamura grew up in this town, and she was friends with some henge when she was little, perhaps even one or two of the henge here if they're old enough. She apologizes to everyone for her husband being weird, and asks them to help him actually relax during his vacation.

Let everyone role-play a bit more as the henge try to figure how to help the Kawamuras enjoy themselves, until



Story

Kappa and Oni's Excellent Adventure



CHARACTERS

- Towa Doji, an oni with a bad temper, a big heart, and a bigger problem
- Ryuuichi of Goukou River, a kappa with bad luck, a kind spirit, and a worse problem
- Goukou-hime, the giant centipede local goddess of Goukou River, who is not amused
- Yukari, a playful teen girl (use the stats of a Princess; see *Golden Sky Stories* p. 115)

PLAY TIME

3 to 4 hours

WONDER & FEELINGS

For this story the Narrator can use up to 20 points of Wonder and 20 points of Feelings for each scene.

Story Summary

On a pleasant summer day, a very worried Towa Doji tells his fellow mononoke he has lost a “ball” he was playing with, and without quite saying it outright, implies that he would very much like their help finding it. After a bit of searching, they’ll find that his “friend,” the kappa Ryuuichi, actually found the ball by the river. Of course, getting it back isn’t so simple, as the kappa soon reveals that he gave the silvery ball to a human girl named Yukari... which will in turn leads to the now increasingly agitated oni saying that he, uh, “borrowed” the ball from a shrine dedicated to the river goddess, Gokou-hime. The ball is no mere

ball, but an important relic needed for a crucial yearly mononoke festival, which is coming up in just a few days!

The henge will have to figure out how to navigate a bit of the human world, along with Towa Doji and Ryuuichi, as they search for the young woman, Yukari, who donated the exquisite “ball” to be a prize for a talent contest at the big summer festival in town. With Yukari’s help, some or all of the henge will have to enter the contest themselves to win back the silver relic in time for their own festival!

In this story we refer to the participants’ characters as “the henge,” but you can take this to mean “the participants’ henge and/or mononoke” (or other sorts of playable characters).

Narrator Preparation

The narrator should read up a bit on oni and kappa Powers and Weaknesses. Towa Doji is *Violent* (which isn’t nearly as bad as it sounds!) and a *Braggart*. Ryuuichi is *Moist* and a *Perv*. While the pair will do their best to help, they are at a bit of a loss without some direction, and will fall to quarrelling with each other if the PCs don’t make certain to keep an eye on them.

For the teen girl Yukari, you can use the standard stats of a Princess (*Golden Sky Stories* p. 115).

Goukou-hime meanwhile is a River Goddess (*Golden Sky Stories* p. 123).

Towa Doji, Ryuuichi, and Goukou-hime are all characters from Hitotsuna Town;

you can use them regardless of where your stories take place, or substitute similar residents of your own town, though they should have the same Weaknesses.

First Scene

LOCATION: NEAR THE BASE OF MT. KAMINAGA, ALONG THE GOKOU RIVER.

TIME: EARLY AFTERNOON (DAY)

The henge are enjoying a lovely day, roaming over the slopes of Mt. Kaminaga and along the Gokou River. Ask them what they're doing. Looking for adventure, or maybe playing in the river? After they've described what they're doing, tell them that they eventually notice a very distracted oni peering under boulders and searching between bushes.

If any of the henge get a Henge attribute result of 5 or higher, they recognize him: his name is Towa Doji, and he has a bit of a reputation for being a hothead (which describes a lot of oni). When he notices them, he manages to look both guilty and excited at the same time. Normally, he would also immediately get angry at them (for no particular reason), but he makes a heroic effort to keep his swift temper in check as he wanders over to introduce himself. At this point the henge can make Impression Checks.

Towa Doji won't bring it up himself, but he's clearly searching for something. If any of the henge ask, he'll growl, "Yeah, I lost a ball, what's it to you?" He won't ask for help, as it's in his nature to pick a fight instead. However, if they offer to help, he'll make a show of reluctance saying, "If you really want to...", but he clearly looks relieved. If the henge don't bother to offer to help him, he'll eventually get cross, grumble that he has "better things to do," and head elsewhere to keep searching.

While the henge are helping Towa Doji search, or just after he leaves view if they don't, a kappa named Ryuichi emerges from the river. If the oni is nearby, Ryuichi comes out secretly,

placing a finger over his lips to indicate that the henge should be quiet as he slips behind the oni and asks (loudly) "WHATCHA LOOKING FOR?" He just laughs at the angry oni.

When told about the search (one way or the other) Ryuichi says, "Oh... So a silvery ball about this big? Um, yeah, I saw that ball. I, uh, thought someone abandoned it. I, um, sorta gave it to a... girl. A human girl. Heh."

At this news, Towa Doji turns very noticeably pale. If he left, presumably one or more henge will bring him back to tell him this information. In a very quiet voice he says, "I... borrowed that ball from Gokou-hime's shrine."

Ryuichi's eyes turn big as saucers. "Gokou-hime's shrine?"

As she emerges from the river, none other than Gokou-hime asks, "MY SHRINE?"

Ryuichi faints dead away.

At this point the henge can all make Impression Checks with Ryuichi and the local goddess. It's up to the henge to calm everybody down (once Ryuichi wakes up). Gokou-hime is a short-tempered kind of goddess, and she's furious with Towa Doji and Ryuichi, but also clearly worried. She says the missing ball is absolutely needed for the Summer Star Festival, which is in just two days! She orders the pair to bring the ball back, *without* stealing it, as it was (she glares daggers at them) "freely given." She then looks to the henge and sighs. "These two could really use your help."

Players with the right spirit will doubtless agree without too much prodding, but if they need a little incentive, you can note that Gokou-hime is both powerful and respected, but more importantly, a successful Summer Star Festival helps keep the Hidden Village of the mononoke, well, "hidden" from the human world.

Assuming the henge agree to help, she favors them with a bright smile (even if she's in her giant centipede form), casts



one more glare at the pair of mononoke, and then, says, “Remember, we need it back by tomorrow night!” before leaping back into her river.

Towa Doji says, “Now what?” If the henge have any great ideas on how to find the human girl, absolutely go with them. If not, Ryuichi proposes that he can use one of his powers (Reflecting Water) to help find the girl. Whatever they come up with, draw this scene to a close with the henge discussing their plans.

Second Scene

LOCATION: NEAR HITOTSUNA SCHOOL

TIME: LATE AFTERNOON (EVENING)

The henge have made their way through town, over the Towa River, and into the shadows of a small grove of trees outside Hitotsuna School, where they think Yukari spends her days. The henge don’t understand the human world very well, but they do know that younger humans go to school during the day and sleep at night, though apparently some days/nights they don’t? It’s all very confusing!

Players can grow their connections and have some fun by referring to the “adventures” they had on the way to their present watch over the school. Perhaps they tried some human food (or ate something inedible they thought was human food) or had to run from one of the huge metal beasts that occasionally passed through town (i.e., a car). Towa Doji is impatient to “just get this over with,” whereas Ryuichi seems a bit nervous, since he’s excited to see Yukari again, but also a little scared.

Have the henge all decide how they finally found the school. Perhaps they’re friends with a dog henge who knew where it was (since it’s where they wait for their master), or a local god clued them in. As the shadows lengthen, a great bell rings, likely startling the henge, and groups of children begin exiting the school. Eventually, Ryuichi stammers, “Th-There, um... That’s her.”

Yukari is wearing a school uniform and a bright smile as she walks past the grove. Any calls draw her attention and she walks over to see who called her. Remember that seeing mononoke in their true form will almost always cause Surprise to people. Ryuichi changes into his fully human form so she’ll (hopefully) remember him. Depending on how the other henge appear to her once Yukari enters the grove, she could react rather strongly. They may want to spend Feelings to ensure that she doesn’t faint or run away screaming.

Yukari remembers Ryuichi as “The boy from the mountain!” Time for Impression Checks. If the henge reveal themselves to her in their true forms, she’s actually totally fascinated (after dealing with Surprise), calling them all “Yōkai, like from my Grandma’s stories!” She excitedly chats with the characters for a while, asking all sorts of questions and barely letting them get a word in. Eventually, someone will ask about the ball, she says, “The silver egg Ryuichi gave me? After I cleaned it up, it was so beautiful! I gave it to the Fireworks Festival organizers to be a prize for their big talent show.” She looks around at the stricken henge and mononoke. “What?”

Draw the scene to a close.

Third Scene

LOCATION: A TREEHOUSE IN YUKARI’S BACKYARD

TIME: EVENING

The scene starts with the characters creeping through a quiet neighborhood in the evening. Yukari drew them a quick map to show where she lives, and promised to meet them up in the big treehouse in her backyard. Yukari’s family is fairly well off, though the henge are unlikely to recognize this. Describe a bit of what the houses look like from the henge’s perspective, and the various night creatures that either approach or quickly flee from them.

Eventually, they find what looks a bit like a small shrine built high in the branches of a big tree. The walls of the treehouse are covered with drawings that range from simple crayon stick figures to complex anime characters drawn with colored pencils. An excited Yukari appears late in the evening with a small lantern and bearing a bag filled with tasty treats she calls “moo-chi.”

She explains that the big festival is unique to their town, and it celebrates the founding of the town with all sorts of fun games, a talent contest, and a fireworks display at the end. She also tells them that lots of folks dress up in costumes for the festival, and she thinks they might even be able to go out in their true forms if they’re careful!

Yukari says that she “made a call” and found out that the silver egg is going to be one of the choices for a winning prize at the talent contest, meaning that they have to win one of the top three slots to get it back. (If any of the henge ask Yukari why she refers to the ball as an “egg,” she says that its shape and the beautiful designs across its silvery surface made her think it wasn’t just a ball.) Folks are allowed to display any kind of talent they want; they just have to impress the crowd and the judges. Any henge with either a Henge or an Adult of 3 knows using Powers in front of humans can Surprise them badly, so direct use of Powers (in front of a talent contest audience at least) is right out.

The henge can now decide who will enter the talent contest and what talents they will display. This can and should definitely be played for a few laughs, as some of the “talents” the henge can suggest will likely delight, disgust, and/or horrify Yukari. For anything too disturbing (from a human perspective), like, for example, a ghost that offers to turn inside out, she says, “I’m not certain people will, um... like that.” Not every henge needs to enter the contest, and they can certainly plan to “help” from

backstage, though that might be cheating a little. Towa Doji says he would rather not be on stage, but Ryuuchi claims he’s a pretty good juggler.

Once they’ve decided what “talents” they want to show off, Yukari offers to help make costumes for anybody that thinks they’ll need one. Draw the scene to a close with the henge all talking about various outfits they could wear.

Fourth Scene

LOCATION: FIREWORKS FESTIVAL

TIME: EVENING (TWILIGHT)

Night is approaching, and with it the Fireworks Festival Talent Contest! The henge are all either in their human guises or wearing whatever costumes they’ve managed to cobble together with Yukari as they walk, wide-eyed, among the folk of the town.

There are many strange new foods to sample, games of chance to try, fortune tellers to consult, and children running everywhere, laughing and shrieking. At some point, a few strings of firecrackers go off at the feet of one or more henge, causing Surprise of 5.

Let the characters explore the festival, possibly using their Henge attribute to pull off one or two amazing feats of eating or succeeding at an “impossible” festival game. Perhaps Towa Doji (or a participant’s oni) does a “ring the bell” contest, hitting the striker with the hammer so hard it knocks the bell clean off.

Eventually, Yukari tells the henge the time has come to head over to the festival’s main stage for the talent contest. A variety of different acts are displayed including singing, dancing, acting, and martial arts. One grandfather draws a big round of applause playing a traditional tune by blowing on bottles filled with different amounts of water.

One act the henge probably find particularly delightful is a group of taiko drummers. Some say that the big taiko drums were originally created to drive



away bad mononoke, but the characters (and especially any oni) probably love them!

To perform in the talent contest, the henge and mononoke will have to make checks, with the attributes used depending on what kinds of talents they're displaying. Physical talents will likely use Animal or Adult, a "cute" talent will use Child, and anything that dances on the edge of being supernatural will use Henge.

Ryuuichi proves to be an amazing juggler, flipping all sorts of items (and creatures!) through the air. Anyone really paying attention will notice that his arms stretch a little *too* far to catch objects as they flip around him!

A check result of 4 impresses the crowd, but won't win. It will take a result of 9 to win a top three slot. Remember that if the henge end up doing anything directly using powers on stage, the crowd will likely react with Surprise unless they've been very clever in disguising what they are doing. If the henge can manage their "special talent" to only produce a Surprise level of only 1 or 2, the crowd cries out in shock and wonder, but then begins cheering wildly!

After everyone has had their chance to shine, the judges announce the winners, just before the big fireworks display. If all of the henge failed to win a top slot (highly unlikely), the kindly bottle-blowing grandfather brings the silver ball to them. "Isn't this yours?" He winks. "Costumes or no, I'm not so old that I can't recognize your sort."

The instant one of the henge receives the silver ball, shimmering blue light erupts out of the carvings on the egg, and it begins "stirring" in their hands, almost as if it was moving under the surface. All the humans nearby gasp aloud or cry out in shock. Time to go! If none of the characters think to mention it, Towa Doji yells "Come on!" and uses his Hidden Village power to open

a doorway to the mononoke's village through a nearby torii archway.

Draw the scene to a close as the henge race through the door with a wide-eyed Yukari in tow.

Final Scene

LOCATION: THE HIDDEN VILLAGE OF THE MONONOKE

TIME: NIGHT

A worried-looking Goukou-hime's features immediately sag in relief as the characters charge into the Hidden Village. She awaits them in her human form near a beautiful crystalline fountain at the center of the village. Goukou-hime is surrounded by many important mononoke the characters may know, or may have met in other stories, including Kaminaga-hime, Elder Turtle, and the Oni Chief Lord Fuiasu, among others. A crowd of mononoke part to let the characters race to Goukou-hime, who swiftly moves forward to take the glowing silvery egg from them.

Goukou-hime runs to the fountain, whispering soft phrases to the egg—because it is in fact an egg—and dips it into the water before hurling it high into the air above the Hidden Village. The egg bursts open and a giant bird of silvery fire erupts from within. The bird utters a beautiful but piercing shriek, and swiftly grows till its wings spread across the village entire!

Silver, blue, and purple lights twinkle across the semi-transparent bird, with huge bursts of many colors suddenly erupting from within it. The characters swiftly realize as the fiery bird begins to fade from view that the many colors bursting within it don't stop! It's the humans' Firework Festival shooting up into the sky from the town below!

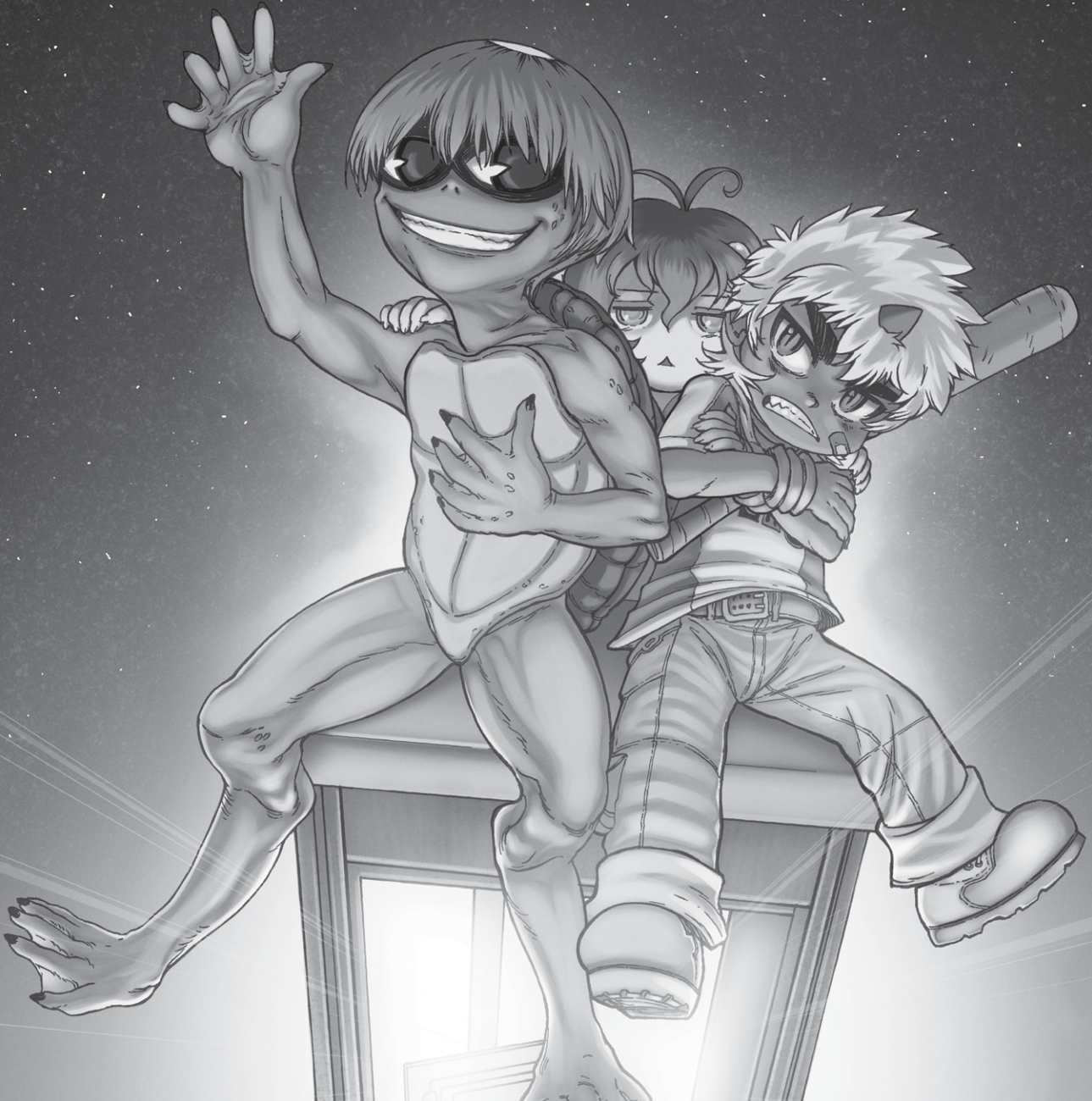
The crowd of mononoke all cheer and launch into their own festival, with instruments playing, and many foods (some quite strange) being offered. Goukou-hime sincerely

thanks the characters and after a final scowl at Towa Doji and Ryouichi, she smiles and hugs them both (to their embarrassment).

Kaminaga-hime takes the wide-eyed Yukari's hands and tells her, "You are most welcome here, child. For the rest of your days, I promise you that nothing will ever harm you in the wilds about your town." She smiles at the characters

and nods at the glorious fireworks erupting into the night sky. "Our festival was inspired by theirs."

Let the henge all declare what they do to celebrate. The adventure draws to a close with the characters standing with Yukari watching the fireworks blaze in the sky, as the mystical sounds of mononoke flutes and drums resound throughout the rejoicing Hidden Village.



Story

Raucous Night at the Tanemura Estate



CHARACTERS

Reiko Watanabe, Who Is Probably Just a Village Girl
 A Crowd of Rowdy Ghosts, Monsters, and Other Yōkai
 Shiro Tanemura, a Lingering Phantasm

TIME NEEDED

2 to 4 Hours

WONDER AND FEELINGS

For this story the narrator can use 20 points of Wonder and 20 points of Feelings in each scene.

Story Summary

One evening late in the summer, henge and mononoke gather to tell ghost stories in the spooky old house on the edge of town. This quickly attracts the attention of a crowd of yōkai, who are eager to join in on the fun. As the ghost stories continue, the group draws the attention of the house's oldest inhabitant, a spirit that has spent the past forty years alone. Angry at the disturbance, he threatens to kick the yōkai out.

Can the henge save the yōkai from eviction? Can they draw this lonely ghost out of his shell? And most importantly, could it be that friendship is the best ghost story of all?

Introduction

The narrator should already feel comfortable with *Golden Sky Stories* before running this story. It has a few elements that may be a little advanced for a group

that is new to roleplaying. There is hidden information, a branching ending, and a narrator character that represents a group of characters.

In this story, both the narrator and the players will tell ghost stories. The narrator's first concern should be that everyone is having fun, so these ghost stories do not have to be long or detailed. Someone saying "I tell a story about a haunted umbrella that licks salespeople" is totally fine, and much better than a long tale that no one engages with.

Furthermore, the narrator may need to adapt and improvise. When the horde of yōkai shows up at the end of the second scene, the narrator should be prepared to switch gears and play a lot of different characters—at least for a few seconds each—depending on who the players interact with. The players may also try to do things that are not accounted for in the scenario, such as fleeing the house, finding Shiro before he wants to reveal himself, accusing Reiko of being a ghost and then proving it, or inviting the yōkai out for a night on the town. Most of the time, it will be possible to coax the players back on track for their confrontation with Shiro in the ballroom, but if that's not where they want the story to go, that's okay. If you're comfortable with doing so, follow their lead and see where they take the story. The most important thing is that everyone has fun.

Narrator Preparation

For this story there are three major characters that the narrator will portray, each described below. You should familiarize yourself with them, and also with Hyakumonogatari Kaidankai and kaidan (Japanese ghost stories) in general.

Hyakumonogatari Kaidankai

Hyakumonogatari Kaidankai (百物語怪談会; “a gathering of 100 weird tales”) is a parlor game from Japan’s Edo era. A group waits until dark and then lights one hundred candles in an adjacent room. Among the candles they place a mirror, and then they withdraw to into the darkness next door. One at a time, each person tells an eerie story, goes into the adjoining room, blows out a candle, and looks in the mirror. As the candles go out, supernatural forces draw closer, and as the last one is extinguished, the spirits are invoked.

OPTIONAL RULES

Competitive Ghost Stories: If the players would like, they can compete to see who tells the best ghost story. When telling a ghost story, a player may spend any number of points of Wonder and Feelings to embellish the tale. Each player should write down the number of points they spend plus their Child Attribute. At the end of the story, compare everyone’s total, and the player with the highest score receives a special bonus of 10 Dreams. Of course, you should also be awarding Dreams normally for good stories as the participants deliver them.

Scary Ghost Stories: Kaidan are eerie and chilling, but not necessarily terrifying. However, some characters may want to scare their friends just a little bit. When a character tells a particularly scary ghost story, they may make a check using their Child attribute against their listeners’ Adult attributes to

Examples of Kaidan

The art of telling ghost stories is alive and well in the modern age. There are many sources, both classical and contemporary, that you can draw on for inspiration.

Classic kaidan include the tale of Hoichi the Earless, the tale of Okiku and the Nine Plates, and Yotsuya Kaidan.

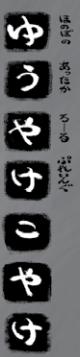
Modern retellings of kaidan include anime like *Ayakashi: Samurai Horror Tales*, *Mononoke*, and *Yamishibai*, as well as Masaki Kobayashi’s live-action film *Kaidan*.

There are also western stories that evoke the same feeling as kaidan. Alvin Schwartz and Stephen Gammell’s collection “Scary Stories to Tell In the Dark” resonates with the same sort of eeriness as a proper collection of kaidan, including a story where the monster is not a monster at all, just a concerned being that wants to reunite a traveler with his wallet.

determine if the story causes Surprise. This optional rule can be combined with the one above for very competitive ghost stories, but the narrator should take care to make sure the players don’t scare each other into leaving the mansion entirely. Listening to ghost stories can sometimes get a little scary, but it should bring people together, not drive them apart.

Total Immersion: If your group really wants to go the extra mile, wait until nightfall, turn off the lights, light a few candles in an adjoining room, and play in the near-dark. We recommend that everyone make sure they can read their game materials of course, and if you have animals or small children wandering through your house, you probably should skip the burning candles and use suitably spooky electric lighting instead.





The Old Tanemura Estate

According to rumor, the Tanemuras were young, wealthy real-estate developers who moved into town from Nagoya in the 1970s with their teenaged son, hoping to find a slower life in the countryside. Unfortunately, their son fell off the house's roof during a storm, and the family moved out less than a year later to get away from the painful memories. The house has been empty ever since.

The house on the Tanemura estate is a tall, Victorian-style mansion with a crooked ironwork fence surrounding its overgrown yard. The front gate is slightly ajar and the windows are dirty, but the building doesn't seem to be in obvious disrepair. There's a dirt path that leads to the estate from the town, snaking past the fields and winding through a brief stretch of forest, but the local animals don't go inside the house, not even to shelter from the elements.

The inside of the house is surprisingly clean considering how long it's been deserted, and there's no obvious dust or cobwebbing on any of the three main floors. The first floor has an entryway with a getabako (a place to exchange shoes for slippers) and an umbrella stand, a central hall with a staircase leading up, two parlors, a washroom, a ballroom, a dining room, and a kitchen. The second floor has four bedrooms, a library, and a maid's quarters, while the third floor has an attic and a widow's walk. Finally, there is a large basement that can be accessed via a narrow door under the staircase on the first floor. It still has some foodstuffs—mainly large, antique jars of pickles and sake—and they appear to be in good condition.

In the back of the house, behind a screen of scraggly grasses and scrub bushes, there is a large, surprisingly well-tended garden. All kinds of strange tracks dot the earth there. Many seem to be fresh, but they lead to the side of the house and then disappear.

Narrator Characters

REIKO WATANABE

HENGE: 4

ANIMAL: ○

ADULT: 2

CHILD: 2

POWERS: Oracle, and other powers as appropriate for a ghost mononoke (see *Twilight Tales* pp. 34-35)

WEAKNESS: Child of the Night

Reiko is a teenage girl whose fashion sense is definitely a decade out of date. She is kind but very driven, and once she's decided on something, she always sees it through. She's actually a ghost though. She's gotten really good at passing for a human, and she usually doesn't let on that she might be a supernatural being. She likes socializing normally, even if a lot of her friends are henge, local gods, and other mysterious creatures, and she particularly enjoys telling ghost stories since, for a little while, this lets her feel like she is not actually a ghost.

Recently, Reiko found out about Shiro Tanemura, and so she has been looking for a way to get him out of his solitude. She thinks a party might work, but it's going to have to be a really good one.

A CROWD OF ROWDY GHOSTS, MONSTERS, AND OTHER YŌKAI

HENGE: 1

ANIMAL: 3

ADULT: 2

CHILD: 2

POWERS: As the oni character type (see *Twilight Tales* pp. 22-23)

WEAKNESS: Scary

This is the unruly mob of yōkai that has taken up residence in the Tanemura estate. Displaced from their original homes in the city, they have gathered here and are living under the strict rules of the house's owner. Every night, the yōkai clean the house from top to bottom, all the while trying to make as little noise as possible. If they see an intruder, they are allowed to scare them off, but there are hardly any intruders these days. Even animals leave the estate alone.

The yōkai are bored, but they don't want to lose their home, so they keep quiet, grow vegetables in the garden, and sleep during the day. When the participants' henge arrive, the yōkai all hide, hoping to get one really big scare out of them to make up for all the little scares they've missed out on. However, as the evening fades into night, everyone starts telling ghost stories and the yōkai become fascinated. They love ghost stories, and think that they're cool and exciting and just a little bit flattering, so they wait a little longer, and then a little longer after that, until they finally spring from cover, hoping to join in.

For the sake of this story, the entire crowd of yōkai is treated as a single character, though individual yōkai might have different opinions about things. In later stories, anyone who has a Thread with the crowd can apply it to the individual yōkai they've meet from this group.

EXAMPLES:

- A kasa-obake (umbrella monster) is hiding in the umbrella stand in the entryway
- A bakezōri (sandal monster) is hiding in the getabako in the entryway
- Several tengu (long-nosed, crow-winged demons) are roosting in the eaves
- A gashadokuro (giant skeleton) has buried itself in the ground outside the ballroom
- A kemedama (hairy eyeball) is hiding under a loose floorboard
- A daruma (dharma doll monster) is pretending to be a decoration on a shelf
- A nurikabe (false wall monster) is pretending to be a wall in the ballroom
- An ittan-momen (animated roll of cotton) is camouflaging itself as a bedsheet

SHIRO TANEMURA

HENGE: 4 **ANIMAL:** ○

ADULT: 2 **CHILD:** 2

POWERS: Haunted House and other powers as appropriate for a ghost (see *Twilight Tales* pp. 34-35)

WEAKNESS: Chains

Shiro is the son of the family that owned the Tanemura estate, and by extension its current owner. Unfortunately, his regret over his life and his parents' grief has anchored him to this world as a ghost.

When he bothers to appear at all, he appears as a teenage boy. Ever since his parents moved out, Shiro has mostly sunk into his own unhappiness. He manifests only rarely, preferring to simply wait out the years. It was during one of those rare manifestations that he made an agreement with the crowd of yōkai that now inhabit the estate. Per the terms of the agreement, they can stay in his house as long as they keep the place tidy and scare off any visitors that might disturb his solitude.

Deep down, Shiro blames himself for his death and thinks it would be wrong for him to find happiness in his afterlife.

First Scene

LOCATION: THE TANEMURA ESTATE

TIME: EVENING

The participants' henge all know Reiko Watanabe. They've met her a few times, always in the evening and usually by the road that leads past the local farms, and they enjoy her good sense of humor and her apparent ease with the supernatural. She hardly even blinks when someone slips and shows their ears and a tail, and she always knows how to steer a conversation back to safer waters when someone accidentally blurts out that they're a henge.

Recently, Reiko been saying that she wants to go to the old house on the edge of town—a place that used to be called



the Tanemura Estate—and tell ghost stories. Enticed by a promise of snacks, companionship, and fun, the participants’ henge have agreed to accompany Reiko on this trip.

The first scene proper begins on the winding dirt road outside the Tanemura Estate. Reiko is leading the way, carrying a bag of snacks, drinks, and candles, and if the henge do nothing to interrupt her, she’ll lead them on a short tour of the inside of the house before settling in the ballroom. By this point it’ll be getting dark, and Reiko will break out flashlights. She says that she wants to try playing Hyakumonogatari Kaidankai and asks the player characters if they can help her light the candles in an adjoining room.

While this is going on, there is lots of room for the player characters to remark on the house, have side-conversations, explore rooms, get scared by each other, etc., and the narrator should incentivize good roleplay by handing out plenty of Dreams.

Once everyone settles in and the candles are lit, Reiko will tell a ghost story to start things off. After Reiko’s story finishes, one or two of the henge can tell their own stories. As soon as there is a lull in the ghost stories, everyone notices that it’s gotten quite a bit colder, leaving everyone quite chilled in their summer clothes. After that, move on to the next scene.

REIKO’S GHOST STORY

A long time ago, in a village much like this, there was a girl who walked to school past the rice fields. There and back she walked, every day, whether the sun was shining or the clouds were pouring down rain. No one knew where she lived, just that she walked past the fields. One day, when the sun was just beginning to set on her walk home, a hand reached out of the water and grabbed her by the ankle. A deep, rumbling voice said “I am the ghost of this

bog and I have caught you. I will pick you apart, bone from bone.” The girl merely laughed, her clothes and skin becoming see-through. “I think you will find that difficult, for we are both ghosts here.”

Second Scene

LOCATION: THE TANEMURA ESTATE

TIME: NIGHT

Despite the summer heat, it’s freezing everywhere in and around the house, even in the garden and on the grounds. Reiko will suggest going to look for blankets and a kotatsu (heated table). If the players agree, they can go on a spooky journey through the house, giving the narrator lots of opportunities to start calling for checks and dropping hints about the presence of the yōkai. If the players are highly resistant to the idea of wandering through the house at night, Reiko will go alone and come back with blankets and a kotatsu, totally unfazed.

After that, the group can get back to telling ghost stories. Apart from the unearthly chill, everything else is normal in the ballroom. However, as soon as there’s another lull, an unearthly cry goes up and yōkai pour in through the doors, windows, and walls. Then move on to the next scene.

ANOTHER SAMPLE GHOST STORY

There once was a woman who went to a certain shop looking for beauty products. As the woman browsed, she saw that the jars of creams and powders on its shelves were very high quality, but their prices were unbelievably low. Looking closer, she saw that the pictures of the models’ faces had been scraped off of every item. Worried, she went to ask the shop clerk why this was. The shop clerk’s smooth, featureless face only wrinkled in confusion at the question. “Isn’t this how everyone looks?” he asked, the words coming from the place where his mouth should have been.

Third Scene

LOCATION: THE TANEMURA ESTATE

TIME: NIGHT

Regardless of how the players react to the yōkai, Reiko stands her ground. She already guessed that the yōkai were here, and she doesn't intend to let them ruin her fun. The yōkai, however, aren't trying to menace anyone. They genuinely want to join in on the game. It might take a few minutes for the confusion to be sorted out, but the yōkai are huge fans of ghost stories, and they have been starved for company since they moved in. If the players let them, they bring up their own curious snacks and drinks from the basement, gather up their own blankets, and join in.

The narrator should play the yōkai with childish enthusiasm to take some of the scariness out of what they are. The yōkai will gladly share the spotlight with the henge, trading off ghost stories as the candles are slowly extinguished. Finally, when only two candles remain, one of them will tell the story of the Tanemura Estate. As the story finishes, there is a loud crash of thunder and Shiro appears, at which point you can bring this scene to a close.

THE YOKAI'S GHOST STORY

A long time ago, in this very house, there lived a wealthy couple and their only son. Their son was unhappy, as they had moved from the city and he felt trapped in such a small town, so he spent much of his time on the widow's walk, staring out over the houses and fields that made up his countryside prison. One day, while he was on the widow's walk, a storm blew in out of nowhere. He knew that he should have gone back inside, but his spite for the town was so great that he couldn't look away from it. The winds rose higher and higher, wailing like the dead, until finally he was thrown over the edge. His angry ghost haunts the estate to this very day.

Fourth Scene

LOCATION: THE TANEMURA ESTATE

TIME: NIGHT

Shiro is furious. He doesn't like the noise, he doesn't like that the yōkai didn't scare the uninvited guests away, and he doesn't like that there are people having fun in his house. He tells the yōkai that they are no longer welcome here. They can pack their things and get out.

If the henge correctly guess that Shiro is the ghost from the yōkai's ghost story, they can confront him about why he's still here. However, Shiro doesn't like answering questions about his own past, and unless the players catch him out with really good logic or really impassioned roleplaying, checks will be required to make any progress with him. The narrator can spend a lot of Feelings on the first check to give the players a chance to beat Shiro by wearing him down.

If the henge are stumped about who Shiro is or why he's there, Reiko will eventually berate him for being stuck in the past. She'll say that he can't let one thing that happened to him define his entire life, even if he's a ghost. Shiro will shoot back that it's not any concern of hers what happens to him, so why should she get to meddle? The yōkai will look back and forth bewildered, unsure whether they're going to be evicted.

If the henge manage to calm Shiro (and possibly Reiko) down, they should be able to convince him to join them for the last ghost story, and perhaps begin to change his mind about his isolation. If they cannot or do not, then he brusquely barks out his story and vanishes. Either way, the final candle goes out and the Hyakumonogatari is at an end, as is this scene.

SHIRO'S GHOST STORY

Once upon a time, there was a boy named Shiro who was grateful for very



little in his life. He hated his parents, he hated his town, and he mostly just wanted to be alone. When he died, it was by accident, but his spirit was already anchored to this place. He was trapped here. He would never get to go back to the city.

IF SHIRO CHANGED HIS MIND

Shiro spent his time as a ghost like he spent his life, not wanting to be happy. He would hide and wait out the years, and even when a crowd of yōkai sought shelter in his house, he barely spoke with them except to order them to clean the place. It took an encounter with some strangers to make him realize that he had been wrong. He already knew that his life could have been a happy one if he'd just tried, but now he wondered if the same was true of his time as a spirit.

Final Scene

LOCATION: THE TANEMURA ESTATE

TIME: DAWN (DAY)

As the henge leave the estate, the rosy fingers of dawn are creeping across the sky.

If the henge didn't set things right with Shiro, the yōkai are all leaving the mansion with them. The henge can help the yōkai find a new home, allowing the story to end on a happier note.

If the henge did patch things up with Shiro, then the yōkai will give them a standing invitation to come back to the mansion for more ghost stories any time.

Regardless, Reiko will admit that her reason for inviting the henge was to try to bring Shiro out of his shell. She doesn't like the idea of people just stewing in their own unhappiness, but she apologizes for any trouble her intervention might have caused. "I just don't like to see other ghosts suffer," she admits. If a player asks "other ghosts?", the camera pans back to Reiko only to find that she's no longer there.

Wrapping Up and Following Up

Depending on how things turned out with Shiro and the yōkai, the group will have lots of potential hooks for new stories.

If things with Shiro or the yōkai didn't turn out so well, the next story can be about dealing with the fallout from that encounter. If things did turn out well, Shiro's outlook on the world isn't quite going to change overnight, but he will certainly want to see the player characters again. He might even ask them for help with another small task, such as finding out what happened to his parents.

Relationships with the yōkai can lead to countless stories, everything from finding them new homes to helping them fit in with the town.

IF THE PLAYERS ARE EXCEPTIONALLY AVID INVESTIGATORS

Especially if they have previously played other RPGs, the participants may attempt to throw a wrench into the scene-structure of this story by taking an immediate and intense interest in Reiko's motives, the history of the estate, and why their characters have all been gathered to play this particular game. Luckily for the narrator, this is not a problem.

If a player character becomes determined to figure out the mysteries of the house, that's great! They're engaging with the scenario! Let them make checks to ferret out little bits of information: hints about what happened with the Tanemuras, signs of the yōkai hiding inside the house, and maybe even a little clue that Reiko is not precisely the normal human girl she claims to be. If a player is really adamant about searching the house, offer to let them have a scene by themselves, but tell them that it will mean missing out on the first round of ghost stories. Let them uncover a little more information, but hit them with one or two surprises

as well: spooky sounds, chairs that look like ghosts, etc. If they get nervous and head back to the other players, that's when the yōkai appear.

If a player decides to interrogate Reiko about who she is and what she's doing on the estate, that's fine too. At first she will first try to brush things off, then deny that anything is weird, but finally she will take them into her confidence and Reiko will say she is trying to help a friend. She will ask the player character to trust her on this and say that she will explain later.

If the player is exceptionally pushy, trigger the yōkai. If the yōkai are already in play, trigger Shiro and give the player the explanation they were looking for.

If necessary, remind your players that they are playing *Golden Sky Stories*. The mansion is not a trap set to destroy them, and Reiko is not a villain. The tone of the story is gentle-spooky, not full-blown cosmic horror.

Customization

The easiest part of this story to change is the mansion. If your town doesn't have an old western mansion, or you've already established another group of characters in your town's western mansion, you can use a traditional Japanese house, an abandoned school, a section of the woods, or anywhere else you can come up with a good reason for Shiro to haunt.

If you already have a helpful ghost or local god in your game, you can replace Reiko with them. This removes the "stinger" at the end of the story, but it gives the players a much better foundation for trusting that character all the way through.

If you'd like to, you can even re-skin the story entirely, exchanging the mansion for a neglected temple and Shiro for a reticent local god.

You should probably keep the yōkai the same, but you can always change their individual personalities and the specific creatures that appear in the crowd.



STORY SEEDS

We've wound up playing *Golden Sky Stories* quite a bit, to learn the game better, to show it off, and of course just for fun. This is a collection of some of the story ideas we've come up with for the game. Rather than presenting them in a full-on scenario form, these are summaries that should be easy to flesh out once you have a little practice with the game. Many of these use newer character types from either *The Colors of the Sky* or *Twilight Tales*, but you can easily customize them to your own tastes and available game material.

Alien Dreams

The other kids make fun of a boy because he says he saw a UFO. Now he's determined to keep watching the skies until he finds one for real. As the henge are trying to figure out how to help him, something really does descend from the night sky: a rabbit from the moon! (Use a combination of rabbit henge and visitor mononoke.) She's more than a little confused about what happened to her, and she says she has to get back to the moon before dawn or she'll be stuck here and won't be able to fulfill her duties to Princess Kaguya.

Any Port in a Storm

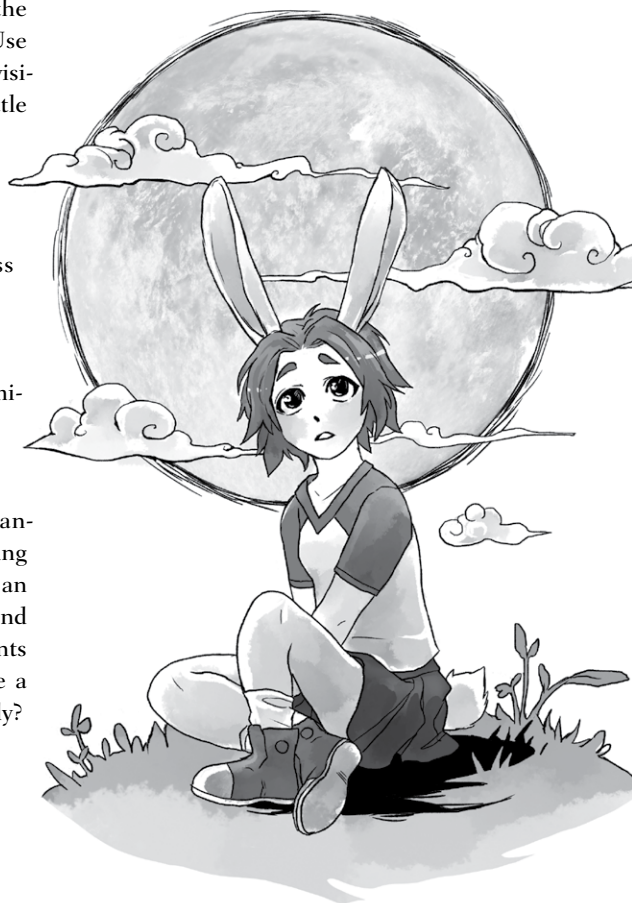
During a fierce spring storm, an umibouzu (a kind of kappa; see *Twilight Tales* p. 26) stumbles up the Towa River. Normally these bare-headed, ocean-dwelling silhouettes are gigantic—tall enough to knock over sailing ships—but this one is no bigger than an adult man. In fact, its body seems kind of awkwardly shaped and its movements aren't very coordinated. Could it be a kid? If so, is it lost? Where is its family?

The Boy Who Cried Crow

Local thefts of small shiny items have been occurring in town, and people are blaming a pre-teen boy with a penchant for tall tales. The culprit is a crow henge who is upset that the boy's stories kept casting the crow as the villain after revealing himself to the boy to get some publicity.

Digital Life

A boy from town started playing a dating sim game from a mysterious CD-ROM he ordered off of the internet. He became obsessed over a girl from the game, and during a lightning storm something happens and she becomes real! (Treat her as a kind of Visitor mononoke.) But now that she's a real person, she's going to have a hard time adjusting to living in the real world, and rather than being someone's girlfriend, she wants to find her own destiny, even if she's not sure what that means.



Double Trouble

One of the henge's friends (a henge or mononoke) accidentally promised two different people that they'd go to the festival together. They cajole a raccoon dog henge (one of the participants if there's a tanuki among them, or a narrator character if not) to impersonate them so they can be in two places at once, and ask the other henge to help out with this ill-conceived plan to switch places several times over the course of the evening.

Dungeon Days

A kid who just moved into town from the city no longer has anyone to play his favorite tabletop RPG with. Maybe some henge will give his game a chance, and maybe they can find other human kids to join him as well? Of course, explaining RPGs to henge is going to be kind of a challenge.

The Fall of Huge Robo

Riko wanted to visit a young human boy in town, and had to sneak into his room to do so. Unfortunately, in the process she broke the child's treasured robot model, and she has no idea what to do to fix it.

The Frog Princess

It's time for the local school play! What looks to be a strange version of "The Frog Prince" called "The Frog Princess" is actually because the lead heroine is played by a very lonely but demanding local goddess of the frogs who hypnotized the drama teacher, leaving some of the kids, who planned to do another play in the beginning, cold with the frog goddess' overbearing demands and constant changes to the play.

Game Mania

One of the local gods was walking around town in human form when they came across an arcade game at one of the shops. The game put them into a

weird trance, and they've been playing nonstop. Someone is going to have to find a way to pry the local god away from the game before anything bad happens to their territory.

The Go-Between

The local school is full of yo-kai that normal people can't see, that only come out at night. When a girl goes to pick something up from the school, something happens to her so that she can see the yo-kai, even in broad daylight. Relieved to finally have a human who can see them, the yo-kai start coming to her with their problems, and she could really use some help dealing with the whole situation.

Go Go Oni Rangers

Strange monsters are seen in the mountains just outside of town. It's actually the filming of a few episodes of a magical themed super sentai show. Unfortunately, the local oni camp didn't get the message, and after one got mistaken for an actor in costume and concluded the script is an enemy battle plan, they are absolutely convinced they need to join forces with the series supervillain to fight the sentai team.

Impostor in the Hen House

In early spring, a small farm with a hen house has been broken into and all the hens are furious that a "long-eared fox" has been taking their eggs. It's actually the work of a rabbit henge in a bad fox costume, who believes he's the Easter Bunny after a few kids thought he was and he really enjoyed the attention.

Look Out Below

Otoroshi are hairy creatures with red or blue skin and a penchant for pouncing on people from above like a messy, tackling snuffleupagus. (You can create an otoroshi as a type of oni; see *Twilight Tales* p. 18.) An otoroshi has taken to hanging around the local shrine and ambushing people. No one is less



thrilled about this than the shrine's local god, who is trying to chase it off with a broom, but the otoroshi is really just lonely and wants a good hug.

Lost and Found

It's been raining a lot lately, and the henge come across an umbrella that someone must've lost. Only, the umbrella comes to life! It's actually a *kasabake* who wants to get home, but he remembers things from an umbrella's perspective, so it's going to take some work to figure out where that home actually is.

The Quick Brown Fox

The respected fox henge from the local shrine is having a hard time lately. All sorts of things are going wrong for her. There was a bucket of water propped over a door to her shrine, the fox statues were wrapped in foil, and someone put itching powder in her sandals. It turns out that a western fox just came to town, and has taken it upon himself to test the local *kitsune's* ability to stand up to pranks. He's a persistent one, and the other henge will have to help their friend prank him back good to get him to stop.

A Song for the Ages

The henge encounter a strange girl named Karin in a silver jumpsuit who's lost something. She's a time traveler (a type of Visitor; see *Twilight Tales* p. 36), and she lost her time skimmer while coming to town to see what it was like just before the beginning of a new era of unity between people and henge. Meanwhile, a girl from town named Yuki (Lonely; see *Golden Sky Stories* p. 113) found the time skimmer while out for a walk and is holding onto it. She doesn't want to give it back though. She's been working hard at singing, and has been feeling like the world will just forget her. Karin knows this isn't true at all, but can't say anything.

Substitute Goddess

Kaminaga-hime abruptly has to go somewhere on some kind of business that she refuses to talk about, and she leaves one of the henge in charge of the mountain. It turns out that her job isn't so easy, and the henge will have to deal with a day of requests from the mountain's inhabitants, as well as a visit from the god of a neighboring mountain.

Sweet Dreams

One of the henge's friends has been having terrible dreams and is looking for a way to fix them. Luckily there's a sheep henge in town who can help, but they'll need to find her and then go into the friend's bad dream to figure out what's going on and how to do something about it.

Tortured Artist

A brilliant calligrapher came to stay in town for a while to get his head together after punching an art critic. Except, he's not getting anywhere with his art, and he's finding the locals so nosy and annoying that he's taken to holing himself up in the house. Someone's going to have to get him out of his shell so he can appreciate the town and maybe even find his inspiration.

Trick and/or Treat

Annoying minor pranks have been going on the days before Halloween. It turns out that the two childlike spirits of Halloween, Trick and Treat, want to bring their holiday to the town and enlists the henge to get in the proper spirit of the season, or else the pranks will continue.

Under the Mountain

The spider-goddess Kaminaga-hime doesn't like to talk about it much, but her home of Mt. Kaminaga might not be a real mountain. According to local legend, it is actually a *daidarabochi*—a giant that looks like the landscape—that

laid down and went to sleep over a thousand years ago. This is not a problem, except during the summer fireworks festival, when Kaminaga-hime has to sing it lullabies to keep it asleep.

Undersea Fun

Kenta was out playing at the seashore when a beautiful woman named Lady Nishiki (an Ocean God; see *Golden Sky Stories* p. 125) came and started talking to him. Hours later his older sister Yuko comes to the seashore looking for him

and finds no trace save for a large pearl. Lady Nishiki is the local goddess of the ocean (a gorgeous tropical fish who turns into a regal woman in a colorful kimono), and with the help of the henge Yuko will have to venture to her undersea palace to find Kenta. It turns out that Lady Nishiki has been rather lonely of late, and Kenta has been playing with her and introducing her to video games. However, Kenta and Yuko's parents were getting worried, so he really should be heading home, for now at least.



***Land of
Illusions***

Land of Illusions



The Land of Illusions is a region of Japan that was home to countless supernatural beings, and was sealed off from the outside world with the creation of the Great Barrier. It has something like a feudal Japanese society, an approximation of what was in place before the separation, but forgotten pieces of the human world still seep in. This is a brief guide to using *Golden Sky Stories* for heartwarming stories in the Land of Illusions, encompassing some basics and several new character options.

These are mainly meant for stories that take place in the Land of Illusions, but you can use them in other settings as well. Most shrine maidens from the human world (as described in *Golden Sky Stories* on p. 118) don't have special powers, but you can use the shrine maiden type included here to create shrine maidens that have some divine powers. Like witches, these shrine maidens can walk among ordinary people without causing too much of a fuss, though their powers will cause Surprise. Other residents of the Land of Illusions in the human world will have to worry about causing Surprise to people, and anyone in the human world won't have access to the Gift From the Gap power.

Special Rules

In the Land of Illusions, henge, mononoke, and so forth can take a human-like form without paying any points. They still have to show at least some of their true form, by revealing their ears and

tail, or wings. There may also be some mononoke that simply stay in their true forms all the time. Regardless, henge that live here don't change between animal and human forms, and don't need to. Even plants can take human form sometimes, but those are special cases.

GENERAL POWERS

Residents of the Land of Illusions also have some abilities that don't explicitly appear in their writeups. We call these "General Powers." With the narrator's permission, participants can use General Powers in most any circumstance. However, you must role-play the power to the narrator's liking, or it simply won't work. In that case, you won't be able to deviate from your character's written powers.

Also, when the narrator allows a character to use a General Power, they must pay the usual cost in Wonder. Using a General Power costs a minimum of 2 Wonder; the narrator can set a cost based on a similar power but slightly higher if they wish.

Also, all residents of the Land of Illusions have the "Gift From the Gap" power described below, which lets them bring forgotten things over from the real world. Entire buildings have been brought into the Land of Illusions using this power at times.

Example: The Judge of the Dead is pursuing an ice fairy who played a trick on her. The ice fairy wants to use a "general

ice power.” However, that sort of power can’t make her faster. Instead, she tries to make the ground slippery under her pursuer, causing her to fall. The narrator decides this is similar to the Michinoko power Empty Place. Empty Place costs 6 Wonder, but for this purpose the narrator decides it will cost the fairy 8 points. The Judge is momentarily stuck, but she can escape if her Animal attribute is higher than the fairy’s Henge attribute.

GIFT FROM THE GAP (8)

This is a special power that you can pay for using a total of 8 points from your Wonder and/or Feelings.

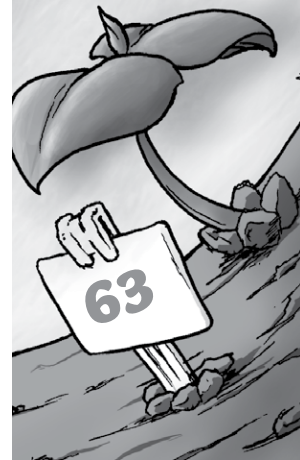
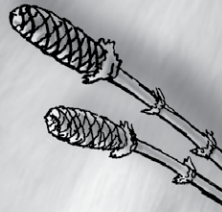
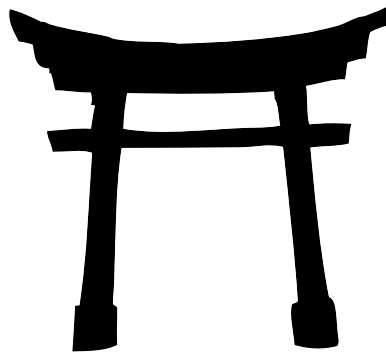
The Land of Illusions often receives visits from forgotten items, people, monsters, and even gods from the outside world. Not only that, but residents can themselves pull such things from the outside world to them. Most of the objects and buildings in the Land of Illusions arrived there this way.

A resident can make a desired object appear in their hand. However, they have to have an Adult attribute high enough to actually use it, without spending any Feelings. Also, this can only make forgotten things appear. Specifically, this means things that the original owner hasn’t used for at least 10 years. If an item hasn’t been used, a resident of the Land of Illusions can call it with Gift From the Gap provided they know its name.

Things like vehicles and buildings have the cost multiplied by the number of people they can hold, so for example bringing over a two-seater car would cost 16 points. Also, the Narrator may increase the cost for things that are overly convenient. Keep in mind that the Land of Illusions does not have things like gasoline or electricity, though you can assume that things that need a them will at least come with batteries or a tank of gas.

Things that you call this way can remain between stories. However, if you’re careless about things, the yōkai or god in charge of them could get mad at you. Do be careful.

Example: A character decides she wants to get a present for a friend. Since she doesn’t have any money, she tries using Gift of the Gap. The participant playing her has a watering can she hasn’t used in a long time. However, just to be careful, she decides to call for a watering can made of tin rather than plastic. Since a watering can made of tin wouldn’t be overly useful or particularly large, she can get one by spending the usual 8 points. She calls forth a tin watering can, and heads off to see her friend.



When I say I'm a **SHRINE MAIDEN**, I'm sure you know what I mean. I'm Ayumu Tachibana. You've heard of me, right? What? Well, of course I wear shrine maiden garb; I am a shrine maiden. And I think being nosy is a virtue. Huh? I'm poor? Then maybe you'd like to make a donation? The offering box is *right there*.

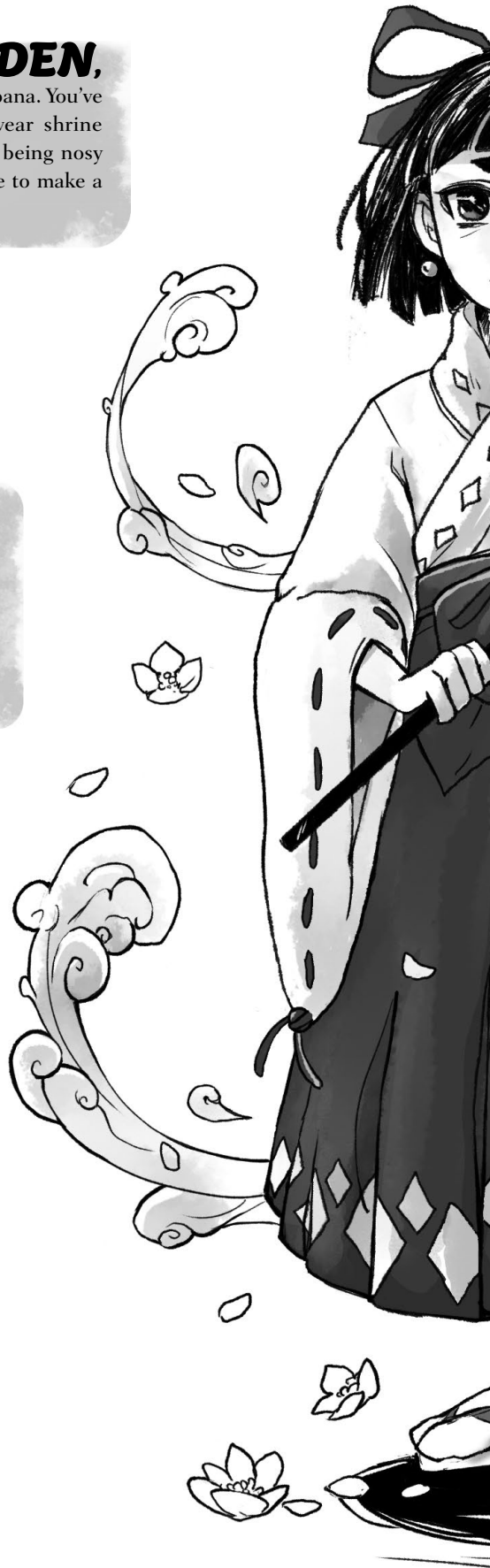
The **Land of Illusions**? I guess I like it just fine. Everyone has their place and stuff. Well, I can think of one or two I could do without, but still. I have a mission, and I don't mind it.

A shrine isn't a **banquet hall**, okay? A lot of yōkai seem to be having trouble with that concept lately. I mean, yeah, I like to have a good time, but still. I get stuck with setting things up *and* cleaning up afterwards? Seriously? Help me out a bit here guys.

I'm not really after **donations**, but getting a little money in the offering box could be nice. Lately it's just been that one witch and the maid who come by the shrine. Even when I go into town, people act like I'm some kind of yōkai. Just so we're clear, I'm human, okay?

Shrine maidens in the outside world apparently can't use their powers openly like I do. I wonder what they do when yōkai show up? Fending off monsters while keeping it quiet must be tough.

When there's a **strange incident**, it's a shrine maiden's duty—or should I say job?—to go and do something about it. I don't get paid for it... but I guess I get to know a lot of people? I'm glad there's a lot to keep me busy day after day.





I think I know more **yōkai** than humans. Even among the humans I know, not many are well-adjusted. The yōkai especially just do whatever they please, and I wish they'd show some consideration. Even I get people thinking I'm suspicious, so... Huh? You want me to show consideration too? Well. I'd like to hear all about why you think that.

When **gods** descend to earth, they use shrine maidens as vessels. They basically take you over. Gods are like fire, and as long as there's a place to worship and people to pray, they spread like wildfire. And the god's power is manifest through me.

I don't know anything about **priests**. Ask someone else.

Where there's a **shrine**, there's a shrine maiden. For me this shrine is totally perfect. Well, it's a little big for me by myself, so cleaning it takes a while, but still. Next time my oni friend comes I'll see if can get her to take the garbage out for me.

The **Great Barrier**, huh? Not really my area of expertise. Ask someone else. They might even tell you, if they feel like it. Me? I just don't wanna explain. Do you really need to know about that to live here?



A shrine maiden is a type of human who can use Wonder. Shrine maidens work at Shinto shrines, and though they're human, they know quite a bit about henge. Many shrines are dedicated to local gods or foxes, and shrine maidens serve as their envoys to the people.

Also, since shrine maidens are human, they do not transform. They stand out because they always wear their shrine maiden garb, but since no one dislikes shrine maidens, that shouldn't be too much of a problem. A shrine maiden should have a Japanese human name, with a family name and given name; see *Golden Sky Stories* p. 113 for some examples. Because they can take part in both human and supernatural worlds, shrine maidens can make life easier for humans and henge alike.

SHRINE MAIDEN POWERS

Shrine (0)

A shrine maiden can use the power of the god that resides in her shrine. When you stand before your shrine or your god, you can use powers at half (round up) the usual cost in Wonder.

Omamori (3+)

You can give someone a handmade omamori (good luck charm). For every 3 points of Wonder you spend on it, it holds 1 point of Feelings. The recipient can use those Feelings as their own. The Feelings in the omamori will refill during each scene change until the end of the story. The recipient can give the omamori to someone else, in which case they gain its effect, but the shrine maiden herself cannot use it.

Fortunetelling (4)

You do an omikuji pull, and get a lucky result. When someone in the same scene is making a check, using this power lets you spend your own Feelings for their check.

Gossip (8)

Since all sorts of people come to your shrine, you've heard all manner of rumors, legends, and so on. You probably know some things people might not expect. When you use this power your Adult and Child attributes increase by 3 until the end of the scene.

Divine Oracle (10)

You can cause someone who is sleeping to have a dream in which your god appears. You can only use this power between scenes, and it causes a scene with the target's dream to occur. For this scene, you explain what happens in the dream to the Narrator, and you can try to persuade the dreamer. You have to be able to explain the dream to the Narrator in detail. If no one finds the dream compelling, the Narrator can decide to ignore the dream.

Miracle (60)

You call upon your god to create a miracle, which effectively grants one wish. You can only use this power during the third scene of the story or later. If your wish is harmful, the Narrator must refuse to grant it.

WEAKNESS

Ritual Prayer

In order to use your powers, you must recite a prayer. Anyone present in the same scene with a Henge or Child attribute of 2 or higher will know if you use one of your powers. If they do notice, they can prevent you from using a power if they get a higher Animal attribute result than you.

Miko Clothes

You always wear your shrine maiden garb, and cannot wear anything else. Because you stand out so much, you can't really hide, and if you walk around town you'll draw everyone's attention.

God

You always obey your god, and cannot oppose them. (And yes, your god does in fact exist.) Pick a specific local god that you serve. Regardless of the strength of your connection to them, you cannot disobey your god.

Serious

You're particularly serious and inflexible. If someone in the same scene as you does something even a little bit wrong, you must scold them for it. Also, if you have any Dreams when you do so, you lose 1.

Nosy

You can't help but stick your nose into other people's business. You're too sympathetic to others' problems and tend to adopt their way of thinking. Whenever you're in a scene with someone who has a connection to the person to whom you have your strongest connection, the contents of your connection will change to become the same as that other person's. Also, you need the Narrator's permission to change the contents of your strongest connection.

Gullible

You just can't figure out when you're being tricked, even when you're in the middle of tricking someone yourself. You never suspect you're being lied to, and even if you as the player fully understand that a lie has been told, your henge will have to believe it.

ADDITIONAL POWER

Offerings (0)

You can use the money from your shrine's offering box on your god's behalf. Having this power means that you have the equivalent of ¥50,000 (about \$500) during each story.

Purification Ceremony (4)

You can pour pure water on yourself to purify yourself. To use this power, you have to have a source of pure water in easy reach; tap water won't work. Until the end of the scene, you can use your powers for half the usual Wonder cost.

Divine Connection (6)

At the start of each story, you begin with a strength 2 connection to and from your god. You can only increase the strength of this connection following scenes where they've appeared. Your god will normally be a local god. Talk to the narrator about what sort of local god they are and what role they'll play.

Purify (20)

You can purify an area and dispel illusions. Any henge present return to their true forms and any powers currently active in the scene stop working. However, anyone who can beat you in a Henge attribute check can keep their power working.

It's All Right (6)

By embracing someone, stroking their hair, giving them reassuring words, etc., you can make them feel better. This lets you cheer them up after they've been Surprised, lost a quarrel, or otherwise had something get them down.

Smile (0)

You're quite sociable and good at spreading cheer. Between scenes, participants who have a connection with you can increase the strength of their connection to you for 1 fewer Dreams.

I'm Yuki! I'm a snow **FAIRY!** How old am I? I dunno. But definitely an age that's perfect for the strongest in the land! None of those big shots can mess with me! Everyone says I'm stubborn, but I'm not! I'm super-strong! I know it! By the way, is a "troublemaker" something weird?

Fairies are everywhere in the **Land of Illusions**. And I'm the strongest! Morning, noon, or night everyone's lively. We sleep, eat, have fun, play pranks, and all kinds of stuff. Of course, none of them can beat me.

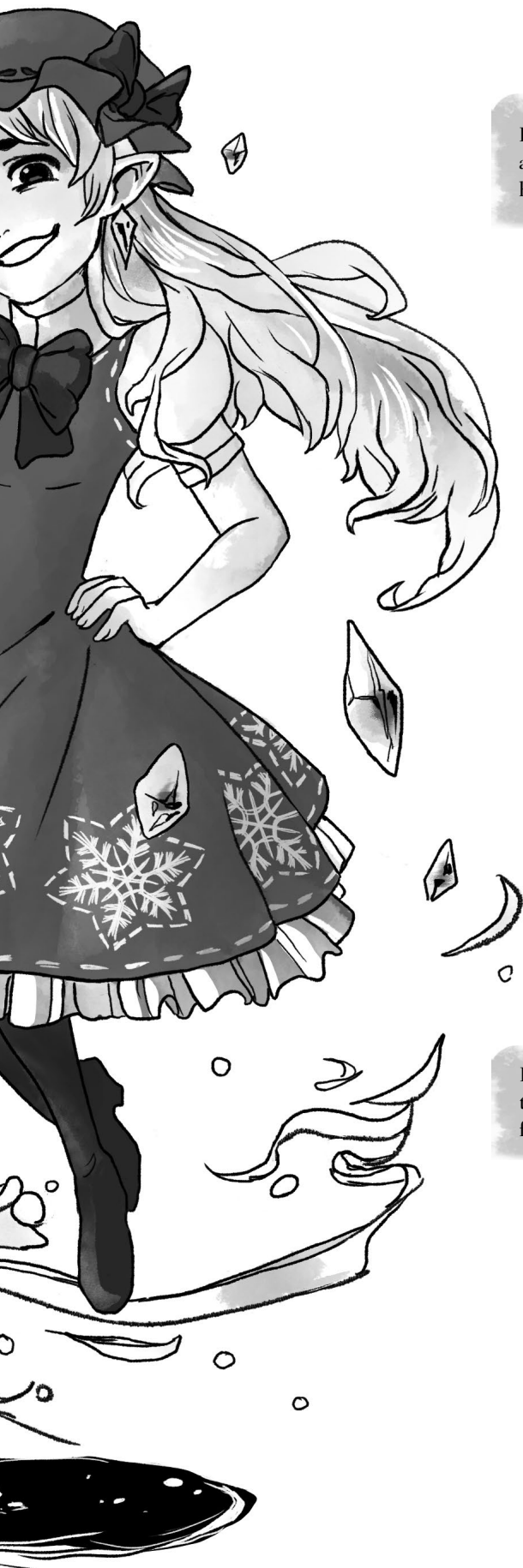
I'm not **small**. Everyone's in awe of my beauty, no matter where I go! And besides, I'm totally the strongest!

Fairies have the powers of **nature!** We're awesome! My power is the power of nature! And nature is amazing! So *I'm* amazing!

Don't call me **dumb!** If you call me dumb it means *you're* dumb! Only someone who's dumb can't figure it out. I'm a *genius* and I'm the strongest! I'm not dumb!

I'm super popular in the **summer!** Everyone asks me to come over. My best friend is a snow woman though, so I hate summer because she's gone!





I have lots of **friends!** We play a lot, have a lot of fun, and since I'm the strongest I have lots of rivals too!

Fairies love to **fly!** I have these wings too. Can't you see them?

I'm the **strongest** in the land, and this is the proof! They let me fly of course, but they're also cold AND sparkly!

Freezing **frogs** is fun, but sometimes the big frogs get mad at me. I mean, once they thaw they're back to normal, so what's the problem? I just don't get some people!

I take lots of **naps** I guess. I like to freeze the top of a lake and sleep on the ice. It feels nice to float like that.

There are lots of **little fairies** around too. I heard most of the fairies in the outside world are tiny ones? And adults can't see them, so it must be kinda rough. Everyone can see a fairy like me!



Fairies are quite mysterious creatures. Though small and weak, they fly around, causing all kinds of trouble with their innocent curiosity and pranks. Most fairies have pure, childlike personalities, and spend their days finding ways to have fun.

Fairies are nature given form. There are as many fairies in town as there are natural phenomena. That means that as the natural world is diminished, so is the population of fairies. Most fairies live deep in the mountains or forests where they spend every day playing, but in quite a few cases their natural curiosity leads them to venture into town. Also, they often play pranks on anyone who wanders into their dwellings.

FAIRY POWERS

Float (4)

You can float through the sky at a leisurely pace. You can move this way at about the speed a person can walk, and getting up that high gives you a +2 bonus to checks for searching for things. The effect lasts until the end of the scene.

Help (4)

You lend a hand when a friend is trying to do something. They can add your attribute to theirs when making a check. However, you yourself can't spend any Feelings on the check. Also, you can't use this power for Impression Checks.

Let's Play! (8)

You pass the time playing with someone. When you're not appearing in a scene you can play with others who are also not in the scene. When you use this power, you and anyone who played with you can spend Dreams to increase connections, and they gain Wonder and Feelings like usual.

Run Away! (10)

You can abruptly run away. This power won't work unless all of the henge present let it happen. You can escape from the area with all of your friends. If everyone is gone, the scene then ends.

Shenanigans (12)

You can get a big effect out of a little bit of mischief. You can use this to interrupt when someone is using a power. When you use this power, the target's power simply doesn't work.

Friends (14)

You can call the other fairies in the town to help you out. This will bring out a number of fairies equal to the sum of your Henge and Animal attributes, times two, until the end of the scene. However, with so many fairies in one place, you can't use powers that would let you hide. Depending on where you use this power, you may Surprise people you meet.

WEAKNESS

Stubborn

You can't help but try to do things, even when they're impossible for you. You have to attempt to make checks, even if they're difficult, and even if you know you'll fail (for example, even if your participation isn't necessary).

Weak

You are a particularly small and/or weak fairy. Your Animal attribute can't exceed 1, and you automatically fail checks that require physical strength, even if you spend Feelings.

Child of Dreams

You're a type of fairy that adult humans can't see. Humans with an Adult attribute of 2 or higher won't see you. Those who can't see you also can't hear or smell you. Naturally, you can't form connections with such people.

Pure

You're an exceptionally pure-hearted fairy. You're incapable of suspecting or hating others during stories, though you can still manage a light give and take.

Giggle

Even if you're hiding, when you see a mistake or mischief nearby, you can't help but reveal yourself by laughing. You can't hide when you succeed at Surprising someone or manage to play a prank on someone.

Troublemaker

You're always causing mischief, to the point where the local gods and yōkai never believe you. At the start of each story, regardless of how much you've grown, your connections to and from the town start at a strength of 1.

ADDITIONAL POWER

Carelessness (6)

You can calm people down by showing your clumsiness. You can only use this power when you've gained Dreams for being clumsy. Everyone who saw your clumsiness (though no more than three narrator characters) gets 2 points of Dreams.

Stealthy Feet (8)

You move around neither leaving any traces nor making a sound. No one in the scene will notice your presence at all; no check is possible. Unless you speak or do something that will overtly make noise, this effect will continue until the scene ends.

Friendship (0)

You're good at getting to know people, and you're naturally lovable. Reduce the cost to strengthen your connections to others by 1 Dream.

Believe (6)

You hold onto your faith in your friends no matter what. You can only use this power at the end of a scene. Anyone you have a connection with gains Feelings equal to the strength of your connection to them.

Spirit Away (6)

This power causes someone to fall into an empty place. You can use this when they're trying to run away or get past you. If you can beat the target's Animal attribute with your Henge attribute, they cannot leave this scene. Also, note that falling from this power's effect won't hurt them.

Mischief (0)

You like doing mischief, and everyone loves you for it. When you Surprise someone, you can gain as many points of Dreams as there are other participants (including the narrator).



In the Land of Illusions, even yōkai don't have to worry about causing Surprise when they appear or transform in front of people. That means that there are quite a few Powers from Golden Sky Stories that lose their meaning in this setting, such as the cat henge's Kitty power or a michinoko's Not Scary power. You're welcome to trade those powers for ones from this section.

Also, you can use these to create your own residents of the Land of Illusion. Simply assemble an appropriate collection of Powers and Weaknesses, making sure to have the same number of each as a regular Golden Sky Stories character, and let the narrator approve your choices.

RESIDENT POWERS

Bond (0)

At the start of each story, you begin with a strength 2 connection to another resident. You can only increase the strength of this connection following scenes where they've appeared. Talk to the narrator about who this is and what role they'll play.

Brawling Buddies (0)

You have a knack for forming friendships through scuffles. You can fight (see Golden Sky Stories p. 63) in place of a normal Impression Check to create a connection. When you do this and use your Animal attribute, spending 1 point of Feelings gives you a Strength 1 connection, and spending 3 points of Feelings gives you a Strength 2 connection. The connection's Contents will be Trust or Rivalry. However, when you do this, you mustn't hurt them emotionally.

Carelessness (6)

You can calm people down by showing your clumsiness. You can only use this power when you've gained Dreams for being clumsy. Everyone who saw your clumsiness (though no more than three narrator characters) gets 2 points of Dreams.

Chaff (4)

When you're the target of something like Spell Card or Shot, you can scatter some items. Use this when you would be Surprised or lose a quarrel. This lets you disappear from the scene. You can also give 5 points of Wonder and Feelings to a target of your choice. You can only use this Power once per story.

Charisma (6)

You give your every move such majesty and grace that none around you can hope to match it. Use this power when you are Surprised. You ignore the effects of being Surprised, and the one who caused the Surprise instead suffers Surprise of the same strength themselves.

Cold Wind (4)

You fill the surrounding area with cold air. This can prevent ice from melting, fend off hot weather, cool down a hot bath, etc. Everyone especially likes it when you do this on a hot summer day. If you pay 8 points of Wonder instead, you can instantly turn water into ice. The cold air and ice that you create this way remain until the end of the scene.

Dash (8)

You're very, very quick when you run away at full speed. You can interrupt any check to flee from the current scene to somewhere safe. You can also take one unresisting human or henge with you as you run away.

Dine and Dash (4)

You can make off with food without anyone noticing. If someone is carrying food or has food next to them, you can take it. It doesn't matter how big the food is, though it has to be something you can actually get a grip on, so a wedding cake or a hot frying pan would be right out.

Float (4)

You can float through the sky at a leisurely pace. You can move through the air at about the speed a person can walk, and getting up that high gives you a +2 bonus to checks for searching for things. The effect lasts until the end of the scene.

Friendship (0)

You're good at getting to know people, and you're naturally lovable. Reduce the cost to strengthen your connections to others by 1 Dream.

Help (4)

You lend a hand when a friend is trying to do something. They can add your attribute to theirs when making a check. However, you yourself can't spend any Feelings on the check. Also, you can't use this power for Impression Checks.

I Don't Know! (0)

Even if you mean well, you have a certain lack of self-awareness. If you leave your connections as they are between scenes, you can increase the strength of someone else's connection to you by 1 by paying the usual cost in Dreams. You can use this effect even if they're also strengthening their connection to you. Also, during the next break between scenes, you can increase the strength of your connection to them by as much as you want as long as you can pay the cost in Dreams.

I Love You! (14)

By proactively appealing to the person you love, you can heighten the feelings between the two of you. This raises the strength of a connection from someone else to you by 1. You can only use this power on a given partner once per story.

Invention (0)

You're able to use or even create technological devices never before seen in the Land of Illusions. This power lets you use your Child attribute instead of your Adult attribute for checks relating to using machines. Also, you can use Gift of the Gap to call forth imaginary devices that you've never actually seen before.

Immortal (0)

Some mysterious power protects you from things that would hurt a normal person. You can fall from a great height, stay underwater as long as you want, and other things that would be very reckless for others.

Knowledgeable (0)

You know a great deal about the Land of Illusions and what's been happening there. Your attribute increases by for 2 checks related to your knowledge of the Land of Illusions. However, this doesn't apply to private information, and you can only use this bonus for being knowledgeable.

Let's Play! (8)

You pass the time playing with someone. When you're not appearing in a scene you can play with someone (or a group of people) who also isn't in the scene. When you use this power, you and anyone who played with you can spend Dreams to increase connections, and they gain Wonder and Feelings like usual.

Magic Item (8)

You can produce an object with a special power in it. Pick any one power of yours or a friend's to put into it. If used properly, anyone can use that power (with their Wonder/Feelings) as long as they have the item. The item will remain until the end of the story as long as no one breaks it or anything.

Mischief (0)

You like doing mischief, and everyone loves you for it. When you Surprise someone, you can gain as many points of Dreams as there are other participants (including the narrator).

Party (30)

Using this power lets you call everyone in the area over for a celebration. The party continues until the end of the scene, and anyone present can use their powers for half the usual Wonder cost.

Petting (6)

Being petted makes you happy. When someone is in the same scene as you and pets you, you can gain Feelings equal to the strength of your connection to them. You can't just decide to use this power; you need someone participating in the scene to actually pet you.

Phenomenon (20)

You can cause a huge phenomenon that affects all of the Land of Illusions. This will most often come up in the form of a General Power or something odd going on in the setting. One phenomenon like this is enough to be the basis of a story. The player who uses the power can decide on the specifics of the phenomenon. Also, when a participant uses this power, all of the other participants (except the narrator) must also spend 20 Wonder. Furthermore, if you use this power, one of the heroes of the Land of Illusions will likely come to deal with it.

Rest (0)

You can take it easy in order to gain power. You gain 6 points of Wonder at the end of a scene you didn't participate in.

Shenanigans (12)

You can get a big effect out of a little bit of mischief. You can use this to interrupt when someone is using a power. When you use this power, the target's power simply doesn't work.

Shot (4)

You launch a strange beam of light at someone. This causes a Surprise of 8, and they can't raise their attribute with Feelings.

Sleeping Soundly (0)

You can participate even when you're doing nothing. If you appear in a scene but spend it sleeping, lazing around, yawning, etc., you can automatically get 10 points of Dreams. However, you can't get this effect if you make checks, use other powers, or proactively engage in conversation. (The narrator judges what qualifies.)

Spell Card (12)

You cause an incredible burst of sound and light in an area. It could start fires or send people flying, but everyone gets Surprised. Everyone in the scene (except your friends) suffers a Surprise of 10, and they can't raise their attribute with Feelings. Also, once per story you can spend 24 Wonder to do a Last Spell, that causes Surprise of 15 (and targets can't raise their attribute with Feelings).

Springtime (20)

You can call forth the spring, so that flowers in the area bloom and a gentle breeze starts blowing. Until the end of the scene, the surrounding area changes to springtime. This does not make things like snow, cicadas, falling leaves, etc. from other seasons disappear however.

Stomach Worm (8)

When your stomach is empty, you can make it emit a soothing rumbling sound. When you finish one scene without eating anything, you can use this power during the next scene. If there is anyone present who has a Protection, Affection, or Family connection to you, you can increase their connection to you to by 1 (to a maximum of 4).

Talk to Animals (4)

You can speak to animals. When you use this power, you can understand and speak to one type of animal until the end of the scene.

Tranquility (6)

By embracing someone, you can give them peace of mind. If someone is Surprised, has lost a quarrel, or is otherwise troubled, you can cheer them up and bring them out of that state.

Trust the Wind (4)

You go into action putting your trust into luck, and come out on top. When you use this, you gain 3 points of Feelings.

Worry (8)

When you worry about someone you like, you can show them real concern. Use this power when someone you have a connection with has done something that earned them at least 1 Dream. You each gain Dreams equal to the sum of the strengths of your connections to each other.



As with Powers, there are several Weaknesses that lose their meaning in this setting, such as the fox henge's Secret weakness or a Visitor's Always the Same weakness. With the narrator's permission, you can trade them for ones from this section, or use this to customize your character in general.

RESIDENT WEAKNESSES

Bluff

You are always exaggerating your abilities. You must spend 2 points of Feelings just to be able to spend Feelings to raise your attributes in a check.

Drunkard

You just love alcohol. If there's alcohol in front of you, you have to stop and drink until you're full or the booze is all gone, even if it belongs to someone else. Drinking like this makes you drunk, which reduces all of your attributes by 1 (to a minimum of zero) until the end of the scene.

Famous

Everyone in the Land of Illusions knows who you are. Because you stand out so much, your attribute goes down by 2 for trying to hide. Also, anyone with an Adult attribute of 2 or higher will already know your name and powers.

Far From Home

You are lost and far from home in the Land of Illusions. You don't know much about it at all, so you automatically fail checks relating to information about the Land of Illusions, knowing your way around, or other kinds of everyday knowledge.

Glutton

You love to eat, and if you don't get a proper meal, you can barely move. Furthermore, if there's food in front of you, you have to stop and eat until you're full or the food is all gone, even you have other things to do.

Lazy

You're particularly sensitive to heat and cold, and rather lazy. You can only spend 1 point of Feelings for checks relating to actively moving your body around.

Lonely

You're so often alone that when you run into others you can't help but talk to them and play pranks. When you're alone and you meet someone, you will always talk to them and get up to some mischief. (And no, you can't hide from them.)

Master

You have a particular master who you can't oppose. Regardless of the strength of your connection to them, you cannot disobey your master.

Meddling

You can't help but stick your nose into other people's business. You're a little too sympathetic towards people's problems, and you tend to adopt another person's way of thinking. Whenever you're in a scene with someone who also has a connection to the person to whom you have your strongest connection, the contents of your connection will change to become the same as that other person's. If you have multiple people tied for the strongest connection, pick one.

Poor

You don't have any money, and it makes your life difficult. If you have this Weakness, you can't take any Powers that would give you money or valuables. You're a bit finnickily with money too, and you have to do whatever you can to earn enough cash.

Scary

You have a constant, overwhelming presence that scares people. When you make an Impression Check, the Strength of the connection the other side gets to you is reduced by 1. (In other words, you need a result of 8 to create a connection at all.) However, this only applies to those you've never met before. If you have a Thread (see *Golden Sky Stories* p. 65) you can form a connection normally.

Seasonal

You can only appear during a particular season. When you take this Weakness, select one of the four seasons. If the story doesn't take place in that season, you can't appear in any scenes unless you spend points to overcome this weakness.

Serious

You're particularly seriously and inflexible. If someone in the same scene as you does something even a little bit wrong, you must scold them for it. Also, if you have any Dreams when you do so, you lose 1.

Thief

You're especially curious and greedy. If you see something that takes your fancy, even if it belongs to someone else, you'll try to take it. Also, you don't like to give back things you've borrowed until the end of the scene.

Tired

Whether because of a weak body, or the town's climate being a problem for you, it takes very little to tire you out. You have to spend an extra 2 points of Feelings in order to spend more Feelings on a check.

Troublemaker

You're always causing mischief, to the point where the local gods and yōkai never believe you. At the start of each story, regardless of how much you've grown, your connections to and from the town start at a strength of 1.

Trusting

You never suspect or truly hate anyone. You're incapable of suspecting or hating others during stories (though you can still manage a light give and take).

Violent

You're violent, and you're always using your fists more than your head. When you need to make a check for persuading or asking something, you'll fight instead. Naturally, you're no good at persuading or making requests.

GOLDENSKY Stories

PORTRAIT

HUMAN FORM :

NAME :

TRUE FORM :

AGE :

(Boy / Girl)

POWERS

_____ () _____ ()
 _____ () _____ ()
 _____ () _____ ()

HENGE () *Mysterious Powers*

ANIMAL () *Run, Feel, Hide*

ADULT () *Use Machines, Knowledge, Hide Feelings*

CHILD () *Play, Wheedle, Get Protected*

WEAKNESS

ADDITIONAL POWER

● _____ ↔ ○ _____ ()
 ● _____ ↔ ○ _____ ()
 ● _____ ↔ ○ _____ ()



DREAMS

TRUE FORM

CONTENTS

CONNECTIONS

CONTENTS

PARTNER

YOU ()	■ ■ □ □ □	☆	□ □ □ ■ ■	(Acceptance)	TOWN
YOU ()	□ □ □ □ □	☆	□ □ □ □ □	()	_____
YOU ()	□ □ □ □ □	☆	□ □ □ □ □	()	_____
YOU ()	□ □ □ □ □	☆	□ □ □ □ □	()	_____
YOU ()	□ □ □ □ □	☆	□ □ □ □ □	()	_____
YOU ()	□ □ □ □ □	☆	□ □ □ □ □	()	_____

WONDER

FEELINGS

PARTNER

CONTENTS

THREADS

MEMORIES :

_____ ()	_____ ()
_____ ()	_____ ()
_____ ()	_____ ()
_____ ()	_____ ()

TRANSFORMATION COST

Day : +4
 Evening : +0
 Night : +2

Human : +4
 Tail : +2
 Ears & Tail : +0

RAISING CONNECTIONS

1 : 5 Dreams*
 2 : 5 Dreams*
 3 : 5 Dreams

4 : 8 Dreams
 5 : 12 Dreams
 * free with Impression Check

**ENGINE
SKY**



Engine Sky

Engine Sky is a short alternate setting for Golden Sky Stories, for friendly stories about robots in a post-apocalyptic setting. Viral adapted his game Engine Heart to Golden Sky Stories for this; Engine Heart is available as a free PDF through the Viral Games Publishing website (www.viralgamespublishing.com) and in print through select retailers.

Engine Sky's setting is a "soft apocalypse," where the End Times are a distant memory that cleared out enough of the world's population to finally bring the planet back to silence, a deep and heavy resting at the end of this species' existence. No longer will they spread across the planet with endless war — the survivors are too few in number now, and while they have lost most of the technical wonders of the last age, they still have one shred of proof to verify the height of industry their species had reached:

The robots.

These strange machines have wandered in from afar, or perhaps they have always been in the village, like good luck charms. The robots are almost as few as the humans, and while a good many of their kind wander the dangerous irradiated landscapes of the interior, a handful have sought out the humans they once served, to serve them again.

It is in this idyllic tranquility, on the edge of a sea that brings bountiful harvests, in a land that is still green and untroubled, that the player robots (or PRs) exist. The region is crisscrossed by old highways, trails, and dirt roads, with small enclaves of humans dotting the plains and prairies. The land is lush and the roads are bordered on both sides by high grass that swishes in the breeze blowing in off the sea.

A few waystations in the hinterlands have nuclear generators to recharge the

handful of remaining electric vehicles in use, as well as the long-range robots. These waystations are staffed by hermits, recluses, and others who do not mind the solitary life, interspersed only by the occasional traveler.

Farther toward the coast, evidence of human ingenuity is more apparent. Gardens are built amid the wreckage of long-forgotten ruins, and new, simple wooden houses have been constructed, good for long summer nights and snugly warm in the endless white of winter.

Children laugh and chase each other down stone-laid paths, past derelict buildings and newly-built ones, past the elderly people out for their afternoon walks in the sun, and past the hard-working robots that have volunteered their lives.

Festivities are affairs for everyone, whether gathered in a great circle around a pole at the height of midsummer or going door-to-door delivering sweets and hot drinks to their neighbors bundled up for winter.

The people living here are good-natured, and raise their children to appreciate the folly of war that brought them to this state. Still, every town has its problems—lovers quarrel, children become lost, and natural disasters threaten their towns. Through all of this, the ever-present robots bumble, stumble, and try their best to make the humans happy.

Alterations

Engine Sky uses a modified version of the Golden Sky Stories rule system. It is functionally identical to the original system, although two of the four attributes have been altered to reflect that the player characters are robots and not shapeshifting spirit-animals.

Henge is replaced by **Chassis**. This determines how advanced, specialized, or powerful your robotic features are. If your PR has a high Chassis rating, it will succeed more often when using its special features.

Animal is replaced by **Battery**. Your battery determines mobility, strength, and cameras, as well as most other physical qualities. If your PR has a high Battery rating, it will succeed more often when competing with other characters or when performing physical feats.

When you assign attribute ratings, Adult is the only one you can have at zero. This means that your robot wasn't made to interact with humans and has

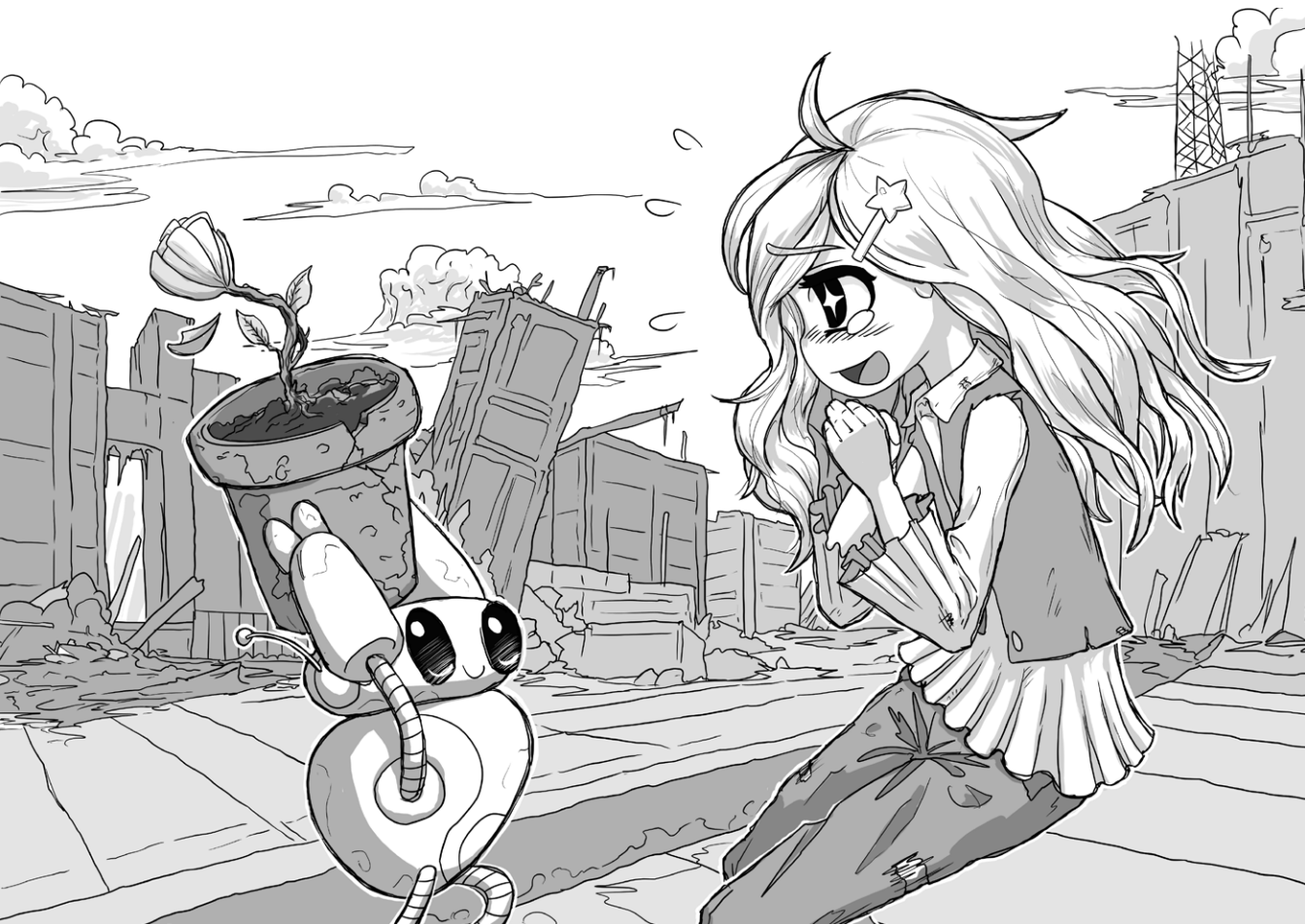
no real knowledge of their civilization. Your robot won't understand appliances, music, books, or shoes, and will have to be taught how to make food that is safe to consume.

The next pages detail the four different types of robots that players may choose from. Each robot has five features that cost points of Wonder to utilize, analogous to a henge's mystical powers.

Once you create your robot, you may pick one or more extra features (although you don't have to take any if you don't want to). Each feature has an attached defect that your robot must also possess.

Products of Civilization

Although some robots are humanform, they still need to make checks for most anything to do with organics. They often don't understand exactly what animals need or want, and they can't fully comprehend the human condition. Just making a joke requires a check.



HUMANFORM

"What? You want to know what it's like to be an android? People sometimes call me an android - that means I look like a man, but I don't look like a man, do I?"

"Anyway, I've lived in the village for a long time. Well, I guess you might not think I'm alive, but sometimes I wonder. If you live somewhere long enough, and love it enough, maybe part of you lives on after you're gone. Isn't that sort of like what made my creator alive? I mean, without me, there's no proof that he existed, right? Oh! I hope you don't think I'm being rude or contrary! I'm just so happy that someone asked me about myself!"

—Leaf, Humanform Robot

You look like a human... sort of. Grown-ups probably won't be fooled, but you might be mistaken for one at a distance.

POWERS

Analogous (0)

Your casing is human-shaped, allowing you to easily make use of human equipment, tools, etc.

Familiarity (4)

You have been around humans for a long time, and know many, many customs. You may declare that you know a certain ritual, recipe, process, etc. Any checks relating to the custom made during this scene gain a +2 bonus.

Reminisce (6)

You remind a human of loved one. When meeting someone new, instead of making an Impression check, you may automatically gain a connection from them with a strength of 1.

Android (10)

You can pass as human when meeting someone new. The human will treat you as a fellow organic for the rest of the scene, unless you or another character do something to dispel the belief. If you use this feature again at the beginning of the next scene, you can make them think you're a human for that scene as well.

Famous (12)

You are particularly well-known, and many people have met or heard of you. When making an Impression check, the strength of the impression from them is increased by 1.



WEAKNESS

Directive

You are required to perform a certain duty or be present in a certain location. You must perform this duty (or be in this location) at least every third scene.

Offensive

If anyone hears you imitating them, their connection to you will degrade by 1.

Fractured

Parts of your casing are missing, exposing the machinery underneath. The cost to increase the strength of a connection is 3 higher than normal.

ADDITIONAL POWER

Interface (4)

You can connect to other machines (computers, cameras, robots, etc) to draw information directly from them.

Mimic (4)

You can duplicate the voice of anyone with whom you have a connection.

Athlete (0)

You get a +1 to all checks for athletic feats.

TOY

"Wheee! This is one of my favorite games! What kinds of games do you know? I like to teach kids how to play new games. Most of the adults around here learned how to play games from me when they were little kids, even if they don't remember.

"Sometimes scary things happen, and then it's my job to cheer up the kids or keep them from thinking about what's happening. Those times aren't as fun, but when it's over I can do what I want to do!"

—SpinSam, Toy Robot

You were made to be visually pleasing to little kids, and nobody takes you very seriously.

POWERS

Distraction (0+)

You can cause a human child to immediately stop being Surprised, or to focus their attention on you if they were not currently Surprised. You can distract more children by spending 2 points of Wonder for each additional child that you want to distract. This ability will not work on a human with an Adult rating of 3 or higher.

Motivate (4)

You can raise the morale of other characters by giving them inspirational speeches, cheering them on, or some similar action. Once per scene, you may give another character a number of Feelings equal to their Connection to you. You may use this feature more than once per scene, as long as you use it with a different character each time.

Innocent (6)

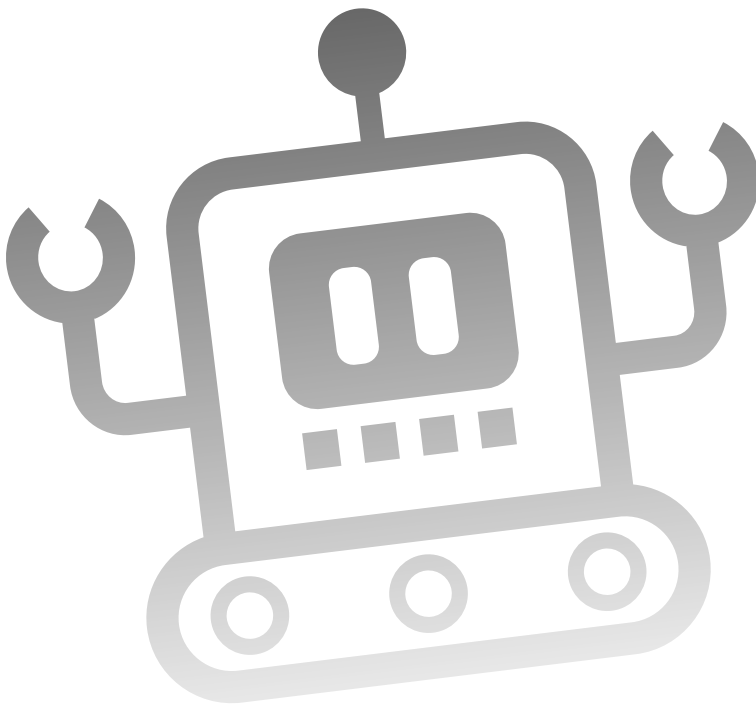
You are harmless-looking, and humans have a hard time suspecting you of anything. You can make one human stop suspecting you until you admit what you did, or until the end of the scene, whichever comes first.

Inconspicuous (10)

You are easily overlooked and seen as inconsequential. Every character will ignore you until the end of the scene, unless you actively do something to get their attention.

Love (12)

You are a cherished and beloved object to someone in the scene. Once you choose who it is, you may give them as many of your Feelings as you like.



WEAKNESS

Brunt

The humans of the town can't help patronizing you. At least once per session, a human character (if any are present) will attempt to put you in a situation where you are inconvenienced.

Melancholy

You are burdened by memories of children long grown and gone. You may not have a connection with a strength higher than 2 to any human character.

Worn

You are well-used, and parts of you are loose or broken. You may not spend Feelings on any athletic checks.

ADDITIONAL POWER

Shame [4]

You can make a human who has a connection to you instantly stop a bad behavior (for the moment, anyway) by sternly reminding them of how their family and friends wouldn't like it.

Antique [0]

You have been in circulation for generations, handed down from child to child. Consequently, you are well-loved by everyone in town. The cost in Dreams for a human to increase the strength of their connection to you is 1 lower than normal.

Nostalgia [0]

You are part of a well-known line, and everyone seems to have fond memories of playing with a similar model. You get a +2 bonus to your initial Impression check from any human, as long as the human's Adult rating is 3 or higher.

SURVEILLANCE

"Say, you're that stranger that's new in town. Of course I know who you are, I saw you come in last night! It's my job to know everything. I can't really explain it, it's just my programming!"

"Humans get upset when I ask too many questions, or if they find me watching when they don't know I'm there. But then something big will happen, and everyone will want me to tell them about it! Humans are so interesting!"

—Crowdwatch, Surveillance Robot

You are bristling with cameras and microphones, and always looking for something interesting, even when people don't want you to see.

POWERS

Observe (0)

You are constantly recording the world around you, and always know when something big happens. If anyone new comes to town or a strange event occurs, you will know almost immediately, even if you aren't in the scene.

Detection (4)

You can instantly tell if another character is trying to hide an object on their person. If the object is totally concealed, you can still tell that they are concealing something.

Disclose (8)

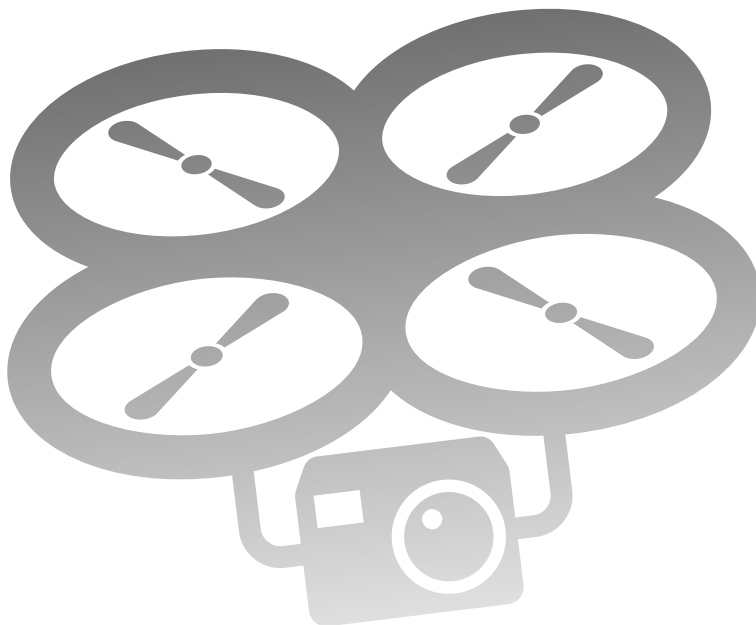
You know many secrets about the people in the town, and sometimes you lack discretion when mentioning them to others. You can temporarily raise (or lower) the connection between two other characters by 1 until the start of the next scene. You can only use this once for a given pairing, and can't push a connection's strength above 4. The GM will decide the specifics of the secret.

Locate (10)

You have an unerring ability to find lost objects. You can find any missing object, as long as the owner tells you the approximate location in which it was lost. Robots and humans do not count as objects for the purpose of this feature.

Analyze (12)

You can rapidly piece together disparate fragments of information to reach a logical conclusion. You may ask the GM to give you a clue that will help you in your current predicament.



WEAKNESS

Confined

You can't spend any Wonder or Feelings while indoors.

Overbearing

You are eager to learn about new people, and tend to be off-putting when meeting strangers. All of your attributes are reduced by 2 for Impression checks.

Weak Battery

You must spend an extra point of Wonder whenever using a feature.

ADDITIONAL POWER

Flight Ceiling (4)

You can float in the air, although you can't rise more than a few meters off of the ground.

Supervisor (6)

You keep close watch on the humans of the town, and always seem to know where they are. You can add a bonus equal to your Connection to the town to find the general location of any human character, as long as they are somewhere in the town.

Speedy (6)

You can automatically enter or leave a scene, even if it was a long way from where you were.

LABOR

"Oh? You want to talk to me? Humans don't usually talk to me very much. They mostly just ask me to do things for them. I guess I'm not very good at conversations, but maybe that's just because nobody ever talks to me.

"You still want to talk to me? All right. I have a lot of jobs in the village. In the spring I help with the planting, in the summer I help with the building, in the autumn I help with the harvest, and in the winter I help with the snow. There are lots of other things I do besides that. Sometimes humans need me to move heavy things for them."

—Duro-Matic, Labor Robot

You look like an oil-stained box of some kind, not the type of robot that people want to let into their house!

POWERS

Charge (0)

You may give another robot as much of your Wonder as you like, as long as both of you are in the same scene together.

Overdrive (4)

You may spend additional points of Wonder to add to your Feelings bonus on a check.

Shield (8)

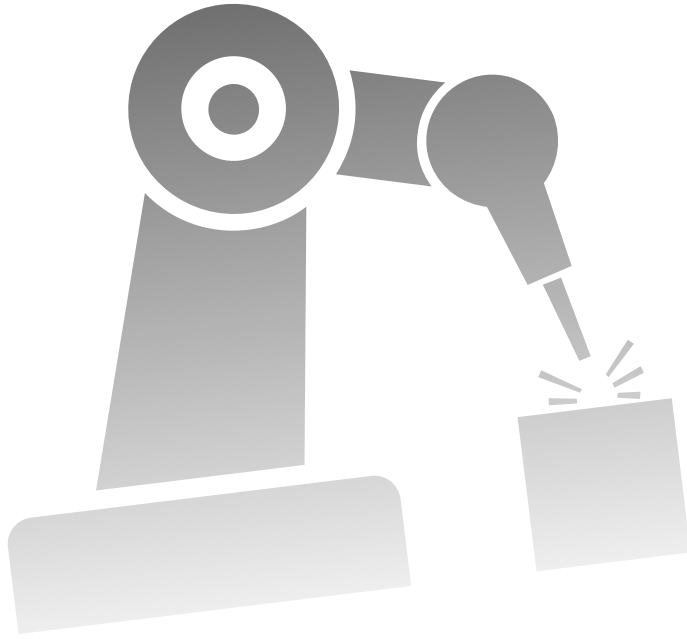
You may place yourself in front of another character that is in imminent danger. If the situation is actually dangerous, the GM may decide that you suffer the consequences meant for the targeted character.

Heft (10)

You may move an otherwise "immovable" object, as long as it could conceivably be lifted or moved without falling apart.

Barrier (12)

You can impede another character by getting in their way. The other character is penned in and may not move until you let them.



WEAKNESS

Ignored

The strength of your connection from the town can never rise above 1.

Rusting

You move more slowly than other characters. Any skill check you make to outrun another character has a -2 penalty.

Imposing

You are too unsettling to become close to. None of your connections from other characters may rise above 3.

ADDITIONAL POWER

Overlooked (6)

Your casing is dull, faded, or otherwise unremarkable. You can blend into the background, avoiding notice if you stay immobile. If you do move, you cause Surprise based on your Chassis rating +2.

Pressure Wash (4)

You have a high-powered liquid dispenser and can instantly clean up any character or object (although the target is soaked in the process).

Giant (8)

You can startle human adults with your overwhelming size. If you use this power when meeting a human with an Adult rating of 3 or higher for the first time, they will be temporarily stunned, and will automatically agree to one favor, even if another character asks.

