



YOKAI HUNTERS SOCIETY

A RULES-LIGHT PEN & PAPER RPG
ABOUT MONSTER HUNTERS IN MEIJI JAPAN

A PUNKPADOUR GAME DUG BY GOONS

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IN THE
HIGHEST
LEVEL
A MAN
HAS
THE LOOK
OF KNOWING
NOTHING

—YAMAMOTO TSUNETOMO, HAGAKURE

INTRODUCTION

What is this game

Yokai Hunters Society is a rules-light, pen & paper role-playing game in which you fight Japanese monsters, or *yokai*. You and a few friends gather around a table to create interactive stories using conversation, imagination, and dice. One of the players will take the role of Grandmaster (GM), and the rest will portray monster hunters during Meiji Japan. The GM serves as the eyes and ears of the hunters, describing the setting they live in and the situations they face. Hunters will have to decide and describe how they act in this imaginary world. When they want to do something risky, or the outcome of an action is uncertain, players roll dice to see what happens.

How far you want to take the role-playing aspects of this game is a matter of taste. Some players like to talk in-character and even use a different voice, while others prefer to describe their characters' actions in third person. There is no right or wrong as long as everybody at the table is having a good time.

The tone

The adventures you can play in *Yokai Hunters Society* range from facing the monster of the week, to complex investigations or political plots, to routine cleansing jobs. A horror-genre approach to the game's stories is recommended, with bonus points if it gestures towards the psychological horror characteristics of many Japanese films and comics. If that's not your thing, however, this system can be used to tell mystery or action stories as well. Historical fidelity to Meiji Japan is similarly a matter of preference. You can make *yokai* and the Society unknown to most of the population while keeping the rest of the world as close to reality as possible or you can go for an apocalyptic approach in which *yokai* are a plague about to change the course of history.

WHAT YOU NEED TO PLAY THIS GAME:

These rules.

2 eight-sided dice (d8).

4 six-sided dice (d6).

When asked to roll 1d3, roll 1d6 and divide the result by two, rounding up.

Pen & paper.

2 or more players.

A character sheet for each hunter player.

HUNTER CREATION



Concept & paths

Roll 4d6 per column on the HUNTER CREATION TABLE (page 8) and add their total to randomly choose your name, gender, age, two traits (roll twice), and occupation. Or, if you'd rather not leave things to chance, simply choose from the table, picking one positive trait and one negative. In either case, describe how you look and the mask you wear while hunting.

As a hunter, you utilize four paths to solve any given situation: *courage*, *self-control*, *sharpness*, and *wisdom*. During hunter creation, distribute 4 points between these paths. Your starting HEALTH POINTS (HP) are equal to 8 plus your COURAGE points. Your CURSE RESISTANCE tracker starts with 2 plus your SELF-CONTROL points. A hunter cannot have more than 4 resistance points at any given time.

Background

As a member of the *Yokai Hunters Society*, you took an oath to help cleanse the world of abominations known as *yokai*. Hunters work discreetly and never abandon their obligations. They live seemingly normal lives and their daily routines until they receive a splint with engraved spirals—then the hunt begins.

Your experiences, traits, occupational abilities, and goals may grant you advantages during missions. These character details are not mere ornaments, so always keep them in mind. Try to capture your hunter's BACKGROUND in a single sentence following this structure:

*I am a [TRAIT] and [TRAIT] [OCCUPATION]
who [SOMETHING FROM YOUR PAST]
and seeks [A GOAL].*

Equipment

You can carry up to 8 small to medium-sized objects (a hammer, a canteen, a bag of coins, a box of matches, a katana, a rope, etc.) at a time before becoming encumbered. For each item over 8, you must subtract 1 to the result of any COURAGE OR SELF-CONTROL roll.

When you use an object to assist a task, it gives you a roll bonus. The extent of this bonus is set by rolling WISDOM when you acquire or create the item. This WISDOM roll represents how sharp a buyer, skilled craftsman, or trained user you are. On a 10 or less, the bonus is simply +1. For each point above 10 on the WISDOM roll, the item gets an additional bonus point; e.g. a result of 12 on the roll gives you a +3 bonus every time you use that item.

Your hunter starts the game with 3 free items: two of them must be related to their occupation while the third is chosen by rolling 3d6 on the RANDOM ITEM TABLE on page 9. Roll WISDOM for each free item to set their bonuses.

You can acquire new items in-game from stores, merchants, and artisans or manufacture them yourself if you have the necessary materials and profession. There is a non-exhaustive reference list of additional items on pages 10 and 11.

Advancement

Every time you successfully complete a mission, you'll receive 2 points you can use to:

- ✦ Increase any of your path scores
- ✦ Increase your maximum HP
- ✦ Obtain CURSE RESISTANCE points

You'll also write a simple sentence about the last mission as a new entry in your BACKGROUND.

Only one path of your choice can reach a maximum of 5 points—the other three can be increased up to 4, 3, and 2 points respectively. A hunter's maximum HP can never exceed 15. Once hunters have reached their stat maximums they must rely exclusively on experience, items, and knowledge. Reflect further development through additional lines in your character BACKGROUND, not through stats.



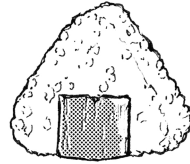
4d6	TRAITS	OCCUPATIONS (WAGE PER DAY)	SURNAME	NAME	AGE
4	Dishonest	Beggar (1d3 sen)	Abe	Aiko (f)	18
5	Tolerant	Servant (0.5 sen)	Sato	Akemi (m)	20
6	Rude	Burglar (1d6 sen)	Suzuki	Chiharu (f)	22
7	Kind	Miner (10 sen)	Takahashi	Daisuke (m)	24
8	Narcissistic	Sailor (1d8 sen)	Tanaka	Eiko (both)	26
9	Optimistic	Peddler (1d8 sen)	Watanabe	Fujita (both)	28
10	Talkative	Smuggler (2d8 sen)	Ito	Gin (f)	30
11	Disloyal	Artisan (1d6x10 sen)	Yamamoto	Hachiro (m)	32
12	Fair	Farmer (3d6 sen)	Nakamura	Hideko (f)	34
13	Mean	Shopkeeper (4d6 sen)	Kobayashi	Jiro (m)	36
14	Sincere	Cook (1d8 sen)	Kato	Keiko (f)	38
15	Pessimistic	Tradesman (1d8x10 sen)	Yoshida	Ken (m)	40
16	Bold	Soldier (15 sen)	Yamada	Mayumi (f)	42
17	Greedy	Policeman (30 sen)	Sasaki	Mamoru (m)	44
18	Patient	Teacher (35 sen)	Yamaguchi	Mei (f)	46
19	Cruel	Shinto priest (1d8 sen)	Saito	Tomiko (f)	48
20	Honest	Buddhist monk (1d8 sen)	Matsumoto	Takai (m)	50
21	Unforgiving	Production worker (20 sen)	Inoue	Uta (m)	52
22	Playful	Factory officer (45 sen)	Kimura	Utano (f)	54
23	Obnoxious	Liberal professional (50x1d3 sen)*	Hayashi	Yukio (m)	56
24	Perfectionist	Government official (40x1d3 sen)	Shimizu	Yuri (f)	58

*Roll 1d6: 1. Accountant 2. Engineer 3. Doctor 4. Dentist 5. Lawyer 6. Architect

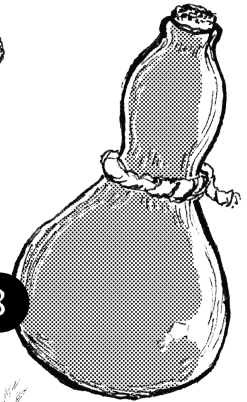
2D8 RANDOM ITEM

- 2 Onigiri* (riceball)
- 3 Hyontan (gourd canteen)
- 4 Oil lamp
- 5 Rope
- 6 Box of 50 matches*
- 7 Tool (saw, pickaxe, hammer...)
- 8 Loaded dice
- 9 Nothing
- 10 Yaku-Yoke Omamori* (amulet)
- 11 Shenfu* (talisman)
- 12 Sling
- 13 Pocket knife
- 14 Tanto (short sword)
- 15 Tanegashima (matchlock pistol)
- 16 Revolver

*One use per unit.



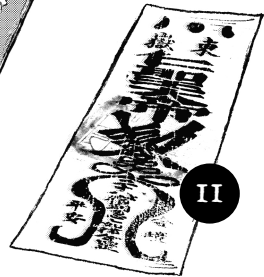
2



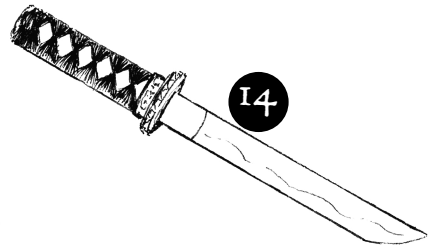
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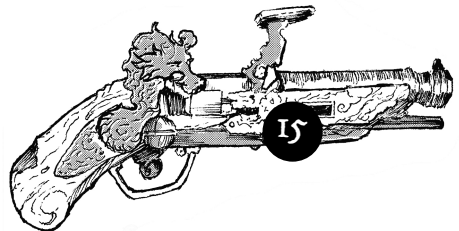
10



11



14



15

ITEMS	PRICE	OBSERVATIONS AND EFFECTS
Snack	1 sen	Anpan, rice cake, riceball, etc. Recover 1 HP.
Frugal meal	2 sen	A bowl of rice with a side dish. Recover 1d3 HP.
Good meal	7 sen	Rice or noodles with meat or fish and vegetables. Recover 1d8 HP.
Beer	19 sen	Add the item bonus to courage rolls and subtract it from SELF-CONTROL, SHARPNESS, and WISDOM rolls. Duration: 2 hours.
Sake	5 sen	Add the item bonus to courage rolls and subtract it from SELF-CONTROL, SHARPNESS, and WISDOM rolls. Duration: 4 hours.
Lodging	3-10 sen a night	Price may vary depending on the establishment.
Hyotan	3 sen	Gourd canteen. 700 ml.
Oil lamp	100 sen	6 hours of light (15 feet radius) per flask of oil.
Flask of oil	1 sen	100 ml.
Rope	5 sen	50 feet.
Box of matches	1 sen	50 matches.
Tool	100-200 sen	Saw, pickaxe, hammer, pliers, etc.
Loaded Dice	2 sen	Two loaded 6-sided dice for playing Cho-han.
Marked Hanafuda cards	5 sen	A marked deck of cards.
Three-piece suit	28 yen	Western clothes are mandatory for government officials.
Official court uniform	220 yen	Uniform for members of the kazoku peerage (nobles) and civil officials.
Bicycle	250 yen	Speed: 10 km/h.
Car	5000 yen	Max. speed: 16 km/h.
Kenko Omamori	10+ yen	Shinto amulet. Regain CURSE RESISTANCE points equal to the item bonus. One use.

ITEMS	PRICE	OBSERVATIONS AND EFFECTS
Yaku-Yoke Omamori	10+ yen	Shinto amulet. Regain HP equal to the item bonus. One use.
Jyuzu	10+ yen	Buddhist prayer beads. Apply its bonus when defending from supernatural damage.
Suzu	10+ yen	Buddhist singing bowl. Apply its bonus when performing exorcisms.
Shenfu	10+ yen	Taoist talisman. Drains HP equal to the item bonus off a <i>yokai</i> when attached. One use.
Lei Gong coin	10+ yen	Taoist talismanic coin. The possessor has a [item bonus score]-in-8 chance of intuiting supernatural dangers. The GM should make the roll in secret.
Ceremonial fan	1 yen	Apply its bonus when performing item blessing rituals.
Bolt-action rifle	(100 yen)	Range: 500 meters. Single-shot. Reload: 10 seconds.
Minié rifle (muzzle)	(40 yen)	Range: 500 meters. Single-shot. Reload: 30 seconds.
Single-action revolver	(100 yen)	Range: 100 meters. 6 shots. Reload: 20 seconds.
Percussion cap pistol	(30 yen)	Range: 100 meters. Single-shot. Reload: 20 seconds.
Flintlock pistol	(20 yen)	Range: 100 meters. Single-shot. Reload: 20 seconds. 1-in-6 chance of misfire (2-in-6 in wet weather).
Tanegashima (matchlock) pistol	(20 yen)	Range: 100 meters. Single-shot. Reload: 60 seconds. 2-in-6 chance of misfire (3-in-6 in wet weather).
Sling	5 sen	Range: 200 meters. Single-shot. Reload: 10 seconds.
Yumi	5+ yen	Longbow (2+ meters) with asymmetrical grip. Range: 200 meters. Single-shot. Reload: 5 seconds.
Katana	10+ yen	Long sword (60+ cm blade).
Tachi	10+ yen	Long sword (70+ cm blade). Lighter and more curved than a katana.
Wakizashi	10+ yen	Short sword (30-60 cm blade).
Tanto	10+ yen	Short sword (15-30 cm blade).
Pocket knife	10 sen	Easy to hide.

The rules

Resolving actions

The GM—who controls the world and plays every non-player character (NPC)—describes the situation you are facing, followed by you declaring what you want your hunter to do and how. Then the GM tells you if you succeed automatically, if a task is clearly impossible, or if you need to make a roll to determine a success or failure. If you need to roll, the GM will indicate which path you should follow, applying your hunter's path score to the resulting roll:

COURAGE: for actions that involve impetuosity or anger, such as cutting a limb off a monster with your katana, jumping on the rooftops, or lifting a heavy oak desk.

SELF-CONTROL: for actions in which it is necessary to remain calm and control one's impulses, such as using your bow to cut the rope from which a partner hangs, hiding a lie, or elegantly performing a tea ceremony.

SHARPNESS: for actions that involve any of your senses, such as spotting someone hiding in the shadows, hearing a conversation from afar, or smelling the incense being burnt in the next door.

WISDOM: for actions that require certain knowledge or prudent and thoughtful behaviour, such as making a talisman, knowing the weak points of a certain *yokai*, or properly addressing a noble.

With those paths in mind, you roll 2d6 and add to the result the points from the relevant path. If you are using an item to perform the action, add the item's bonus as well.

- ✦ On a roll of 10 or above, you succeed.
- ✦ On a 9, you succeed but you suffer a consequence.*
- ✦ On an 8 or less, you fail and the situation escalates. Just how much the situation escalates is left to the discretion of the GM.

*In Japan, the number 9 is considered to bring bad luck, as its sound reminds that of the word "suffering" (苦).

Antagonists

The difficulty score in most situations is 10. When you face an antagonist, however—human, animal or *yokai*—the target number may be greater depending on their level. The GM may or may not disclose an antagonists' level to a hunter. Regardless of level, if you roll a 9 you still succeed with dire consequences. Any other result below an antagonist's difficulty score means that you don't reach your goal.

Advantages & disadvantages

Should an action have something to do with your hunter's BACKGROUND (occupation, traits, experiences, or goals), if another hunter is giving you a hand, or if the current circumstance has you in a favourable position, include an extra d6 in your roll and ignore the lowest result.

If, on the contrary, there is something that puts you in an unfavourable situation, roll 3d6 and discard the highest roll.

If a situation has both advantages and disadvantages, it will be the GM who decides whether they cancel each other out or if one outweighs the other.

Damage & health

If a situation presents a physical risk to you or the target of your action, the difference between the total result of your roll and the task or antagonist's difficulty score is the amount of damage you take (under) or deal (over).

To recover 1d8 HP, you need a night of good rest in a safe place and a good meal. Rest and a frugal meal only recovers 1d3 HP. You cannot gain points above your maximum HP. If a hunter loses all of their HP in a situation, they die.

Cursed die

If you'd like to risk your soul to potentially improve a single action, you may add a CURSED DIE (1d8) to your roll and discard the lowest result. If the result on the CURSED DIE is greater than your ACTUAL CURSE RESISTANCE points, you attract bad luck and lose a point from your CURSE RESISTANCE TRACKER—no matter if you succeed or fail. The CURSED DIE cannot be used with advantage and a hunter cannot have more than 4 CURSE RESISTANCE points.

Should you lose all your points, you cannot use the CURSED DIE and are doomed to make every roll with disadvantage. To get rid of the curse and regain 1d3 CURSE RESISTANCE points, you must visit a sacred place and pay the cost of the cleanse. This cost may or may not be monetary...

THE SETTING

The Meiji Restoration

In Meiji Japan, tensions are high with peripheral clans like Choshu, Satsuma, Tosa, and Hizen after the signing of the Kanagawa Treaty—perceived by some as an act of submission to “barbarians” by opening ports to American vessels. A proliferation of nativist theories that foster national and xenophobic sentiment in favour of the Emperor contribute to unrest as well. A strong economic and social crisis, populist uprisings, and the discontent of the impoverished samurai in the face of the emerging commercial class eventually brought down a military government (*bakufu*) that had controlled the country for almost seven centuries.

The year is 1889. After months of deliberation, a Constitution is about to be approved, giving absolute power to Emperor Meiji. In the last two decades, there have been profound political and social reforms that have cleared the way for “modernization:” the abolition of feudal privileges, the establishment of European-style political, police, and judicial systems, restructuring of the army, etc. But not everyone is happy with these changes.

In these convulsive years, *yokai* sightings and encounters have increased tremendously. Some blame the barbarians, others accuse nostalgics of the *bakufu* times, and a few even dare to hold His Majesty responsible. The truth is nobody knows the reason behind the uptick in sightings for sure.

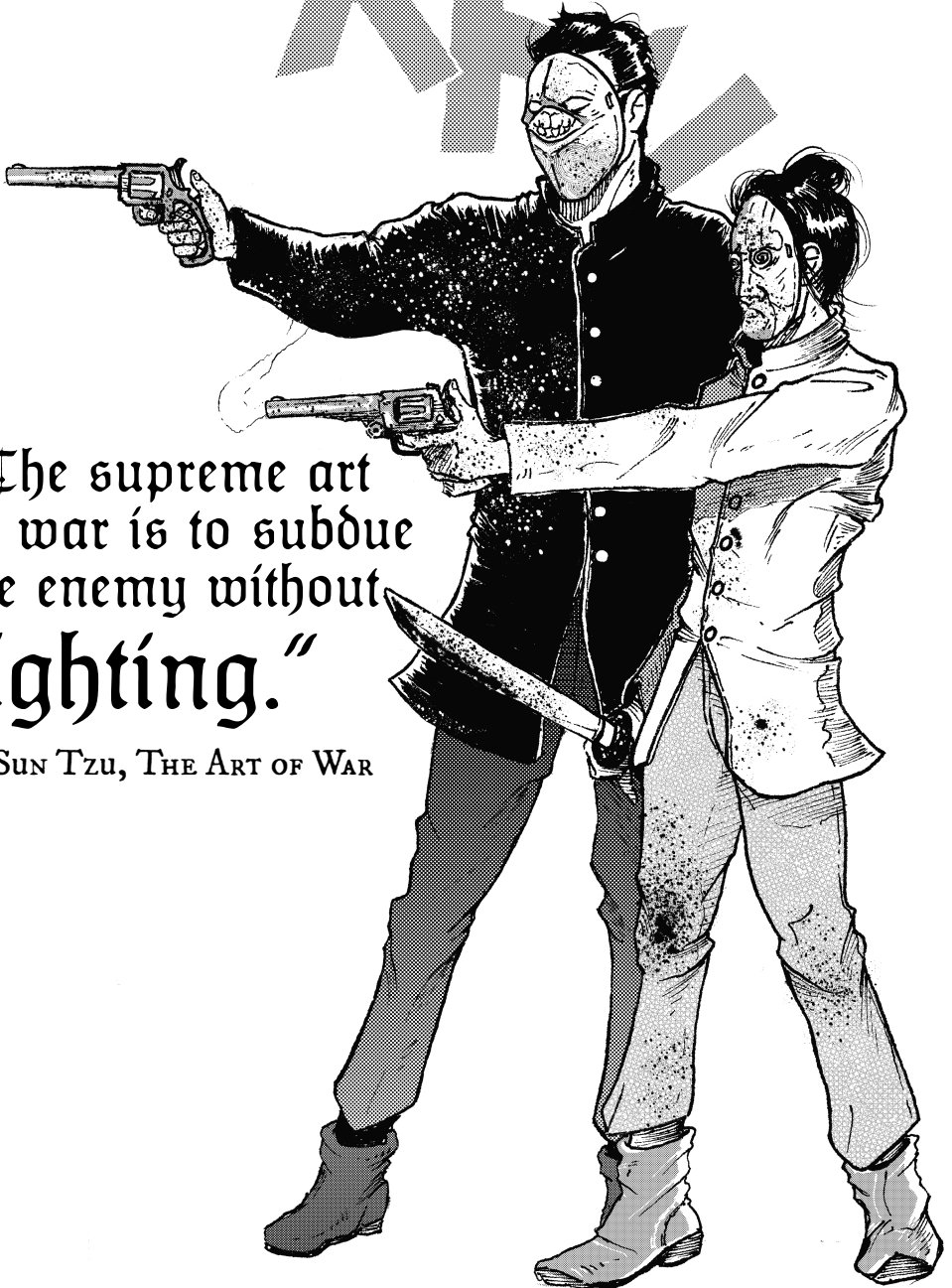
The Yokai Gari Kai

Yokai are supernatural beings that adopt a wide variety of forms, including humans, animals, plants, objects, and even natural phenomena. As these monsters generally hide their true nature until they are ready to act, most people dismiss them as superstition that dwell in the world of fairy tales. Nothing could be further from the truth.

THE YOKAI GARI KAI, or *Yokai Hunters Society*, has been around for centuries, gathering brave people from any social stratum willing to fight these abominations that lurk in the shadows.

All hunters wear traditional masks while on missions both as protection against the spirits and to help them keep their identities secret if necessary. All masks share the same spiral engravings, but each mask presents a custom design so that hunters can recognize each other.

天



"The supreme art
of war is to subdue
the enemy without
fighting."

— SUN TZU, THE ART OF WAR

Currency

The yen was established as the official currency in Japan during this period. Based on the Spanish pieces of eight, the yen was legally defined as 24.26 grams of pure silver (1.5 grams of gold), and since the adoption of the gold standard in 1873, its exchange rate remained steady at US\$ 0.50. Besides yen coins and bills, two smaller kinds of coinage were manufactured: the sen and the rin.

100 RIN = 1 SEN
100 SEN = 1 YEN

Weapons

Firearm control hardened during this time, so authorities won't be happy if they catch you carrying one without the proper authorisation. Moreover, except for those whose professions grant access to these types of weapons, characters will have to obtain guns on the black market. Simple weapons are easier and cheaper to come by, while more modern ones—such as revolvers or bolt-action rifles—are harder to find.

Since they cannot be purchased through legal channels, prices in brackets are merely indicative: they could be higher at GM's discretion or lower if the roll at the time of purchase is good.



In 1876, the samurai class was banned from carrying swords. While this law was enacted within the framework of the abolition of feudal privileges, this does not mean that from that moment on any person could carry swords in public.

The price of traditional Japanese weapons may vary greatly depending on the smith's mastery. For simplicity, weapons of regular quality (10 or less on the WISDOM roll) cost about 10 yen; except for the yumi, which cost 5 yen. The price is multiplied by 10 for each extra item bonus point obtained in a WISDOM roll. Hunters can acquire a lower quality weapon from the same vendor in case they are not willing to pay for the one they have found thanks to their roll, but they cannot acquire a higher quality one—even if they have the money to pay for it. To do so, they will have to find a better smith.

Religion and sacred items

During the Tokugawa era, the majority religion was Buddhism. The Meiji government, however, tried to reinforce the national religion—an animist-type creed called Shinto—since it was the pillar on which the mythical legitimacy of the Emperor was sustained. Although Shinto was adopted as the national faith, in 1873 the principle of religious freedom was promulgated and even Christianity became legal.

Simple religious items can be purchased easily and cheap in any holy place, but for them to have any real magical effects the item must be blessed through a ritual performed by a priest or monk. This kind of service is not cheap, and religious parties will often prefer favours instead of money in exchange for their services. Religious items and blessing prices use the same system as weapons: 10 yen for a regular +1 item and multiply by 10 for each extra point obtained on the roll.

**WHO WISHES
TO FIGHT
MUST FIRST COUNT
THE COST**
— SUN TZU, THE ART OF WAR





The Grandmaster

Running the game

As GM, you will have to answer a lot of questions before and throughout sessions to help shape the world for your players, develop plots, bring life to characters, find the right tone for your game, and pose challenges for hunters to confront. Most of the time, players will make decisions that you had not even imagined let alone foreseen, so you will have to improvise and adapt. Is not your job to antagonize players, but rather to work with them to create an amazing story and an enjoyable experience for everyone.

The rules of this game are quite minimal, so you will find yourself in situations for which there are no specific rules. Add or adapt whatever rules you think are or are not necessary. This game is yours to hack and play the way you like.

“Do nothing that is of no use.”

— MUSASHI MIYAMOTO, THE BOOK OF FIVE RINGS

To help you create some adventures, I have included tables with ideas for random missions, locations, and *yokai* for you to further flesh out. Before you start rolling dice, though, you have some questions to answer in order to shape your game’s general scenario:

- ✦ Is there anyone behind the growth of the *yokai* activity?
- ✦ How intense is the *yokai* problem? Are these isolated cases or are they becoming a real problem for the population?
- ✦ Does the Emperor know about the Society?
- ✦ What about the bureaucrats surrounding Him?
- ✦ Is the general population aware of what is happening or do they think the Society is nothing more than a myth?
- ✦ How do people see the hunters? Are they heroes or outcasts?
- ✦ Do hunters receive any kind of payment?
- ✦ Who is part of the Council of Elders that runs the Society?
- ✦ Do the hunters have direct access to the Council of Elders?
- ✦ Is the Society’s headquarters located in Tokyo, or in a city where the *yokai* activity is even higher?
- ✦ What kind of building is it?

About difficulty

You might think a default difficulty score of 10 is pretty high when players will be rolling 2d6. And you are right. The most frequent outcomes are 6, 7, and 8; pretty low results even after adding the relevant path points—especially for low-level characters. If you think that’s going too hard on your players you can always use the alternate scalable difficulty scores from the table below, but let me give you three reasons behind the difficulty decision first:

When using the default difficulty, you shouldn’t ask for a roll when a task is easy or for something the characters would be able to do in normal circumstances. Save rolls for difficult tasks or for when the characters are trying to do something under some kind of pressure.

Once you have decided that a roll is needed, keep in mind that every roll should move the plot forward and that every failed roll should have consequences. Ask for rolls when both success and failure would have an interesting impact on the story.

The default difficulty level should push players to find imaginative ways of taking advantage—sometimes literally—of their characters’ items and backstories. Try to prevent hunters from simply saying what they want to do and then doing it—encourage them to explain exactly how they’d like to achieve their task. To do this, be clear when describing scenes so players can stem the tide of a situation using their environment.

DIFFICULTY OF THE TASK	SCORE NEEDED TO SUCCESS
Mundane or without pressure	No need to roll. Automatic success.
Easy with some pressure	8 or greater. 9 still has dire consequences.
Moderate	10 or greater.
Hard	12 or greater.

Time and turns

The way you track time in-game will depend on the needs of each scene. If the hunters are travelling but nothing interesting is supposed to happen, you may want to flash forward hours, days, or even weeks and give them a brief description of what happened during the journey. If the time spent traveling may turn into something challenging or cool, though, or limited resources play an important role in travelling, you should measure it in turns. In this case, adapt the time span of the turns to the duration of the trip.

A single investigation and exploration scene turn covers about 10 minutes of in-game time, allowing one action to each hunter per turn. As for combat and encounters in general, rounds last 10 seconds during which each hunter and NPC can move 10 meters (30 feet) and perform a single relevant action.

Even when playing in turns, the narrative should dictate the order in which hunters and NPCs play. But if the situation is too complicated or you prefer a more tactical approach, you can use initiative rolls. Each player rolls 1d6 and adds the path points of their choice—their first action must follow that path. For NPCs add their level number instead. In ascending order, starting from the player with the lowest result, everyone declares their intentions. Then the actions are resolved in descending order, starting from the player with the highest result.



TETHER EVEN A ROASTED CHICKEN

— YAMAMOTO TSUNETOMO, HAGAKURE

2	Make someone “disappear” who is getting too close to the secrets of the Society.	The surroundings of a lake, pond or river
3	Investigate the disappearance of several kids, a noble, a bureaucrat, or another hunter.	A forest
4	Retrieve an ancient artifact or valuable documents.	A cave
5	Deliver an important letter, artifact, or information.	A small island
6	Escort a noble, a bureaucrat, or a member of the Council of Elders.	The house of a peasant
7	A cleansing job.	A noble’s European-style mansion
8	Get the support of a wealthy merchant, monk, or politician.	A teahouse
9	Investigate why people are suddenly contracting a strange disease.	A small town in the mountains
10	Intercept a package or person being transported by the army.	The Hanamachi district (Geisha houses)
11	Investigate rumors that connect a senior US Navy officer with strange disappearances.	An izakaya (Japanese-style tavern)
12	Investigate strange attacks that keep occurring overnight.	A coal mine
13	Investigate why policemen on night patrols are losing their minds.	A Buddhist temple
14	Investigate the whereabouts of a group of samurai who disappeared while trying to “hunt.”	A theater
15	Raise funds for the Society by any means necessary.	A castle
16	Root out a mole or rogue hunter within the Society.	A Black Ship (Western vessel)

ID6 ID8 TRADITIONAL MASKS

1-3	1	Tengu (a red, long-nosed creature)
	2	O-bemishi (a protector tengu)
	3	Buaku (a caricature of O-bemishi)
	4	Saru (a monkey)
	5	Kitsune (a fox)
	6	Oni (a demon)
	7	Hyottoko (a twisted-mouthed man)
	8	Otafuku (the goddess of mirth)
4-6	1	Tobi (a black kite)
	2	Baramon (a Brahmin priest)
	3	Shojo (a red-faced drunken spirit)
	4	Nakizo (a noblewoman)
	5	Yase-onna (the spirit of a woman)
	6	Okina (an old man)
	7	Hannya (a female demon)
	8	Ayakashi (a vindictive warrior)

NPC ATTITUDE TOWARDS

ID8 SOCIAL INTERACTION INTIMIDATION MOD.

1	Very negative	Infuriated	-2
2	Just not interested	Angry	-1
3	Not in the mood	Cold	
4	Reticent	Unimpressed	
5	Listening	Nervous	
6	Mildly positive	Intimidated	+1
7	Friendly	Scared	+2
8	Very positive	Terrified	+3

Favours a monk/priest might ask for

ID8 IN EXCHANGE FOR A MAGICAL RITUAL

1 Escort a secret lover to a safe place.

2 Eliminate the leader of a rival sect.

3 Convince a wealthy merchant to “donate” their land to the temple.

4 Retrieve a relic from another temple.

5 Help cleanse the local cemetery of a Nuppeppo.

6 Find a Gekka Bijin (Beauty Under the Moon), a rare cactus flower that glows during the night and often dies when picked up.

7 Defeat them in a game of ...
1. Go 2. Shogi 3. Ban-sugoroku
4. Janken 5. Chess 6. Backgammon.

8 Recite/compose the last verse of a haiku.
E.g. “An old silent pond / A frog jumps into the pond— ...”

YOKAI & NPC CREATION

The GM never rolls for an NPC. Instead, hunters roll to react to antagonists' actions. The only stat the GM needs for an NPC is their level so that they can add that number to the usual difficulty score of 10. For humans and animals that result is also their HP, which means their difficulty score will decrease as they receive damage. *Yokai* have 10 + 1d3 per level HP, and their difficulty score won't start decreasing until their HP match their difficulty score number; e.g. a level 3 *yokai* will have between 13 and 19 HP (depending on the roll) and a difficulty score of 13. Once its HP is equal to 12 or less, its difficulty score will match.

If you think an NPC is key to the plot and needs more detail you can always use the hunter creation rules and play them like a character for resolution purposes. Numbers don't make characters interesting, though, but rather their personality, motivations, wishes, and fears. For *yokai*, this also includes special abilities or powers. Give them a couple of singular attacks you can exploit during encounters as well.

Included here are ten examples of *yokai*, but you can find more amazing monsters online thanks to Matthew Meyer's spectacular work at yokai.com. His descriptions of *yokai* and legends are a fantastic source of inspiration.

KAPPA

Humanoid amphibian the size of a human child that inhabits rivers, lakes, and ponds. It loves cucumbers but also feeds on human entrails.



LEVEL: 1D3

SPECIAL ABILITIES: FAST SWIMMER, HARD TO
ATTACK FROM THE BACK (SHELL PROTECTION +2).

KOTENGU

A *yokai* that has the appearance of a large bird of prey with human traits and wears hermit robes. Lives in natural areas like mountains or forests and feasts on humans after torturing them.



LEVEL: ID3

SPECIAL ABILITIES: FLIES. IF ITS CLAW ATTACK IS SUCCESSFUL IT WILL GRAB ITS VICTIM AND TRY TO TAKE THEM FLYING. ON ITS NEXT TURN IT WILL DROP THEM FROM HIGH ALTITUDE.

SARUGAMI

A *yokai* that resembles a fierce wild monkey of enormous size but is intelligent and able to speak. They live in the mountains but sometimes go down to the villages to kidnap women.



LEVEL: 1D3

SPECIAL ABILITIES: EXTREMELY STRONG (+1 TO STRENGTH-RELATED ACTIONS). GREAT CLIMBER.

NURE ONAGO

A completely soaked young woman covered with dry leaves and dirt that appears on roads near rivers, lakes, or ponds. She will follow those who return her smile for the rest of their lives.



LEVEL: 0

SPECIAL ABILITIES: PHYSICALLY HARMLESS,
BUT ITS CONTINUED PRESENCE CAN DRIVE THE
VICTIM INSANE.

NUPPEPPO

A piece of shapeless flesh with legs that dwells in ancient temples and cemeteries. It is elusive and usually does not attack humans. No one knows what it feeds on or if it eats at all.



LEVEL: ID3

SPECIAL ABILITIES: IT CAN TAKE A HUMAN APPEARANCE. IT GIVES OFF A FOUL STENCH. IT IS BELIEVED THAT CONSUMING ITS FLESH GRANTS ETERNAL YOUTH.

ONI

A kind of ogre or demon of great size with red or blue skin, horns, and sharp fangs. They can be found in caves, mountains, ruins, and islands and enjoy alcohol as much as human flesh.

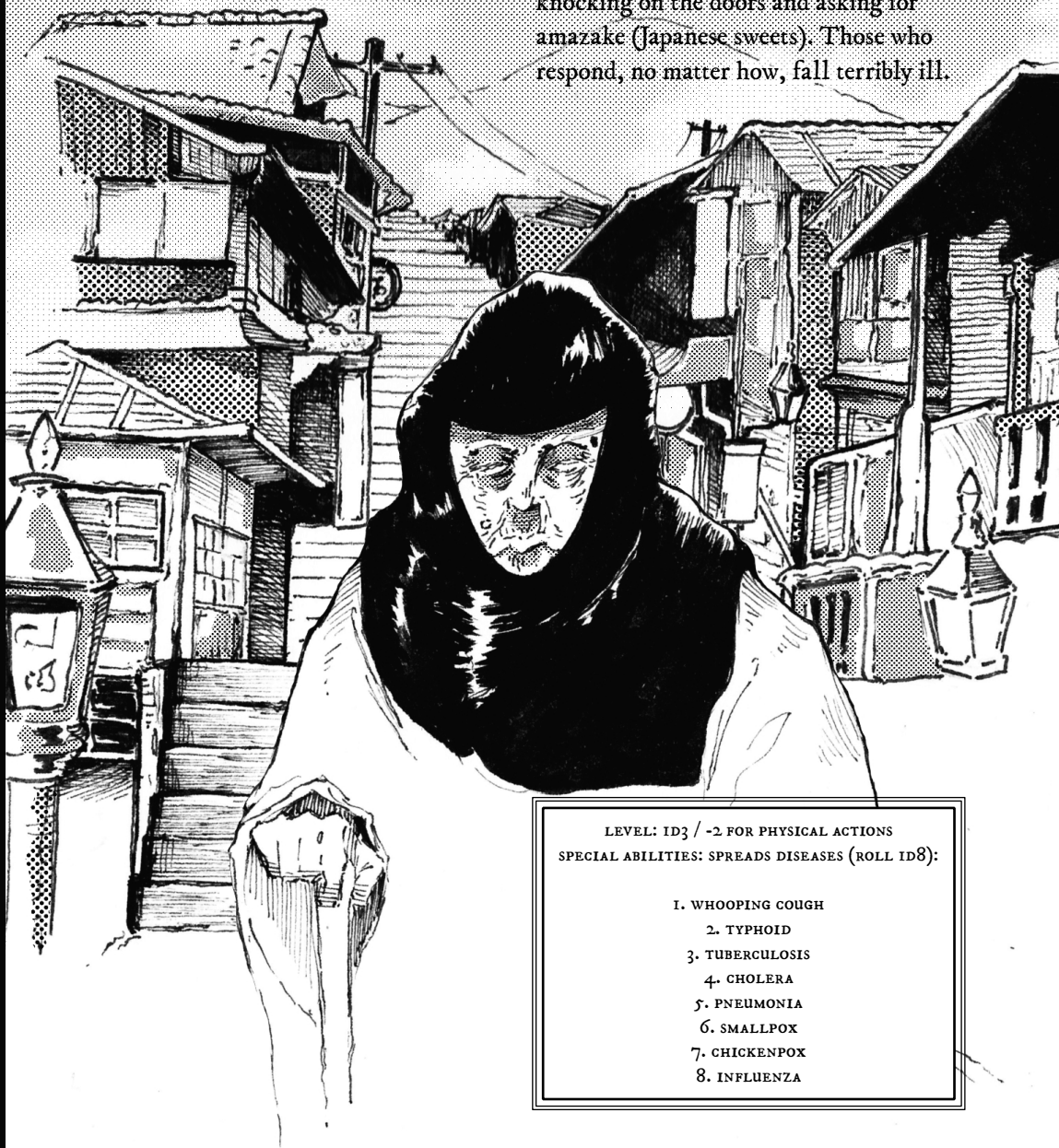


LEVEL: 106

SPECIAL ABILITIES: IT ATTACKS WITH ITS IRON CLUB. 1-IN-6 CHANCE OF BEING A SORCERER.

AMAZAKE BABA

An emaciated old woman who, on winter nights, walks through the villages knocking on the doors and asking for amazake (Japanese sweets). Those who respond, no matter how, fall terribly ill.



LEVEL: ID3 / -2 FOR PHYSICAL ACTIONS
SPECIAL ABILITIES: SPREADS DISEASES (ROLL ID8):

1. WHOOPING COUGH
2. TYPHOID
3. TUBERCULOSIS
4. CHOLERA
5. PNEUMONIA
6. SMALLPOX
7. CHICKENPOX
8. INFLUENZA

NEKOMATA

A huge, two-tailed feral cat with powerful abilities such as summoning fireballs and controlling corpses. They are able to speak and despise, enslave, and feed on humans.



LEVEL: 1D6 (MAX. 5)

SPECIAL ABILITIES: IT HAS NECROMANTIC POWERS
AND SUMMONS FIREBALLS.

TATSU

Serpentine dragons with prominent beards. They have a very strong connection with water and inhabit impressive underwater palaces where they hoard countless riches. They rarely get involved in human affairs.

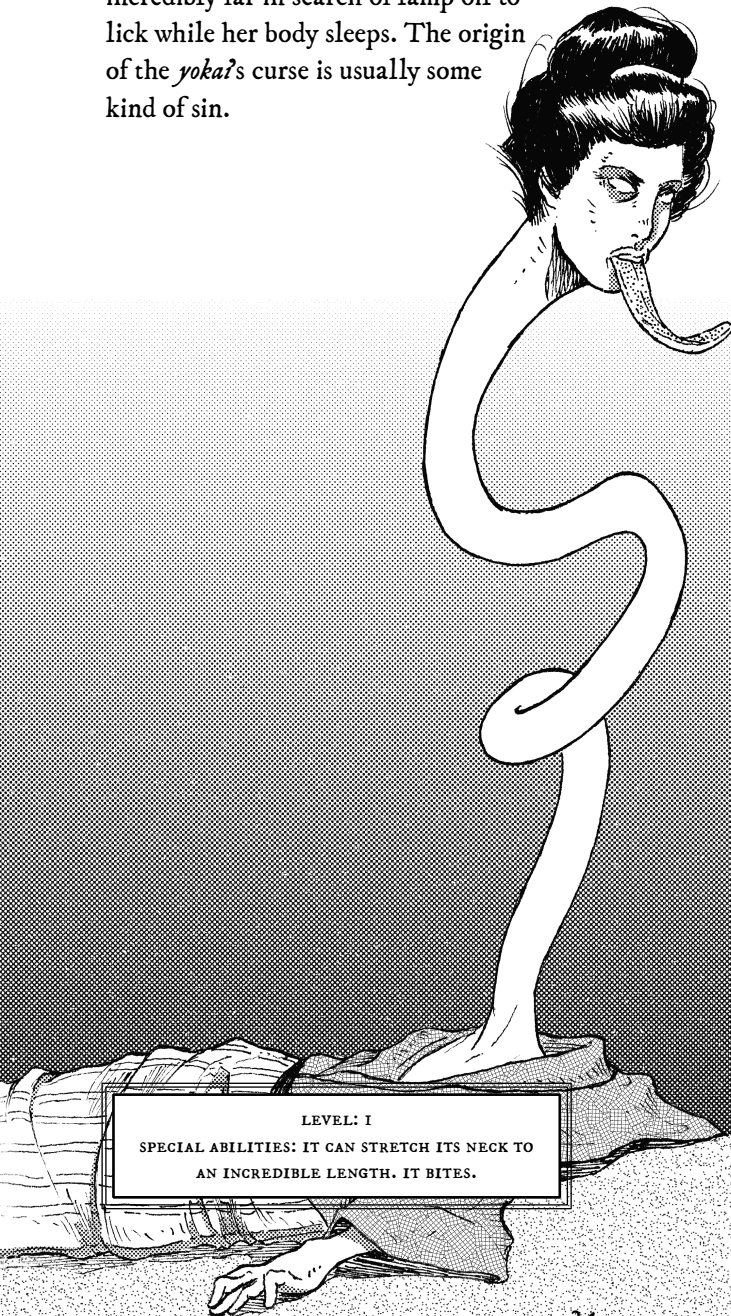


LEVEL: 1D3+5

SPECIAL ABILITIES: IT CAN FLY AND IS A GREAT SWIMMER. IT CAN SWALLOW ITS VICTIMS ALIVE AND ATTACKS WITH ITS SHARP TEETH AND CLAWS. IT KEEPS MAGICAL ARTEFACTS AND, ON OCCASION, LENDS THEM TO THOSE NOBLE AT HEART.

ROKUROKUBI

A cursed woman whose neck stretches incredibly far in search of lamp oil to lick while her body sleeps. The origin of the *yokai's* curse is usually some kind of sin.



LEVEL: I

SPECIAL ABILITIES: IT CAN STRETCH ITS NECK TO AN INCREDIBLE LENGTH. IT BITES.

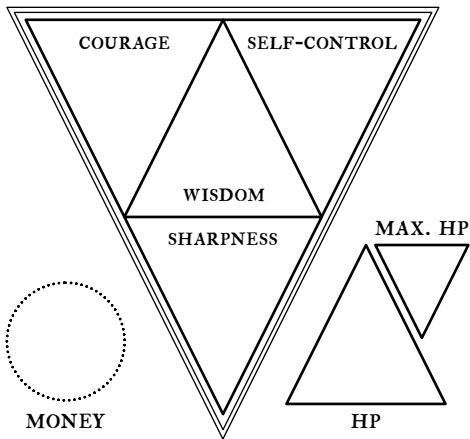
NAME

AGE

LOOK

BACKGROUND

CURSE RESISTANCE



ITEM

BONUS

ITEM

BONUS

(-1)

(-2)

(-3)

(-4)

(-5)

(-6)

(-7)

(-8)

妖怪狩り会

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