

LoneR: KwaDaN!

Version: 3

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Loner: Kwaidan!

A Solo RPG of Ghosts, Yokai, and Folklore in Feudal Japan

2nd Edition

Loner: Kwaidan is a solo tabletop RPG adventure set in **feudal Japan**, where the supernatural is ever-present, and spirits, yokai, and curses lurk in the shadows of everyday life. Inspired by traditional *kwaidan* (怪談, “strange tales”), this game immerses you in eerie folklore, exploring the thin veil between the living and the dead.

This minimalist Solo Role Playing Game is designed to tell **haunting, atmospheric stories** where wandering exorcists, cursed warriors, and lost souls navigate a world steeped in mystery, horror, and karmic fate.

Introduction

Loner: Kwaidan follows the following design principles:

1. **Portable:** To play, you will need a few common six-sided dice and writing materials. Anything else is optional and not essential.
2. **Rules-Light:** The game relies on a few simple mechanics, easy to learn and eventually memorize.
3. **Tag-based:** Characters, creatures, and locations are defined through qualitative descriptors (*tags*) rather than numbers.

With a focus on quick resolutions, **Loner: Kwaidan** plunges you into a world of **haunted villages, vengeful spirits, and ancient folklore**. Your character will be defined by thematic tags such as “*Cursed Ronin*,” “*Wandering Onmyoji*,” or “*Haunted Merchant*.”

What is a Role Playing Game (RPG)?

A role-playing game (RPG) is a type of game in which players assume the roles of fictional characters and act out their actions and decisions within a narrative or imaginary setting. The outcome of these actions and decisions is often determined by a set of rules and game mechanics, such as dice rolls or statistical attributes of the characters. Players may also collaborate to create a shared story or narrative through their characters’ actions and interactions.

What is a Solo RPG?

In a solo RPG a single player takes on the roles of one or more characters, while also simultaneously managing some elements of the game world. These games typically involve the use of a rule system and game mechanics to determine the outcome of actions taken by the player-controlled characters. Unlike a gamebook (such as the *Fighting Fantasy*, *Lone Wolf*, and *Tunnels & Trolls* series) a solo RPG is not a form of interactive, forked narrative in which outcomes are pre-determined and limited by the author’s choices.

Through the interaction of player, oracle, tools, and prompts, the character’s actions will build an **emergent narrative** within whose boundaries anything can be attempted, without predetermined limits.

What is Kwaidan?

The word *Kwaidan* (怪談) means “strange tales”—a tradition of **ghost stories, myths, and folklore** deeply rooted in Japanese culture. These stories blend history with supernatural horror, where spirits and creatures reflect the **fears, regrets, and karmic consequences** of the past.

In this game, you will:

- **Face restless spirits** who seek revenge, justice, or closure.
- **Survive encounters with yokai**—tricksters, beasts, or forgotten deities.
- **Navigate feudal society**, where status, duty, and honor dictate fate.
- **Explore eerie landscapes**—misty forests, ruined temples, and haunted roads.
- **Unravel mysteries and curses** through folklore and intuition.

Unlike high-action samurai epics, *Kwaidan* is about **atmosphere, tension, and the thin veil between the living and the dead**.

Safety Tools

You will play alone, but be sure to play in an environment that is comfortable for you, without overexerting yourself, and reserve the option to stop as soon as you feel uncomfortable for any reason, physical or emotional. Don't be afraid to tackle new themes, but do so in full awareness of your boundaries.

Minimum Requirements

To play [*Product Name*] you will need: - **4 six sided dice** (also known as d6s): two pairs of different colors - **Paper and writing tools**: at least a sheet of scrap paper and a pencil, but index cards or sticky notes are a fine addition

- **Character sheet:** you may use the provided sheet at the back or a simple index card. - **Notebook:** *[Product Name]* is not a solo journaling game, you can easily play it in the “theater of mind”. But you can keep track of you game if you feel the need!

Setting Introduction

Feudal Japan is a land **divided by war and united by superstition**. The setting of *Loner: Kwaidan* takes place in an **alternate version of this historical period**, where the supernatural is not just a belief—it is real. Spirits, yokai, and ghosts wander the land, bound by the karmic cycles of life, death, and revenge.

The world is both beautiful and perilous, where duty, honor, and fear shape the fate of individuals and entire villages. You will explore **forgotten shrines, mist-laden forests, and cursed battlefields**, encountering beings from the unseen world and uncovering ancient secrets.

Core Setting Features

• Feudal Japan Amidst Conflict

- Warring clans fight for dominance, while **outlaws, exorcists, and masterless samurai** wander the land.
- The **Shogun’s rule is unstable**, and local lords (daimyo) struggle to maintain power.
- Hidden sects, shadowy onmyoji (court sorcerers), and secretive ninja clans all play their parts in the grand struggle for control.

- **A World Between the Living and the Dead**

- The border between **the physical world and the spirit realm (Yomi)** is thin.
- Ghosts (*yūrei*) walk among the living, bound by **regret, vengeance, or unfinished duties**.
- Ancient yokai—some mischievous, others monstrous—lurk in the wilderness, interfering in human affairs.

- **Villages, Temples, and Haunted Roads**

- Small settlements live in fear of **strange occurrences, unexplained disappearances, and cursed objects**.
- Wandering monks and onmyoji perform exorcisms and rituals, but **not all spirits can be pacified**.
- Lonely roads are **stalked by bandits, shapeshifters, and vengeful ghosts**.

- **Superstitions and Forbidden Knowledge**

- The people **follow omens, ward off evil with charms, and respect sacred places**.
- Some **seek power through dark rituals**, bargaining with spirits at great cost.
- Others dedicate their lives to **preserving balance**, acting as **guardians of the unseen world**.

- **The Price of Honor and Dishonor**

- Bushido binds samurai to **codes of duty and sacrifice**, but not all follow the path of righteousness.
- A single act of dishonor may bring **spiritual curses, divine wrath, or exile**.
- A wandering ronin, an outcast priest, or a disgraced noble **may find redemption—or fall deeper into darkness**.

Playable Themes

- **Ghost Stories & Folklore Horror** – Investigate haunted temples, broken spirits, and eerie mysteries.
- **Samurai & Bushido** – Struggle between honor, duty, and supernatural vengeance.
- **Exorcism & Onmyodo** – Battle yokai and banish restless ghosts through rituals and sacred artifacts.
- **Shapeshifters & Tricksters** – Kitsune, tanuki, and other yokai blur the lines between truth and illusion.
- **Cursed Objects & Family Legacies** – Swords that whisper to their wielders, masks that possess, and secrets buried for generations.
- **The Balance of Nature & Spirits** – Respect for sacred sites, appeasement of ancient gods, and the price of defiling the natural order.
- **Personal Redemption & Revenge** – Can a fallen warrior atone, or will they be consumed by vengeance?

Timeline of the Setting

This world is shaped by centuries of conflict, belief, and forgotten history. The past haunts the present—sometimes **literally**.

- **The Age of Spirits (Long Ago – Ancient Times)**
 - Before men ruled, **kami, yokai, and spirits shaped the land**.
 - Humans learned **rituals, exorcisms, and wards** to coexist with the supernatural.

- **The Rise of Samurai (Generations Past – Feudal Age Begins)**

- Warlords (daimyo) establish domains, enforcing **law and order with steel**.
- Onmyoji become **political advisors**, using supernatural knowledge to influence courts.
- Ghosts of slain warriors **linger on battlefields**, unwilling to accept death.

- **The Era of Superstitions (Recent History – The Present)**

- The power of the daimyo is **crumbling**, and war threatens stability.
- More villages suffer from **unrest, disappearances, and hauntings**.
- Some **seek peace with spirits**, while others **exploit them for power**.

- **The Dark Times (A Future Unwritten)**

- If balance is not maintained, **chaos will consume the land**.
- Will the spirits of the dead be laid to rest—or will they drown the world in darkness?

Characters

In *Loner: Kwaidan*, you step into the shoes of **wandering souls**, caught between the worlds of the **living and the dead**. You may be a **disgraced samurai seeking redemption**, an **exorcist hunting vengeful spirits**, or a **cursed villager unraveling the fate that binds them**.

Each character carries **burdens, skills, and secrets**—but in a world where **yokai, ghosts, and curses are real**, no one is truly safe. Some may find **peace, power, or understanding**, while others risk **falling into darkness, becoming spirits themselves**.

Your journey will be one of **mystery, horror, and fate**, where each step brings you **closer to the unknown**. Will you break free from your past, or will your story become another whispered legend?

Character Traits

Concepts

	1	2	3	4	5	6
1	Haunted Ronin	Wandering Monk	Dis-graced Samurai	Exorcist Priest	Cursed Noble	Peasant Mystic
2	Demon Hunter	Venge-ful Widow	Outcast Shaman	Fugitive Ninja	Ghostly Wan-derer	For-tune Teller
3	Aban-doned Heir	Pos-sessed Scribe	Broken Onmyoji	Bandit Turned Monk	Ac-cursed Artist	Trou-bled Poet
4	Blade-for-Hire	Loyal Re-tainer	Shrine Guardian	Lost Fisher-man	Outlaw War-rior	Forbid-den Scholar
5	Yokai Whis-perer	Am-nesiac Trav-eler	Ill-Fated Lover	Cursed Black-smith	Wan-dering Herbal-ist	Ghost-Seek-ing Child
6	Masked Duelist	Spirit Nego-tiator	Be-trayed Courtier	Shadow Pup-peteer	Orphaned Scout	Doomed Court Lady

Skills

	1	2	3	4	5	6
1	Ken-jutsu (Sword-play)	Archery	Spiritualism	Hunting	Stealth	Acrobatics
2	Calligraphy	Exorcism	Tea Ceremony	Deception	Herbalism	Investigation
3	Ghost-Sensing	Animal Handling	Astrology	Engineering	Poison-Crafting	Storytelling
4	Martial Arts	Divination	Persuasion	Shadow-Walking	Mask-Carving	Tracking
5	Naginata Mastery	Lore of the Dead	Fire Magic	Map-making	Lock-picking	Healing Arts
6	Shape-Resisting	Moon Rituals	Fan Combat	Silent Movement	Negotiation	Ritual Dancing

Frailties

	1	2	3	4	5	6
1	Cursed Blood-line	Haunted Past	Fear of Fire	Wrathful Temper	Dis-honored	Superstitious
2	Unfinished Oath	Addicted to Sake	Afraid of Darkness	Unlucky in Love	Can't Lie	Prone to

	1	2	3	4	5	6
						Nightmares
3	Marked by Death	Fated to Betray	Obsessed with Revenge	Doomed to Die Young	Fears Reflection	Stubbornly Skeptical
4	Unstable Powers	Bloodstained Hands	Forgetful of the Past	Hunted by Yokai	Paranoid	Cannot Speak of the Dead
5	Weak to Iron	Cannot Swim	Cannot Sleep Unarmed	Speaks to the Dead Unbidden	Fear of Heights	Never Breaks a Promise
6	Bad with Money	Prone to Fits of Rage	Outcast by Society	Crippled by Guilt	Mistrusts Everyone	Fear of the Ocean

Gear

	1	2	3	4	5	6
1	Cursed Katana	Lantern of Ghosts	Paper Talismans	Naginata	Hidden Dagger	Sealed Letter
2	Fox Mask	Silver Bell	Tattered Kimono	Lucky Coin	Ancient Scroll	Oni-Slaying Spear

	1	2	3	4	5	6
3	Whispering Blade	Wooden Prayer Beads	Blood-Stained Fan	Spirit-Sensing Ink	Herbal Pouch	Iron Shackles
4	Bamboo Flute	Poisoned Hairpin	Haunted Teacup	Shadow Puppet	Ashen Cloak	Mirror of Truth
5	Tattered Banner	Folding Fan	Mask of the Forgotten	Sealed Bottle of River Water	Demon-Sealing Rope	Small Bag of White Sand
6	Sandals of the Lost	Enchanted Umbrella	Rusted Helmet	Ghostly Calligraphy Brush	Dragon's Claw Pendant	Broken Spearhead

Names

Female Names

	1	2	3	4	5	6
1	Akari	Hana	Yuki	Mei	Sora	Kaori
2	Emiko	Aiko	Sakura	Rina	Kiyomi	Mika
3	Ayame	Yumiko	Natsuki	Aya	Haruka	Kimiko
4	Keiko	Rei	Asuka	Natsumi	Yuri	Chieko
5	Amaya	Eri	Kana	Misaki	Tomoko	Ayumi
6	Yui	Nozomi	Hinata	Yuna	Akane	Nanami

Male Names

	1	2	3	4	5	6
1	Ren	Hiroshi	Kaito	Takashi	Haruki	Daiki
2	Kenji	Kazuki	Ryota	Tatsuya	Yuto	Akihiko
3	Satoshi	Yuki	Riku	Makoto	Sora	Shinji
4	Naoki	Akihiro	Kenta	Sho	Toshiro	Haruto
5	Kaito	Taro	Yuma	Ryo	Keisuke	Hayato
6	Renji	Junichi	Taichi	Shota	Hiroto	Sosuke

Surnames

	1	2	3	4	5	6
1	Tanaka	Yamamoto	Suzuki	Watanabe	Itou	Sato
2	Nakamura	Kobayashi	Kato	Takahashi	Ito	Abe
3	Okada	Sakamoto	Inoue	Kimura	Hayashi	Yamada
4	Mori	Ishikawa	Otsuka	Nishimura	Fujita	Sasaki
5	Aoki	Ogawa	Matsumoto	Suzuki	Ikeda	Morita
6	Hasegawa	Nakanishi	Taniguchi	Saito	Hayashi	Shibata

Settlement Names

	1	2	3	4	5	6
1	Mizukaze	Hoshizora	Yamanami	Akatsuki	Kasumi	Kiyomizu
2	Inari	Himawari	Suzaku	Yamabiko	Shizuka	Tsukinami

	1	2	3	4	5	6
3	Kuro-gane	Mizuhara	Sakura	Hayabusa	Am-agumo	Fuji-mori
4	Kamimizu	Ko-morebi	Aozora	Yamashiro	Ayat-suri	Shinrin
5	Kazan	Yuk-izuki	Akane	Ho-tarubi	Kageyama	Utsukushi
6	Isogai	Miha-rashi	Tachibana	Ni-jigami	Yurei	Mi-nakami

Location Names

	1	2	3	4	5	6
1	Hikari	Kaguya	Ryuji	Amano	Tsukuy-omi	Seiryu
2	Izanagi	Amat-erasu	Uzume	Shinrin	Fujin	Raijin
3	Enma	Tenjin	Akat-suki	Kan-non	Ebisu	Daikokuten
4	Fujin	Raijin	Izanami	Fudo	Ben-zaiten	Jurojin
5	Mar-ishiten	Kujaku	Susano'o	Gekko	Ryujin	Ame-no-Uz
6	Uka	Miroku	Asura	Jizo	Emma	Benten

Regional Names

	1	2	3	4	5	6
1	Higashima	Nishi-zora	Mi-nakami	Okuizumo	Kochi	Kumamoto

	1	2	3	4	5	6
2	Kizan	Yamanom	Kanazawa	Chugoku	Boso	Yama- gata
3	Kiso	Kansai	Shikoku	Tohoku	Chubu	Kyushu
4	Shonan	Hokuriku	Hokkaido	Chugoku	Izu	Kyushu
5	Aomori	Chubu	Tokai	Tohoku	Oga- sawara	Oki- nawa
6	Iwate	Kanto	Shikoku	Kyushu	Kii	Akita

Rules

[Product Name] is a minimalist Solo Role Playing Game designed to be played with only one character (the Protagonist). You'll guide them through the story that will unravel during the game, asking closed questions to an Oracle which will help you overturn your expectations.

Every now and then you will be surprised with an unexpected twist!

Keep The Action In Motion

A game in *[Product Name]* is a succession of scenes. A scene is a unit of time in which a certain action takes place in pursuit of a certain short-term goal.

In *[Product Name]* at each scene: 1. **Identify what you expect from the scene.** Compared to traits, goal, and motivation determine the Protagonist's action. What might be the reaction of the game world? 2. **Test your expectations.** When you are uncertain (or overconfident) about the reaction to your actions, ask the Oracle a closed question (answer is Yes or No), considering the tags involved to determine if there is an Advantage or Disadvantage. 3. **Interpret the result.** Is the Oracle's answer in line with your expectations?

If not, in the context in which the scene takes place, how should an answer that subverts them be considered?

This sequence will come to you naturally after some practice. Use it as a guideline the first few times.

Consulting the Oracle

When you need to test your expectations you'll ask the Oracle a closed question.

You'll need 2d6 in one color (**Chance Dice**), and 2d6 in another (**Risk Dice**).

To resolve a closed question, roll one **Chance Die** and one **Risk Die**: - If the Chance Die is highest, the answer is **Yes**. - If the Risk Die is highest, the answer is **No**. - If both are low (3 or less), add a **but...** - If both are high (4 or more), add an **and...** - If both are equal, the answer is **Yes, but...** Add a point to the **Twist Counter**.

Dice Value	Chance Die > Risk Die	Risk Die > Chance Die
Both < 4	Yes, but...	No, but...
Both > 3	Yes, and...	No, and...
Mis-matched	Yes	No
Equal	Yes, but... Add 1 to the Twist Counter	

Advantage and Disadvantage

If circumstances or positive tags grant an advantage, add a **Chance Die** to the roll. Otherwise, when hindrances or negative tag cause a disadvantage, add a **Risk Die**. In both cases

keep only the higher die of the added type when you check the roll.

Consider tags **intuitively and not quantitatively**, using the context of the situation at play. It is important to keep the flow of play fast and not accounting for advantages and disadvantages numerically!

Twist Counter

The Twist Counter is a measure of the rising tension in the narrative. At the beginning is set to 0. Every time a double throw (dice are equal) happens, add 1 to the Counter. If the Counter is below three, consider the answer as **“Yes, but...”**. Otherwise a **Twist** happens and resets the Counter.

Roll 2d6 and consult the following Twist Table to determine what kind of twist happens.

D6	Subject	Action
1	A third party	Appears
2	The hero	Alters the location
3	An encounter	Helps the hero
4	A physical event	Hinders the hero
5	An emotional event	Changes the goal
6	An object	Ends the scene

Interpret the two-word sentence in the context of the current scene. Twists will keep the plot and events going in unexpected ways.

Chi, Corruption, and Honor

In *Loner: Kwaidan*, the world operates under **spiritual laws** just as much as physical ones. Fate is unpredictable, the supernatural is ever-present, and characters are bound by

unseen forces—whether they be **karma, spirits, or the weight of dishonor**.

The game uses a **Luck-like system** to track three **core spiritual and personal attributes** that shape a character’s journey:

- **Chi (Energy & Balance)** – The flow of personal energy, used to fuel supernatural abilities and resist dark forces.
- **Corruption (Moral & Spiritual Decay)** – The slow descent into darkness from exposure to evil, curses, and forbidden magic.
- **Honor (Reputation & Spiritual Integrity)** – The character’s social and moral standing, dictating how others perceive them.

Each of these starts **at 6** and can fluctuate based on actions and choices. When one reaches 0, **the character undergoes a major transformation**, for better or worse.

Using the Oracle

When a scene involves **spiritual forces, honor-bound decisions, or the effects of corruption**, the Oracle helps determine the outcome:

Dice Roll	Chi (Energy & Power)	Check & Check	Corruption (Moral Decay)	Honor Check (Reputation & Integrity)
Yes, and...	Your power flows effortlessly. Regain 1 Chi.	power effort-1	You resist the darkness completely. Reduce Corruption.	You are honored beyond expectation. Gain Honor.
Yes...	Your works	power as ex-	You hold firm against evil. No effect.	Your reputation holds

Dice Roll	Chi (Energy Power)	Check & Check	Corruption (Moral Decay)	Honor Check (Reputation & Integrity)
	pected. cost.	No		steady. No change.
Yes, but...	You succeed but at a cost. Lose 1 Chi.		You are tainted but remain in control. Gain 1 Corruption.	You uphold your honor but suffer suspicion or doubt.
No, but...	You fail, but something mitigates the loss. Lose 1 Chi, but gain insight.		You commit a dark act, but a moment of clarity tempers it.	You make a dishonorable choice but hide it well.
No...	Your power fails. Lose 2 Chi.		Darkness takes hold. Gain 2 Corruption.	Your honor is questioned. Lose 2 Honor.
No, and...	The supernatural backfires terribly. Lose 3 Chi.		Corruption consumes you. Gain 3 Corruption.	You are disgraced beyond redemption. Lose 3 Honor.

Chi: The Flow of Energy & Power

Chi (氣, “vital energy”) represents **inner balance, resilience, and supernatural power**. Those trained in the ways of the **onmyoji, monks, and yokai hunters** can channel it into **exorcisms, spells, and sacred arts**, while warriors use it for feats of physical prowess.

- **Spending Chi:**

- Using supernatural abilities costs **1 Chi** per use.
- Exorcisms, spiritual combat, and blessing objects require a **Chi check**.
- Martial characters can spend **Chi to push their limits** (e.g., a second attack, resisting pain, enhanced reflexes).

- **Recovering Chi:**

- **Meditation, rituals, and sacred rest** restore **1d6 Chi** per session.
- Drinking sacred water, resting in temples, or connecting with spirits can **regain Chi**, pending an **Oracle check**.
- A character at **0 Chi is spiritually exhausted**, unable to use abilities until they **properly rest or receive divine aid**.

Corruption: The Pull of Darkness

In a world filled with **vengeful ghosts, curses, and forbidden magic**, corruption is an ever-present danger. **The more one interacts with evil, the more it clings to the soul.**

- **Gaining Corruption:**

- **Using dark magic** (blood rites, yokai bargaining, necromancy)
- **Exposure to cursed places** (haunted battlefields, defiled shrines)
- **Witnessing or committing atrocities** (massacres, dishonorable killings)
- **Being possessed, bitten, or wounded by supernatural forces**

- **Resisting Corruption (Oracle Check Required):**

- Successfully exorcising a spirit (**Yes, and...** result may cleanse Corruption).
- Performing **acts of devotion**, such as lighting incense at a shrine.
- **Avoiding temptation** (e.g., refusing a demon's offer).
- Gaining **spiritual protection** from monks, priests, or sacred artifacts.

- **Corruption at 0 → Transformation:**

- If a character's **Corruption reaches 6**, they become **tainted**. Their **aura changes, attracting yokai and fearful stares**.
- At **8 or higher**, they risk **becoming a monster**, their soul slipping beyond human redemption.
- At **10+**, **they are lost**—either turning into a vengeful ghost, a cursed warrior, or a yokai themselves.

Corruption can be mitigated, but **never fully erased**—what has been touched by darkness always leaves a stain.

Honor: Reputation & Spiritual Integrity

Honor is more than just reputation—it is **a measure of personal virtue, dignity, and adherence to the Bushido code** (or a moral equivalent for monks and commoners).

Losing Honor does not mean losing *power*, but it **changes how the world treats you**. A **dishonored samurai** becomes a **ronin**, a disgraced monk **loses divine favor**, and a fallen noble may become **a ghost in the making**.

- **Losing Honor:**

- Breaking an oath, lying, or betraying a trust
- Dishonoring a fallen foe (e.g., looting a samurai's corpse)
- Killing an unarmed opponent, or harming an innocent
- Failing to uphold a duty or **abandoning a sworn cause**

- **Regaining Honor:**

- **Atoning for past misdeeds** (acts of mercy, sacrifice, or oaths of service)
- Defeating an opponent in **honorable combat**
- Protecting the weak or standing against corruption
- Performing **ritual cleansing, pilgrimages**, or seeking guidance from elders

- **Honor at 0 → Social & Spiritual Fallout:**

- Samurai at **0 Honor become outcasts**—unable to claim hospitality, losing all privileges.
- Peasants at **0 Honor are cursed**, believed to be spiritually impure.
- Monks at **0 Honor are forsaken**, unable to call upon divine blessings.
- **A character whose Honor drops below 0 may become a vengeful ghost upon death.**

When Traits Interact

Certain **critical moments** involve **multiple attributes**, where Chi, Corruption, and Honor all influence the same event.

1. Fighting a Demon (Chi vs. Corruption vs. Honor)

- If the **Chi check fails**, the **demon overpowers you**.
- If the **Corruption check fails**, its presence leaves a mark on you.

- If the **Honor check fails**, you resort to dishonorable means to win, staining your reputation.

2. Breaking a Curse (Chi vs. Honor vs. Oracle)

- If you lack **Chi**, you cannot perform the ritual.
- If your **Honor is too low**, the gods may ignore your prayers.
- If the Oracle roll is **“No, and...”**, the curse **latches onto you instead**.

3. Bargaining with a Ghost (Honor vs. Corruption vs. Oracle)

- **Honor dictates how the ghost treats you.**
- **Corruption affects whether it trusts you or sees you as kin.**
- **A successful Oracle roll means it may rest in peace.**

Conflicts

A *Conflict* is any situation in which opponents clash, attacking, defending, or wearing each other down in order to win. This applies both in a practical and metaphorical sense.

So, a Conflict is not only limited to combat (or fighting) in the strict sense but also to competitive situations (such as contests, duels, verbal confrontations, etc.) in which two or more characters (including vehicles, of course!) compete.

Conflicts can be resolved in different ways depending on preferences and context: 1. Ask a single closed question. The Oracle's answer determines the outcome of the conflict. 2. Ask a series of closed questions to resolve current single actions. 3. Use the rules of Harm & Luck below.

Note that the Twist Counter **does not apply** to Harm & Luck. Instead, it is used regularly if the Conflict is handled with closed questions.

If the conflict is resolved by applying damage to the Luck trait, roll the dice to determine whether the protagonist causes damage to the opponent or suffers damage due to counterattack or failed defense. The rolls are player facing only.

The damage reduces the Luck of the target, whether protagonist or NPC. When the Luck runs out, the character has lost the conflict.

The final outcome depends on the context. Do you get caught? Are you seriously injured? You may even die if that fits the narrative.

An- swer	Do you get what you want?	Harm
Yes, and...	You get what you want, and something else.	Cause 3
Yes...	You get what you want.	Cause 2
Yes, but...	You get what you want, but at a cost.	Cause 1
No, but...	You don't get what you want, but it's not a total loss.	Take 1
No...	You don't get what you were after.	Take 2
No, and...	You don't get what you want, and things get worse.	Take 3

Determine the mood of the next scene

At the end of the current scene sometimes you will be clear about the direction to take, other times you may need to

determine the general mood of the next one. In this case roll 1d6 and consult the following table:

D6	Next Scene
1-3	Dramatic scene
4-5	Quiet Scene
6	Meanwhile...

- A **dramatic scene** does not break the tension of the previous scene but carries it further forward, introducing further obstacles or difficulties.
- During a **quiet scene** there is time to take a breath, to heal, to make plans for the next steps and to deepen relationships.
- A **meanwhile scene** takes place somewhere else, other than where the hero is. It cuts to villains or other plot-important characters.

Open-Ended Question or Get Inspired

To answer an Open-Ended question, roll 1d6 once on each of the Inspiration Tables (roll at least a verb and a noun, adjectives are optional).

When the story ends

At the end of the adventure you may add another trait to the character. It is better that this is related to how the story just ended and can be either a Skill, Gear, a new Frailty, or even a new Nemesis! You can also modify an existing trait to better represent an enhanced expertise.

Also update the list of **NPCs**, **Locations**, and **Events** that may show up again in future adventures.

The Setting

The world of *Loner: Kwaidan* is a reflection of **feudal Japan, infused with the supernatural**. It is a place where **ancient shrines hold forgotten spirits, battlefields echo with the cries of lingering ghosts, and yokai walk among humans in disguise**.

This is not the Japan of history books, but rather a **mythic and haunted landscape**, where superstition and folklore are **indistinguishable from reality**. Every village, mountain, and river carries its own story—some filled with wisdom, others with warnings.

Geography: A Haunted Land

The geography of *Kwaidan* is shaped by **both nature and the supernatural**, where the landscape itself **holds memories of past tragedies and hidden forces**.

- **Mountain Shrines & Hidden Paths** – The highlands are home to ancient temples, many abandoned and overgrown. Some are still watched over by **mysterious monks, fox spirits, or cursed guardians**.
- **Dark Forests & Cursed Groves** – Ancient trees whisper with the voices of lost travelers. Some forests shift **when no one is looking**, while others hide **forgotten villages where the living and dead coexist**.
- **Isolated Fishing Villages & Ghostly Shores** – Coastal towns rely on the sea, but **not all drowned souls rest peacefully**. Sailors speak of **umibozu** rising from the waves and **lantern boats drifting without crew**.
- **The Ruins of War** – The bones of long-forgotten battles litter the land. Ghosts of fallen warriors **reenact their last moments**, forever seeking an end to their struggles.

- **The Spirit Roads** – Roads that do not always lead where they should. A traveler may set out for one place and find themselves **somewhere else entirely—sometimes, in a time long past.**

Cultures & People

The people of this world live in a **constant state of fear, reverence, and acceptance of the supernatural.** Villages, towns, and courts are all shaped by **a belief in fate, omens, and spirits.**

Social Structure

Feudal society is strict, but the influence of spirits, curses, and omens can **upset even the highest lords.**

- **Samurai (武士, Bushi)** – Warriors bound by **duty, loyalty, and ritual.** They may be noble retainers or disgraced ronin **wandering in exile.**
- **Peasants (百姓, Nōmin)** – Farmers, fishermen, and laborers who **respect old traditions and fear the unseen.** They leave offerings at roadside shrines and avoid places where **the dead are restless.**
- **Monks & Onmyoji (僧, 阴阳师)** – The spiritual keepers of the land, trained in **prayers, exorcisms, and sealing rituals.** Some hold power in courts, while others **live as wandering mystics, chasing ghosts and yokai.**
- **Merchants & Artisans** – Traders who carry **both goods and rumors** from town to town. Some unknowingly transport **cursed objects**, while others **sell talismans that may—or may not—work.**
- **Outcasts & Hidden Folk** – Bandits, wanderers, and those touched by **forbidden knowledge.** Some are **shapeshifters in disguise**, while others are simply **those whom society has cast aside.**

Everyday Beliefs

Life is dictated by **customs, taboos, and signs** that must not be ignored:

- Never **whistle at night**—it calls the dead.
- If you **meet a stranger on a lonely road**, make sure their feet touch the ground.
- A sword passed down through **too many battles** may have its own will.
- The fox that watches you from the forest **knows something you do not**.

Trade and Commerce

Wealth and power flow through trade, but in *Kwaidan*, **not all merchants deal in earthly goods**.

- **Silk, Rice & Metal** – The lifeblood of noble houses. Many merchants travel in **heavily guarded caravans**, wary of both bandits and things that lurk in the dark.
- **Cursed Goods & Spirit Relics** – Some peddlers **sell objects of unknown origin**—old swords, sealed jars, dolls that seem to blink. A buyer should always ask **where something came from**.
- **Monk Charms & Protective Talismans** – Not all of these work, but **in a world filled with yokai, no one takes chances**.
- **Blood Pacts & Ghost Deals** – In secret, some trade with **the dead**—for knowledge, power, or protection. But spirits **always demand a price**.

Art and Culture

Music, theater, and poetry are not just forms of entertainment—they are **ways to ward off evil, honor the dead, and tell cautionary tales**.

- **Noh & Kabuki Theater** – Performances that reenact **ghost stories and historical tragedies**. It is said that some masks hold **the emotions of past actors**, and wearing them too long **invites possession**.
- **Calligraphy & Spirit Wards** – A written word can be **as powerful as a blade**. Some monks can **trap spirits within ink**, while others **write poetry that reveals hidden truths**.
- **Tea Ceremonies & Divination** – A properly brewed cup can **soothe restless spirits** or reveal the **future in its patterns**.

Magic and Mysticism

The supernatural is deeply embedded in everyday life. Those who understand it **may wield it**, but those who misuse it **are often doomed by it**.

- **Onmyodo (陰陽道)** – The way of **yin and yang**, practiced by onmyoji who control **spirits, wards, and the elements**.
- **Kaji (Fire Rituals, 火祭)** – Used by monks to **burn away corruption** and purify cursed objects.
- **Fox Magic & Shapeshifting** – Kitsune (fox spirits) possess knowledge of **illusion, disguise, and transformation**. Some humans **bargain for their secrets**, at a cost.
- **Blood Oaths & Spirit Contracts** – Some warriors **bind spirits into their weapons**—but these weapons have **wills of their own**.
- **The Land's Wrath** – When **mountains, rivers, and forests** are disrespected, they respond with **floods, landslides, and misfortune**.

Folklore and Mythology

The world of *Kwaidan* is shaped by **stories of gods, ghosts, and monsters**, passed down for generations.

- **Yokai (妖怪)** – Tricksters, beasts, and creatures of **half-spirit, half-myth**. Some are **playful**, others **deadly**.
- **Yurei (幽霊)** – Ghosts bound by **unfinished business, vengeance, or betrayal**. Many seek **closure**, but some **want only suffering**.
- **Kami (神)** – Divine beings who **dwell in shrines, mountains, and rivers**. They demand **respect, offerings, and rituals**.
- **Tsukumogami (物の怪)** – Objects that, after **100 years**, awaken with **souls and memories of their owners**.

Factions & Organizations

The world of *Loner: Kwaidan* is shaped by **rival factions, secretive orders, and supernatural societies**, each with its own **agenda, motives, and hidden struggles**. These six factions influence the balance between **humans, spirits, and yokai**, sometimes acting as guardians, and at other times, as the very source of conflict.

Each faction holds **secrets, alliances, and rivalries**, ensuring that no journey is without unexpected encounters.

The Sohei Brotherhood

- **Concept:** Militant Monks
- **Skills:** Exorcism, Martial Arts
- **Frailty:** Unyielding Fanaticism
- **Gear:** Blessed Naginata, Prayer Beads of Protection
- **Goal:** Eradicate yokai and evil spirits to purify the land.
- **Motive:** The world is corrupted, and only holy discipline can cleanse it.
- **Nemesis:** The Fox Court, whom they see as deceivers of men.

The Sohei Brotherhood are a militant sect of warrior-monks who view all supernatural entities as **a threat to human pu-**

rity. While they excel in **ritual combat and exorcisms**, their rigid view of the world has led them to **hunt even benign spirits and misunderstood yokai**.

Not all monks follow this path—some within the Brotherhood **question its extremism**, leading to internal strife. However, to openly oppose the order is to risk **being labeled a heretic and hunted down**.

The Fox Court

- **Concept:** Cunning Tricksters
- **Skills:** Shapeshifting, Misdirection
- **Frailty:** Bound by Oaths
- **Gear:** Silken Mask of Many Faces, Whispering Fan
- **Goal:** Influence human fate and protect yokai culture.
- **Motive:** Mortals shape their own destruction—yokai must tip the balance.
- **Nemesis:** The Sohei Brotherhood, who see them as enemies of humanity.

An **ancient and secretive** faction composed of **kitsune (fox spirits) and their human allies**, the Fox Court weaves **grand games of fate**. Some among them act as **guides and protectors**, while others delight in **manipulation, deception, and chaos**.

Foxes are bound by **strange supernatural laws**—they **must honor deals, cannot lie outright, and must return favors**. They orchestrate **intrigues in noble courts, assist lost souls, and guard yokai shrines** from human destruction. However, their **mischief is not always well-received**, making them **both feared and sought after**.

The Silent Exorcists

- **Concept:** Ghost Hunters

- **Skills:** Calligraphy, Spirit-Sealing
- **Frailty:** Bound to Silence
- **Gear:** Cursed Inkbrush, Scroll of Thousand Names
- **Goal:** Banish lost souls and restore balance between the living and the dead.
- **Motive:** The world must not be overrun by lingering spirits.
- **Nemesis:** The Shogun's Onmyoji, whom they see as corrupt mystics.

The Silent Exorcists are a **wandering order of spirit-sealers** who communicate only through **written calligraphy and hand gestures**. They believe that speaking aloud **allows spirits to twist their words**, and so their knowledge is contained within their **forbidden scrolls and secret rituals**.

Feared for their **unnerving presence and ghostly silence**, they are nonetheless respected for their skill in **dealing with malevolent spirits and yokai**. Some suspect that **those who fail in their trials are themselves bound into their cursed scrolls**—but no Silent Exorcist will ever confirm or deny it.

The Shogun's Onmyoji

- **Concept:** Imperial Sorcerers
- **Skills:** Divination, Elemental Magic
- **Frailty:** Loyalty to the Shogun
- **Gear:** Jade Talisman of Authority, Ritual Daggers
- **Goal:** Control supernatural forces for political power.
- **Motive:** Only the wise should wield spiritual knowledge.
- **Nemesis:** The Silent Exorcists, who reject their authority.

The Shogun's Onmyoji are **court sorcerers and spiritual advisors**, wielding **arcane knowledge, elemental magic, and political influence**. Unlike monks or wandering mystics,

they **work within the system**, serving as the Shogun's **hidden hand against supernatural threats**.

Though they perform **valuable services such as reading omens, controlling the weather, and sealing curses**, many see them as **power-hungry manipulators who hoard spiritual secrets**. Some even whisper that they **strike deals with yokai for their own gain**, though such accusations rarely reach the ears of the living.

The Whispering Blades

- **Concept:** Cursed Assassins
- **Skills:** Stealth, Poison Arts
- **Frailty:** Haunted by Past Kills
- **Gear:** Dagger of Forgotten Names, Shadow-Stealing Cloak
- **Goal:** Eliminate those who disrupt the balance of fate.
- **Motive:** Justice must be carried out, even from the shadows.
- **Nemesis:** The Dragon Clan, who believe in honorable combat.

The Whispering Blades are **an order of assassins and spies**, known for their **silent killings, hidden techniques, and supernatural abilities**. Each member is **marked by a spirit**, binding them to their order and ensuring that **death follows their every step**.

Legends say that when a Whispering Blade **fails to complete a mission**, the spirit that haunts them **claims their soul as punishment**. Many among them seek to **atone for their bloodstained past**, but few ever escape the cycle of **murder, duty, and retribution**.

The Dragon Clan

- **Concept:** Honorable Warlords
- **Skills:** Kenjutsu, Leadership
- **Frailty:** Unbending Pride
- **Gear:** Ceremonial Armor, Ancestral Katana
- **Goal:** Unite the land under a righteous banner.
- **Motive:** Without order, only chaos remains.
- **Nemesis:** The Whispering Blades, whom they see as dishonorable killers.

The Dragon Clan is one of the last noble houses still **adhering to the old ways of bushido** (道, “the way of the warrior”). They seek to bring **order to a land plagued by war and supernatural unrest**, holding themselves to a **strict code of honor and discipline**.

However, their rigid ideals have made them **blind to the changing world**—while they refuse to **strike from the shadows or negotiate with yokai**, their enemies **have no such reservations**. Even among their own ranks, whispers of **betrayal and unrest** suggest that the clan’s **future is uncertain**.

The Ties That Bind Them

These factions **do not exist in isolation**—they **interact, conspire, and clash**, shaping the world’s fate.

- The **Sohei Brotherhood** fights an **eternal war against yokai**, often coming into conflict with the **Fox Court**, who protect their own kind.
- The **Silent Exorcists** and **Shogun’s Onmyoji** both deal with **supernatural threats**, but where one seeks **balance**, the other seeks **control**.

- The **Whispering Blades** operate in **shadow and secrecy**, a direct contrast to the **Dragon Clan**, who believes in open, honorable combat.

Whether you serve a faction, stand against them, or walk your own path, the world of *Kwaidan* is one of **secrets, honor, and ghosts that refuse to rest**.

Who will you align with? And who will become your **greatest enemy**?

Creatures & Foes

11. Akaname

- **Concept:** Goblin-like spirit that licks filth
- **Skills:** Filth Manipulation, Disgusting Aura
- **Frailty:** Vulnerable to cleanliness or purification rituals
- **Gear:** Filthy hands and tongue
- **Goal:** Clean dirty spaces by licking filth
- **Motive:** Sustain itself and fulfill its purpose
- **Nemesis:** Those who keep their spaces clean or protective spirits

12. Akashita

- **Concept:** Ghostly hand beneath tatami mats
- **Skills:** Surprise Attack, Stealth
- **Frailty:** Vulnerable to light or salt
- **Gear:** Ghostly hand
- **Goal:** Startle and shock unsuspecting victims
- **Motive:** Seek amusement or surprise
- **Nemesis:** Those who seal off tatami mats or protective charms

13. Amanojaku

- **Concept:** Mischievous demons causing chaos and confusion
- **Skills:** Instigation, Manipulation
- **Frailty:** Vulnerable to exorcism or divine intervention
- **Gear:** None
- **Goal:** Create discord and turmoil
- **Motive:** Seek amusement or exert control
- **Nemesis:** Individuals skilled in conflict resolution or harmony

14. Enenra

- **Concept:** Creature of smoke or mist
- **Skills:** Smoke Manipulation, Intangibility
- **Frailty:** Vulnerable to strong wind or air purification
- **Gear:** None
- **Goal:** Create a smoky and eerie atmosphere
- **Motive:** Seek confusion or fear
- **Nemesis:** Air manipulators or those with smoke-resistant abilities

15. Hitotsume-kozo

- **Concept:** One-eyed monk spirit
- **Skills:** Hypnotic Gaze, Stealth
- **Frailty:** Vulnerable to salt or purification rituals
- **Gear:** None
- **Goal:** Startle and confuse humans
- **Motive:** Seek amusement or sustenance
- **Nemesis:** Those with strong willpower or mystical abilities

16. Hihi

- **Concept:** Creature with bird-like appearance and fire control
- **Skills:** Pyrokinesis, Fiery Aura
- **Frailty:** Vulnerable to water or fire-extinguishing methods
- **Gear:** None
- **Goal:** Manipulate and control fire for various purposes
- **Motive:** Maintain the balance of fire's destructive and creative aspects
- **Nemesis:** Water manipulators or those with fire-resistant abilities

21. Jibakurei

- **Concept:** Land-bound spirits attached to specific locations
- **Skills:** Manifestation, Territorial Influence
- **Frailty:** Vulnerable to purification rituals or displacement
- **Gear:** None
- **Goal:** Guard their territory and the people within
- **Motive:** Protect their domain and maintain balance
- **Nemesis:** Individuals who desecrate or disrupt their territory

22. Jorogumo

- **Concept:** Seductive spider woman
- **Skills:** Shape-shifting, Deception
- **Frailty:** Vulnerable to fire or purification rituals
- **Gear:** None
- **Goal:** Lure victims and consume them
- **Motive:** Sustain themselves through deception
- **Nemesis:** Fire-wielding individuals or cautious travelers

23. Kamagami

- **Concept:** Deities or spirits residing in natural elements
- **Skills:** Elemental Affinity, Blessings
- **Frailty:** Vulnerable to pollution or defilement of their element
- **Gear:** Embodiment of their natural domain
- **Goal:** Protect and maintain their natural realm
- **Motive:** Preserve balance and harmony
- **Nemesis:** Those who exploit or misuse their domains

24. Kamaitachi

- **Concept:** Trio of weasel-like spirits associated with winds
- **Skills:** Speed, Cutting Winds
- **Frailty:** Vulnerable when winds are calm
- **Gear:** Sharp claws, swift movements
- **Goal:** Cause minor wounds or confusion
- **Motive:** Playful pranks or seek food
- **Nemesis:** Wind-manipulating individuals or those with strong barriers

25. Kamikiri

- **Concept:** Hair-cutting creature
- **Skills:** Stealth, Precision Cutting
- **Frailty:** Vulnerable to protective charms or hair talismans
- **Gear:** Small blades or shears
- **Goal:** Collect strands of human hair
- **Motive:** Seek hair for its nest or use in rituals
- **Nemesis:** People with strong protective measures or hair-enhancing abilities

26. Kappa

- **Concept:** Mischievous water-dwelling creatures
- **Skills:** Swimming, Pranks
- **Frailty:** Vulnerable to spilling water from its head
- **Gear:** Water-filled dish on its head
- **Goal:** Pull pranks or challenge humans
- **Motive:** Seek amusement and food
- **Nemesis:** Skilled swimmers or clever humans

31. Kijo

- **Concept:** Seductive and dangerous female demon
- **Skills:** Charm, Deception
- **Frailty:** Vulnerable to purity or divine intervention
- **Gear:** Enchanting appearance, beguiling words
- **Goal:** Seduce and corrupt humans
- **Motive:** Seek pleasure or spread chaos
- **Nemesis:** Virtuous individuals or those with strong will

32. Kitsune

- **Concept:** Cunning fox spirits
- **Skills:** Shape-shifting, Illusion
- **Frailty:** Vulnerable to certain chants or rituals
- **Gear:** None
- **Goal:** Protect their shrines or manipulate humans
- **Motive:** Gain power or amusement
- **Nemesis:** Skilled priests or holy relics

33. Konaki-jiji

- **Concept:** Old man youkai who cries like a baby
- **Skills:** Mimicry, Emotional Manipulation
- **Frailty:** Vulnerable to recognition or protective chants

- **Gear:** None
- **Goal:** Lure and deceive unsuspecting victims
- **Motive:** Seek amusement or feed on emotions
- **Nemesis:** Emotionally resilient individuals or those who see through its act

34. Kubire-oni

- **Concept:** Headless demon or ogre
- **Skills:** Brute Strength, Fear-Inducing Roar
- **Frailty:** Vulnerable to sealing rituals or holy symbols
- **Gear:** None
- **Goal:** Spread fear and chaos
- **Motive:** Seek dominance or terrorize humans
- **Nemesis:** Skilled exorcists or brave warriors

35. Kawa-no-kami

- **Concept:** River deities or spirits
- **Skills:** Water Manipulation, Communication
- **Frailty:** Vulnerable to pollution or desecration
- **Gear:** None
- **Goal:** Protect their domain and inhabitants
- **Motive:** Maintain the balance of nature
- **Nemesis:** Those who pollute or harm water sources

36. Kawa-uso

- **Concept:** River otter spirits known for pranks
- **Skills:** Mischief, Shapeshifting
- **Frailty:** Vulnerable to protective charms or water purification
- **Gear:** None
- **Goal:** Play pranks on humans and cause chaos

- **Motive:** Seek amusement or entertainment
- **Nemesis:** Those who outwit or out-prank them

41. Kasha

- **Concept:** Corpse-stealing creature
- **Skills:** Grave Desecration, Stealth
- **Frailty:** Vulnerable to protective barriers or sanctified ground
- **Gear:** None
- **Goal:** Steal corpses before they can be properly buried
- **Motive:** Unknown, possibly collecting remains for unknown purposes
- **Nemesis:** Guardians of burial sites or those protecting the dead

42. Nue

- **Concept:** Chimera-like creature with various animal parts
- **Skills:** Elemental Affinities, Shape-shifting
- **Frailty:** Vulnerable to certain elemental attacks
- **Gear:** None
- **Goal:** Cause chaos and confusion
- **Motive:** Seek dominance or play pranks
- **Nemesis:** Elemental specialists or skilled shape-shifters

43. Nukarumi

- **Concept:** Female spirit appearing from the waist up in water
- **Skills:** Water Manipulation, Emotional Manifestation
- **Frailty:** Vulnerable to drying or containment
- **Gear:** Watery hands and upper body
- **Goal:** Emerge from bodies of water to interact with humans

- **Motive:** Seek connection or communication
- **Nemesis:** Water manipulators or those with abilities to control emotions

44. Noppera-bo

- **Concept:** Faceless ghostly figures
- **Skills:** Invisibility, Disguise
- **Frailty:** Vulnerable to light or certain charms
- **Gear:** None
- **Goal:** Frighten and unsettle humans
- **Motive:** Cause confusion and fear
- **Nemesis:** Sharp-eyed individuals or those unaffected by illusions

45. Nurari

- **Concept:** Youkai that lounges in unoccupied homes
- **Skills:** Stealth, Deception
- **Frailty:** Vulnerable when confronted or exposed to bright light
- **Gear:** None
- **Goal:** Claim unoccupied spaces and enjoy hospitality
- **Motive:** Seek comfort and luxury
- **Nemesis:** Vigilant homeowners or protective spirits

46. Oni

- **Concept:** Malevolent demons or ogres
- **Skills:** Strength, Intimidation
- **Frailty:** Vulnerable to sacred symbols or exorcism
- **Gear:** Clubs, spiked clubs, demonic masks
- **Goal:** Cause suffering and chaos
- **Motive:** Instill fear and exert dominance

- **Nemesis:** Powerful priests or brave warriors

51. Raiju

- **Concept:** Creature associated with lightning
- **Skills:** Lightning Manipulation, Thunderstorm Control
- **Frailty:** Vulnerable to grounding or weather-controlling abilities
- **Gear:** None
- **Goal:** Harness and control thunderstorms
- **Motive:** Maintain balance or unleash chaos
- **Nemesis:** Storm manipulators or lightning-resistant beings

52. Rokurokubi

- **Concept:** Humanoid spirits with stretchable necks
- **Skills:** Neck Extension, Stealth
- **Frailty:** Vulnerable when neck is extended
- **Gear:** None
- **Goal:** Observe humans or cause confusion
- **Motive:** Seek amusement or explore
- **Nemesis:** Observant individuals or those with anti-magic abilities

53. Shirime

- **Concept:** Creature with an eye in place of its anus
- **Skills:** Startling Gaze, Stealth
- **Frailty:** Vulnerable to salt or counter-illusion
- **Gear:** None
- **Goal:** Shock and surprise victims
- **Motive:** Seek amusement or disturb humans

- **Nemesis:** Those unaffected by its gaze or those with strong wills

54. Tengu

- **Concept:** Bird-like creatures with supernatural powers
- **Skills:** Flight, Martial Arts
- **Frailty:** Vulnerable to talismans or divine intervention
- **Gear:** Long-nosed masks, magical fans
- **Goal:** Maintain balance in nature or teach valuable lessons
- **Motive:** Promote harmony or discipline
- **Nemesis:** Skilled martial artists or divine beings

55. Tesso

- **Concept:** Vengeful spirit of a mistreated priest or monk
- **Skills:** Curse Casting, Disruptive Presence
- **Frailty:** Vulnerable to purification or redemption rituals
- **Gear:** None
- **Goal:** Exact revenge for past mistreatment
- **Motive:** Seek justice or restitution
- **Nemesis:** Compassionate individuals or those seeking to right wrongs

56. Tanuki

- **Concept:** Playful shape-shifting raccoon dog spirits
- **Skills:** Shape-shifting, Misdirection
- **Frailty:** Vulnerable to charms or spells
- **Gear:** None
- **Goal:** Cause mischief or seek comfort
- **Motive:** Enjoyment and freedom
- **Nemesis:** Protective deities or skilled exorcists

61. Umibozu

- **Concept:** Sea spirit that causes storms
- **Skills:** Water Manipulation, Tempest Creation
- **Frailty:** Vulnerable to certain chants or rituals
- **Gear:** None
- **Goal:** Create treacherous seas and storms
- **Motive:** Seek chaos and destruction
- **Nemesis:** Skilled sailors or divine protectors

62. Yamabiko

- **Concept:** Echo spirits that mimic human voices
- **Skills:** Echo Mimicry, Illusion
- **Frailty:** Vulnerable to silence or counter-illusion
- **Gear:** None
- **Goal:** Echo and repeat human sounds
- **Motive:** Seek interaction or amusement
- **Nemesis:** Skilled ventriloquists or sound manipulators

63. Yuki-onna

- **Concept:** Spirit associated with snowstorms
- **Skills:** Cold Manipulation, Illusion
- **Frailty:** Vulnerable to warmth or heat-based attacks
- **Gear:** None
- **Goal:** Ensnare travelers in blizzards
- **Motive:** Seek companionship or revenge
- **Nemesis:** Fire-wielding individuals or those with strong willpower

64. Yokai

- **Concept:** Mysterious shape-shifting spirits
- **Skills:** Shapeshifting, Illusion

- **Frailty:** Vulnerable to pure iron
- **Gear:** None
- **Goal:** To trick or deceive humans
- **Motive:** Mischievous or malevolent intentions
- **Nemesis:** Talismans or individuals skilled in exorcism

65. Yurei

- **Concept:** Ghostly spirits of the deceased
- **Skills:** Manifestation, Frightening Aura
- **Frailty:** Vulnerable to prayers or appeasement
- **Gear:** None
- **Goal:** Find peace or seek revenge
- **Motive:** Resolve unfinished business or seek justice
- **Nemesis:** Skilled mediums or compassionate priests

66. Zashiki-warashi

- **Concept:** Child spirits that bring fortune or misfortune
- **Skills:** Luck Manipulation, Playful Behavior
- **Frailty:** Vulnerable when neglected or angered
- **Gear:** None
- **Goal:** Influence the household's luck
- **Motive:** Seek attention and care
- **Nemesis:** Neglectful or hostile individuals

Adventure Tables

Adventure Seeds

D66	Adventure
11	A remote village is being terrorized by a mysterious

D66	Adventure
	creature. Track it down and destroy it.
12	An ancient demon was sealed away in a forgotten shrine. Find a way to prevent its followers from freeing it.
13	A cursed katana that possesses its wielder has fallen into the hands of a daimyo's enforcer. Retrieve it before more innocents are killed.
14	A wealthy merchant was kidnapped along the Eastern Road. Rescue the merchant from the bandits.
15	A corrupt priest is consorting with evil spirits. Expose his deeds without bringing dishonor upon the temple.
16	Peasants report seeing ghosts marching across the Foggy Moors at night. Investigate and lay the spirits to rest.
21	The waters of the Cursed Hot Springs have turned poisonous. Discover the cause and restore the waters.

D66	Adventure
22	A ronin duels you for a perceived slight and you must face him honorably. Defeat him without killing him.
23	A child from a remote village has been possessed by a demon. Find a way to exorcise the demon.
24	You are drawn into a supernatural card game in a remote inn. Win to escape, or you forfeit your soul.
25	You find a cursed mask that transforms the wearer. Keep it from harming anyone else.
26	You are hired to guide a nobleman's daughter through the dangerous Howling Forest. Keep her safe on the journey.
31	A monk monastery has been plagued by misfortune. Discover if it is human sabotage or a curse.
32	The ghost of a vengeful samurai haunts a battlefield. Discover what is keeping him from rest.
33	A shapeshifter has replaced the local daimyo. Identify

D66	Adventure
	the imposter and expose them.
34	The voices from the Singing Cave have driven villagers insane. Find a way to silence them.
35	A kappa has moved into the local river and is drowning people. Trick it or force it away.
36	A necromancer is raising an undead army in the mountains. Infiltrate his keep and stop the ritual.
41	You are hired to secretly escort a concubine escaping an abusive noble. Get her safely away.
42	A spy has stolen important plans and taken refuge in a remote inn. Catch him without innocent bloodshed.
43	A priest hires you to discreetly retrieve occult items stolen from his temple.
44	You are challenged to an irezumi tattoo contest by a mysterious wandering artist.

D66	Adventure
45	A samurai's prized sword was stolen by tanuki. Recover it from the tricksters.
46	You must win a dangerous race through the mountains for honor and glory.
51	You stumble upon a remote village practicing forbidden rituals. They attack rather than risk exposure.
52	A garment animated by a vengeful spirit strangles people who wear it. Track down and destroy the dangerous tsukumogami.
53	You are caught in a never-ending illusion woven by a mysterious sorcerer. Escape or be trapped forever.
54	A cursed nobleman is slowly transforming into a demonic entity. Save him or end the threat.
55	A murderer uses ninjutsu to avoid capture. You must apply cunning to bring him to justice.
56	A band of ninja attempt to assassinate you after a case

D66	Adventure
	of mistaken identity. Survive their attacks.
61	You must mediate a supernatural dispute between feuding animal clans.
62	A gentle bamboo cutter is revealed to be blessed with divine powers. Protect their secret identity.
63	Evil priests have abducted potential psychics to turn them into weapons. Rescue them.
64	The fantastical stories told by a traveling minstrel appear to be coming true, with dangerous consequences.
65	A cowardly samurai's ancestral sword compels him to acts of courage whether he wills it or not.
66	You seek refuge in a remote monastery, only to find the monks are not what they seem. Escape with your life.

Haunted Artifacts

D66

Haunted Artifact

- 11 **Whispering Blade:** This ancient katana holds the souls of fallen warriors, granting it deadly power in battle. But beware, for its whispers can drive the wielder to madness.
- 12 **Mask of Shadows:** When worn, this mask grants the ability to see in darkness and become unseen. However, it also feeds off your inner fears, slowly draining your courage.
- 13 **Amulet of Protection:** A shimmering amulet that shields you from harm. But every time it saves you, it demands a small token in return – a memory or an emotion.
- 14 **Bamboo Flute of Tranquility:** A haunting melody can be played on this flute, soothing minds and healing hearts. Yet its soothing tunes can also attract spirits from the beyond.
- 15 **Stone of Reflection:** Gaze into this polished stone and see visions of the past or glimpse into the future. But be warned, these visions might come at a price.
- 16 **Fan of Galeforce:** With a flick of this fan, you can summon mighty winds to clear your path. Yet its power might also bring forth storms and chaos.
- 21 **Teacup of Clarity:** Sipping tea from this cup grants insight and wisdom. But each sip connects you to the spirits of those who drank from it before.
- 22 **Cursed Compass:** This compass points the way to hidden treasures. But it's cursed – the more you rely on it, the more it leads you astray.

- 23 **Shroud of Invisibility:** Wrap yourself in this shroud to become invisible to the world. Yet the longer you remain hidden, the more you risk losing touch with reality.
- 24 **Scroll of Binding:** A scroll that can bind and control supernatural creatures. However, each binding costs a fragment of your life force.
- 25 **Bell of Warning:** Ring this bell to alert you to danger. But it also warns nearby spirits of your presence, inviting their attention.
- 26 **Mirror of Truth:** Gaze into this mirror to see through illusions and deceit. Yet its truth can be harsh, revealing more than you may want to know.
- 31 **Sake Cup of Valor:** Drinking from this cup grants courage and strength. But its effects are fleeting, and the price is a deep and lasting fatigue.
- 32 **Earring of Eavesdropping:** Wear this earring to hear distant conversations. Yet the more secrets you uncover, the more your own thoughts might be exposed.
- 33 **Lantern of Lost Souls:** This lantern illuminates the spirit world, revealing hidden truths. But it also attracts restless spirits who seek your aid.
- 34 **Sealing Scroll:** A scroll that can seal away supernatural forces. But the more you use it, the more it drains your vitality.
- 35 **Mirror of Vanity:** Gaze into this mirror to temporarily enhance your appearance and charisma. But vanity comes at a cost – it feeds on your self-esteem.

36 **Cursed Quill:** Writing with this quill brings your words to life. However, the quill craves dark stories, and your creations might have unintended consequences.

41 **Stone of Echoes:** Whisper a message into this stone, and it will carry your words across distances. But your own secrets might also be revealed.

42 **Ring of Fortune:** Wear this ring for a stroke of luck in your endeavors. Yet it tempts fate – the more you rely on it, the more danger it attracts.

43 **Ink of Enchantment:** This ink imbues your drawings with magic, bringing them to life. But the more intricate the drawing, the greater the toll on your energy.

44 **Compass of Lost Souls:** This compass guides you to those who are lost. But with each guiding, you risk becoming lost yourself.

45 **Fang of the Beast:** This fang grants the strength and instincts of a wild beast. Yet its primal power might consume your human nature.

46 **Chalice of Dreams:** Sip from this chalice to experience vivid dreams that might reveal insights. But these dreams can blur the line between reality and illusion.

51 **Mask of Deception:** A mask that grants the power of deception, making you appear as someone else. However, the mask might also blur your own identity.

52 **Brazier of Protection:** This brazier wards off evil spirits with its holy flames. But the stronger its protection, the more it demands your devotion.

- 53 **Rune-etched Bracelet:** Wear this bracelet to channel elemental magic. But its runes can also bind you to the elements, leaving you vulnerable.
- 54 **Mirror of Regret:** Gaze into this mirror to witness past events and seek understanding. But dwelling on regrets might trap you in a cycle of despair.
- 55 **Cursed Dice:** Roll these dice to alter fate itself. Yet their power can backfire, leading to unexpected and dire consequences.
- 56 **Stone of Levitation:** Touch this stone to defy gravity and levitate. But the longer you remain airborne, the more you risk losing touch with the ground.
- 61 **Scroll of Illusions:** Unroll this scroll to create illusions that deceive the senses. But illusions can twist your perception, leading you astray.
- 62 **Bell of Tranquility:** Ring this bell to bring calm and serenity to chaotic situations. Yet its peaceful aura might also attract restless spirits.
- 63 **Talisman of Warding:** Wear this talisman for protection against supernatural forces. But as its power grows, it might draw these forces to you.
- 64 **Veil of Dreams:** This veil allows you to enter the dreams of others. But navigating dreams comes with its own risks and mysteries.
- 65 **Mask of Revelations:** A mask that reveals hidden truths and secrets. Yet truth can be a double-edged sword, sometimes better left unsaid.

D66

Haunted Artifact

- 66 **Elixir of Euphoria:** Drinking this elixir grants moments of pure joy and ecstasy. But its intoxicating effects might lead you down a dangerous path.

Mystical Locations

D66

Mystical Location

- 11 **Veiled Forest:** This forest is shrouded in a perpetual mist, obscuring ancient trees and forgotten ruins. Beware the spirits that drift among the veiled trees.
- 12 **Forgotten Shrine:** An old shrine lies in ruins, its sacred grounds abandoned and overgrown. Yet whispers of prayers and distant echoes linger here.
- 13 **Caverns of Echoes:** These echoing caverns play tricks on sound, distorting voices and cries. Rumor has it, those who listen closely might hear the secrets of the earth.
- 14 **Ephemeral Pond:** A tranquil pond that reflects the moon's glow. Legend says it's a gateway to the spirit world, but those who linger too long risk becoming trapped.
- 15 **Lost Garden:** An ornate garden once tended by spirits, now overgrown and forgotten. Its flowers still bloom, but they respond to the whispers of those who visit.
- 16 **Haunting Hollow:** A natural amphitheater surrounded by ancient stone columns. Eerie music fills the air as if the stones themselves are singing.
- 21 **Cursed Marshlands:** A desolate marsh where the land seems to shift beneath your feet. Ghostly lights dance above the marsh's surface, luring unwary travelers.

- 22 **Whispering Woods:** The trees here bear secrets whispered by the wind. Listen closely and you might glean ancient tales or cryptic warnings.
- 23 **Spectral Ruins:** The remains of an ancient city, now inhabited by spirits and shadows. The spirits might offer wisdom, but their intentions are often inscrutable.
- 24 **Enchanted Waterfall:** A waterfall that shimmers with otherworldly hues. Those who bathe in its waters might be granted visions of the past or glimpses of the future.
- 25 **Haunted Manor:** An abandoned manor rumored to be haunted. Echoes of laughter and music can still be heard, and its halls are said to be trapped in a time loop.
- 26 **Luminous Lagoon:** A lagoon that glows with an ethereal light at night. Its waters are said to reveal hidden truths to those who gaze upon them.
- 31 **Moonlit Bridge:** A bridge that materializes only under the light of the full moon, spanning across a chasm. It leads to a realm that exists only in moonlit hours.
- 32 **Eerie Echo Cave:** A cave known for its unusual acoustics. Words spoken here are carried throughout the cavern, sometimes distorting their meaning.
- 33 **Sorrowful Grove:** A grove of trees that weep translucent tears. Drinking these tears grants visions, but also leaves a mark on the drinker's soul.
- 34 **Temple of Whispers:** A serene temple where wind whispers through the corridors. Visitors might gain guidance from the whispers of ancient spirits.

- 35 **Mystic Mirage Oasis:** An oasis that appears and disappears like a mirage. Its waters can heal wounds, but the oasis can be elusive and hard to find.
- 36 **Labyrinthine Passage:** A network of underground passages filled with puzzles and riddles. Solving them might lead to hidden chambers of forgotten knowledge.
- 41 **Spectral Bridge:** A bridge spanning a river said to be the boundary between the living and spirit worlds. Those who cross it might experience strange visions.
- 42 **Frozen Temple:** A temple enveloped in an eternal winter. Its icy halls are home to both spirits seeking refuge and those guarding its sacred knowledge.
- 43 **Silent Monoliths:** Tall stone monoliths that emit a faint hum. Those who listen closely might hear echoes of conversations from long ago.
- 44 **Celestial Observatory:** An ancient observatory atop a mountain, where celestial events can reveal hidden paths and truths to those who watch the skies.
- 45 **Tranquil Sanctuary:** A hidden sanctuary untouched by time, where the spirits of nature gather. Meditating here can offer insight into the world's balance.
- 46 **Ethereal Falls:** A waterfall that cascades upward, defying gravity. Its waters grant a temporary ability to walk on air, but not without risks.
- 51 **Veil of Illusions:** A misty vale where illusions come to life. Navigating through the illusions might reveal hidden treasures or reveal one's true nature.

- 52 **Echoing Chamber:** A chamber where sound reverberates endlessly. Utter a question, and the chamber might provide an answer – but its wisdom is cryptic.
- 53 **Glowing Grove:** A grove of trees that emit a soft glow at night. Those who rest beneath their branches might experience vivid dreams.
- 54 **Mystic Mirage Dunes:** A desert that shimmers with mirages. Those who navigate through the illusions might find an oasis of truth in the sands.
- 55 **Enigmatic Standing Stones:** A circle of standing stones that hum with an otherworldly energy. They can reveal hidden pathways to those who touch them.
- 56 **Lost Lighthouse:** A lighthouse that guides lost ships through the fog. Its keeper is rumored to possess ancient knowledge of the sea.
- 61 **Starlit Cave:** A cave illuminated only by the luminescence of crystals. Its walls depict star patterns that can provide guidance to lost travelers.
- 62 **Whispering Grotto:** A coastal grotto where the sea breeze carries whispers of the tides. Those who listen closely might gain insights into the future.
- 63 **Mystic Mirage Oasis:** An oasis that appears and disappears like a mirage. Its waters can heal wounds, but the oasis can be elusive and hard to find.
- 64 **Eerie Echo Canyon:** A canyon that seems to amplify sounds. Each echo reveals a faint message from the past, creating an eerie symphony.

D66**Mystical Location**

65 **Cursed Catacombs:** An underground labyrinth where restless spirits dwell. Each turn might lead to a hidden treasure or a spectral encounter.

66 **Hidden Lotus Garden:** A garden where the lotus flowers bloom only during a specific alignment of the stars. The pollen can bring visions, but also unsettling dreams.

Random Events**D66****Random Event**

11 **Spirit Lanterns:** Wisps of light lead you off the path to a glade where ghostly lanterns sway. Do you follow?

12 **Sudden Fog:** A thick fog engulfs you, concealing all but the immediate surroundings. Navigating becomes treacherous.

13 **Celestial Omen:** A shooting star streaks across the night sky. Some believe it foretells an upcoming event.

14 **Mysterious Footprints:** Unusual footprints lead into the forest. Following them might lead to unexpected discoveries.

15 **Friendly Yokai:** A playful yokai offers assistance or guidance. But yokai motives are often more complex than they seem.

16 **Thunderstorm:** Dark clouds gather, and thunder rumbles ominously. Seek shelter or brave the tempest?

21 **Spectral Music:** Melodic music drifts on the wind. Following it leads to a hidden grove where spirits dance.

22 **Startling Encounter:** You stumble upon a solitary figure deep in thought. They seem to have been waiting for someone.

D66

Random Event

- 23 **Curious Artifact:** An odd object catches your eye, half-buried in the earth. What secrets does it hold?
- 24 **Benevolent Guardian:** A mysterious figure watches over your campsite during the night. Their intentions are unclear.
- 25 **Haunted Whispers:** Faint voices echo in your ears, revealing cryptic riddles or snippets of forgotten tales.
- 26 **Flowering Shadows:** An ancient tree's blossoms cast intricate patterns on the ground. The petals hold power... or danger.
- 31 **Strange Animal:** An animal behaves unusually, leading you on a detour. Is it trying to warn you, or is it just an animal?
- 32 **Moonlit Encounter:** An ethereal figure emerges from the moonlit shadows, offering guidance or a cryptic message.
- 33 **Blossom Storm:** Cherry blossoms fall like snow, creating a beautiful but eerie atmosphere. What lies within the petals?
- 34 **Mystic Mirage:** The landscape shifts before your eyes, revealing a mirrored version of reality. Step through, or stay put?
- 35 **Lost in Thought:** A solitary monk meditates by the roadside. Join them, and you might gain insight into your journey.
- 36 **Feral Guardians:** Enormous, wild creatures block your path. Are they protectors of this land, or something more sinister?
- 41 **Whispering Winds:** The wind carries distant voices and secrets. Follow the whispers to unravel hidden truths.

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- 42 **Mysterious Offer:** A mysterious figure presents you with a cryptic choice that could impact your destiny.
- 43 **Unseen Observer:** You have the uncanny feeling of being watched. Yet, no one is visible among the trees.
- 44 **Blossom Trail:** A trail of cherry blossoms beckons you deeper into the forest. What awaits at the end?
- 45 **Guardian Statues:** A row of guardian statues seems to move and shift when you're not looking directly at them.
- 46 **Mischievous Spirits:** Playful spirits steal your belongings and scatter them. Retrieve your items or engage in their antics.
- 51 **Crying Spirits:** You hear the mournful cries of spirits, urging you to help them find peace. Will you heed their call?
- 52 **Freak Weather:** The weather changes drastically within moments, from sunshine to torrential rain or vice versa.
- 53 **Veil of Illusion:** The world around you distorts and shifts, creating illusions that could lead you astray.
- 54 **Lingering Echoes:** The echoes of a long-forgotten battle resound in the air, revealing hints of a tragic past.
- 55 **Guiding Fireflies:** Fireflies light your way in the darkness, leading you to a hidden clearing or cave.
- 56 **Starlit Serenade:** Stars align to form a recognizable shape, an ancient celestial map that might guide your journey.
- 61 **Restless Wind:** An eerie wind carries whispers of secrets and truths from distant lands. What tales does it tell?
- 62 **Phantom Horses:** Spectral horses appear, inviting you to join their midnight ride. Will you accept their ghostly invitation?
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D66**Random Event**

- 63 **Lost Lament:** A sorrowful song fills the air, sung by a voice you can't quite locate. Will you seek its source?
- 64 **Cursed Artifact:** You stumble upon an artifact bearing a malevolent aura. Will you keep it for its power, or destroy it?
- 65 **Guardian of Dreams:** A guardian spirit visits you in your dreams, offering advice or cryptic visions of the future.
- 66 **Wandering Shadows:** Eerie figures wander the forest, trailing shadows that seem disconnected from their forms. Approach with caution.

Supernatural Omens**D66****Supernatural Omens**

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| 11 | A blood-red moon rises, casting an eerie glow over the land. |
| 12 | A flock of crows gathers, circling a lone figure in the village square. |
| 13 | A traveler arrives with a third shadow that moves independently. |
| 14 | A sudden eclipse plunges the land into darkness at an unnatural hour. |
| 15 | The river turns black as ink for a single night, then runs clear again. |
| 16 | A familiar reflection in the water does not match the onlooker's movements. |
| 21 | The wind whispers forgotten names, carrying unseen messages. |

D66**Supernatural Omens**

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| 22 | A newborn child is born with strange markings resembling ancient seals. |
| 23 | The sound of temple bells rings, though the temple stands abandoned. |
| 24 | A comet streaks across the sky, leaving a spectral trail behind it. |
| 25 | A storm approaches, yet no clouds can be seen in the sky. |
| 26 | A traveler swears they saw their own doppelgänger walking the roads at dawn. |
| 31 | A sacred shrine's statues begin to weep tears of blood. |
| 32 | The trees in a sacred grove suddenly lose all their leaves overnight. |
| 33 | A full moon rises in the sky, even though it was new just the night before. |
| 34 | The face of an unknown person appears reflected in every still water surface. |
| 35 | A traveler's shadow moves several seconds after they do. |
| 36 | The village well echoes with voices from the past, whispering warnings. |
| 41 | Foxes are seen gathering in groups, watching passersby in eerie silence. |
| 42 | A house's entrance disappears, leaving its residents unable to leave. |
| 43 | Lanterns flicker in unison before blowing out, despite a lack of wind. |

D66**Supernatural Omens**

- 44 A road that always led one way now loops back onto itself.
- 45 An entire night passes, yet the sun does not rise at dawn.
- 46 Strange constellations appear in the sky, unknown to any astrologer.
- 51 A shrine guardian statue shifts position when no one is looking.
- 52 The smell of incense fills the air, but no source can be found.
- 53 A long-dead ancestor's name is heard whispered on the wind.
- 54 Snow falls in the height of summer, melting as soon as it touches the ground.
- 55 An abandoned temple suddenly radiates a warm, welcoming glow at night.
- 56 A wandering monk predicts doom, then vanishes into thin air.
- 61 A mirror cracks on its own, revealing an unfamiliar reflection.
- 62 A lone white stag appears, bows to an observer, then vanishes.
- 63 The sound of an unseen flute plays throughout the valley for a single night.
- 64 A child claims to remember their past life in uncanny detail.
- 65 Stone carvings rearrange themselves into warnings as one watches.
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D66	Supernatural Omens
66	A field of flowers blooms overnight, spelling out forgotten words.

Cursed Villages

D66	Cursed Villages
11	A village is plagued by an eternal twilight—neither day nor night ever fully arrives.
12	No one in the village speaks above a whisper, afraid of waking something sleeping beneath.
13	Every newborn in the village is born blind, yet they seem to see something others cannot.
14	The village’s water has turned crimson, and no well or stream can produce fresh water.
15	Villagers wake to find unfamiliar family members among them, with no memory of their arrival.
16	The village headman has not aged in decades, yet none dare question it.
21	Each villager bears an identical scar, though none remember how they got it.
22	The village bell rings out randomly, though no one is there to ring it.
23	Strangers passing through are asked to leave before dusk, no matter the circumstances.
24	A mysterious house stands at the edge of town, but no one can recall who lives there.
25	The rice fields refuse to grow anything but thorny, inedible weeds.

D66**Cursed Villages**

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| 26 | At midnight, the villagers gather in the center square, their eyes blank, murmuring in an unknown tongue. |
| 31 | The village animals refuse to enter a certain house, growling at something unseen. |
| 32 | Every full moon, a child goes missing, yet no one seems to acknowledge it. |
| 33 | The village's temple is sealed with chains, and no one remembers why. |
| 34 | Strangers who spend the night in the village wake up missing their memories. |
| 35 | The villagers fear mirrors, and none are allowed within the town. |
| 36 | A festival is held in the village, but outsiders are forbidden from attending. |
| 41 | No footprints ever remain in the village streets, no matter how many people walk them. |
| 42 | The village blacksmith hammers at an unseen weapon, never stopping to rest. |
| 43 | Every dawn, the entire village resets as if the previous day never happened. |
| 44 | The temple's statues change position each night, facing an unseen threat. |
| 45 | An invisible force prevents anyone from leaving once they enter the village. |
| 46 | The village elder is always seen speaking to an unseen figure by the riverbank. |
| 51 | No one in the village acknowledges the rain, even when soaked to the bone. |

D66**Cursed Villages**

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| 52 | The town's clock tower chimes at random hours, foretelling strange events. |
| 53 | Villagers perform an unknown ritual every new moon, but none remember why. |
| 54 | Strangers visiting the town find their reflections move out of sync. |
| 55 | Every night, someone claims to hear their name called from the forest. |
| 56 | All paper in the village slowly turns blank, erasing records and messages. |
| 61 | The village well whispers secrets to those who listen closely. |
| 62 | A black-robed figure stands at the village's outskirts, but no one has ever seen them move. |
| 63 | The local inn never has vacancies, yet no guests are ever seen entering or leaving. |
| 64 | Paintings in the village change subtly each night, depicting unknown landscapes. |
| 65 | The village headstones have fresh offerings every morning, though no one leaves them. |
| 66 | A villager claims to have died years ago, yet stands before you, alive. |

Wandering Spirits**D66****Wandering Spirits**

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| 11 | A woman in white walks the roads at dusk, always vanishing when approached. |
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D66**Wandering Spirits**

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| 12 | A spectral samurai kneels in meditation at a cross-roads, waiting for something. |
| 13 | A shadow follows travelers, but disappears under direct light. |
| 14 | The sound of weeping echoes through an empty temple—no source can be found. |
| 15 | A spirit child asks for help finding their lost home, but no one remembers them. |
| 16 | A lone fisherman casts his line into an empty pond, whispering to something unseen. |
| 21 | A pale figure stands in the rain, only visible when reflected in puddles. |
| 22 | A masked dancer moves through the forest at night, performing for no audience. |
| 23 | A long-dead ancestor manifests before a family, warning of imminent disaster. |
| 24 | A horse with no rider gallops through the mist, vanishing at dawn. |
| 25 | The scent of incense lingers in the air, leading to an abandoned grave. |
| 26 | A monk with empty eyes recites prayers, but cannot remember his own name. |
| 31 | An old man offers riddles at a shrine, but his feet do not touch the ground. |
| 32 | A ghostly child plays alone in a field of wilted flowers, inviting others to join. |
| 33 | The reflection of a woman in a lake remains even after she walks away. |

D66**Wandering Spirits**

- 34 A warrior's severed head speaks in riddles, seeking justice for its death.
- 35 A woman holding an umbrella appears in the rain but disappears when approached.
- 36 A spectral caravan of merchants sells rare goods, but at a terrible price.
- 41 A lost spirit begs for help remembering their name before they fade away.
- 42 A man wanders the roads, searching for his wife—unaware that he is dead.
- 43 A faceless spirit offers to trade memories for wisdom.
- 44 The sound of footsteps follows travelers, but no one is there.
- 45 A white fox leads lost travelers to safety, but never speaks.
- 46 A woman with her face obscured by hair asks for directions—if answered, she vanishes.
- 51 The flickering lanterns of a ghostly procession illuminate the road at midnight.
- 52 A broken doll sits at a crossroads, whispering when no one is looking.
- 53 A man prays at a roadside shrine, never leaving, even as years pass.
- 54 A ghostly figure appears in a dream, warning of an upcoming event.
- 55 A group of laughing figures disappear into the mist, leaving no footprints.

D66**Wandering Spirits**

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| 56 | A skeleton dressed in fine robes sits at a feast table, waiting for a guest. |
| 61 | A glowing figure in a bamboo forest guides travelers—sometimes to safety, sometimes to doom. |
| 62 | A woman's voice calls for help from an abandoned house, but the door won't open. |
| 63 | A child follows travelers, always a few steps behind, never speaking. |
| 64 | A ronin duels invisible foes at night, his form growing fainter with each fight. |
| 65 | The shadow of a spirit remains, even after its body has moved on. |
| 66 | A grieving father still carries the ashes of his daughter, unaware that she is watching over him. |

Mysterious Visitors**D66****Mysterious Visitors**

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| 11 | A traveling storyteller shares eerie tales, but all of them seem to come true. |
| 12 | A blind seer arrives, offering predictions that always come with a cost. |
| 13 | A masked swordsman issues a challenge to any willing to face them. |
| 14 | A merchant sells wares that should not exist—items from forgotten times. |
| 15 | A young girl carries a cage with an unseen creature inside. |
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D66**Mysterious Visitors**

- 16 A noblewoman travels with a procession, but none of her retainers cast shadows.
- 21 A monk arrives, seeking a cursed item he claims must be destroyed.
- 22 A beautiful musician performs haunting melodies, but no one sees her leave.
- 23 A warrior with no name claims to have been sent from the afterlife to fulfill a duty.
- 24 A traveler seeks shelter, but refuses to remove their hood, even indoors.
- 25 A man dressed in funeral robes knocks on doors, looking for someone long dead.
- 26 A mysterious woman claims she can make someone disappear—forever.
- 31 A young samurai claims to be searching for their past life's killer.
- 32 A noble offers an invitation to a feast that no one else remembers.
- 33 A traveler's shadow does not match their movements.
- 34 A fortune teller's predictions become more accurate the longer they are listened to.
- 35 A peddler sells charms that seem to work, but at an unknown cost.
- 36 A group of travelers appear identical, speaking in perfect unison.
- 41 A fisherman returns from the sea, though he was lost decades ago.

D66**Mysterious Visitors**

- 42 A young woman asks for protection, but those who help her disappear.
- 43 A drunkard claims to have seen the past and future in a single moment.
- 44 A stranger in ragged robes claims they have no memory of how they arrived.
- 45 A white-clad wanderer says they are looking for their “other self.”
- 46 A pair of twins travel the roads, finishing each other’s sentences eerily.
- 51 A warrior seeks someone who can end their immortal curse.
- 52 A scholar searches for a book that never existed—except in dreams.
- 53 A woman offers tea to those passing by, but the tea always reveals a vision.
- 54 A lone child claims to have no parents, yet knows everyone’s name.
- 55 A priest asks for help carrying a relic, but will not say why it must be moved.
- 56 A stranger asks for directions to a village that burned down long ago.
- 61 A man dressed in imperial robes demands to be escorted home—but his family died centuries ago.
- 62 A traveler always arrives before they are expected, as if they knew the future.
- 63 A noblewoman’s servant is never seen eating or drinking.

D66**Mysterious Visitors**

- 64 A person dressed in all red arrives, asking for someone who died recently.
- 65 A merchant sells a single item—a locked box that whispers in the night.
- 66 A pale man claims he is only passing through, but no one remembers when he arrived.

Rituals & Ceremonies**D66****Rituals & Ceremonies**

- 11 A funeral procession must pass undisturbed, or the dead will not rest.
- 12 A village performs an annual ritual to ward off a lurking spirit—but this year, something is wrong.
- 13 A monk asks for help conducting a long-forgotten exorcism rite.
- 14 A sacred dance is performed under the full moon, but the lead dancer vanishes.
- 15 A new bride is presented to a hidden god—whether she goes willingly is another matter.
- 16 A tea ceremony honoring the dead takes a dark turn when unseen guests arrive.
- 21 A shrine maiden enters a trance to speak with spirits, but she does not wake.
- 22 A festival's lanterns guide the spirits home—except one refuses to leave.
- 23 A village elder must be buried at the break of dawn, or misfortune will follow.

D66**Rituals & Ceremonies**

- 24 An emperor's relic is cleansed in fire each year—but this time, it does not burn.
- 25 The ringing of a sacred bell prevents disaster, but this year, the bell is missing.
- 26 A night of silence is observed in a remote temple, but something whispers in the dark.
- 31 A sacred river must be crossed without speaking, or the crossing will fail.
- 32 A blood pact must be renewed between two feuding families, or war will begin anew.
- 33 A lone priest offers a midnight prayer to a long-forgotten deity—until someone joins in.
- 34 A new shrine maiden is chosen every ten years—though the last one never returned.
- 35 A marriage between a noble and a yokai is arranged, but one party is reluctant.
- 36 A fasting ritual is performed to bring good harvest, but the one fasting vanishes.
- 41 A mysterious drumbeat echoes in the mountains, always during a full moon.
- 42 A warrior prays before battle, asking the spirits for a sign of victory or defeat.
- 43 A temple's statues are washed daily—except one, which must remain untouched.
- 44 A monk performs sutras over a dying man, but he refuses to die.
- 45 A festival honoring the sea gods is interrupted when an unnatural fog rolls in.

D66**Rituals & Ceremonies**

- 46 A newborn is marked with a symbol that only appears under candlelight.
- 51 A masked ritual must be performed in a forest, but no one knows why.
- 52 A warrior's armor is blessed before battle, but the blessing goes awry.
- 53 A young woman is chosen as a sacrifice—but her spirit lingers.
- 54 A priestess recites an ancient hymn that causes an unknown presence to respond.
- 55 A family gathers to honor their ancestors, only for an extra place to be set.
- 56 A cursed man seeks to undo his fate by partaking in a forbidden ceremony.
- 61 A monk carves prayers into the walls of a temple—one line at a time, every night.
- 62 A single, unlit lantern in a procession signals an unseen presence walking among them.
- 63 A riverboat carries souls to the next life—tonight, it carries one too many.
- 64 A ritual drumbeat keeps a restless spirit trapped—until the drum falls silent.
- 65 A blessing for a newborn must be completed before the child turns one month old.
- 66 A sacred mask is worn only once every century, but this time, it resists being removed.

Forbidden Knowledge

D66	Forbidden Knowledge
11	A scroll bound in red silk contains a spell that no one dares to read aloud.
12	An ancient monk keeps records of all forgotten gods—some of whom should stay forgotten.
13	A book found in an abandoned temple details a ritual no one dares to attempt.
14	A poet's verses seem to predict the future, but only after they have passed.
15	A dying sage whispers a secret before passing, but no one can understand it.
16	A forgotten prophecy resurfaces, warning of impending disaster.
21	A noble's diary contains records of meetings with a spirit advisor.
22	A village elder knows why the town is cursed—but refuses to speak.
23	A merchant sells a map to a place that does not exist—yet.
24	A family heirloom hides a compartment containing an ancient warning.
25	A library's restricted section holds records of the dead returning to life.
26	A simple riddle, when answered correctly, reveals a terrible truth.
31	A shrine maiden is visited by an unknown god who whispers in her ear.

D66**Forbidden Knowledge**

- 32 A scroll sealed in wax has never been opened—
until now.
- 33 A forgotten folk song describes events no one liv-
ing should remember.
- 34 A calligrapher writes messages that appear in the
dreams of strangers.
- 35 A young child knows things they could not possi-
bly have learned.
- 36 A forbidden name, when spoken, causes windows
to frost over.
- 41 A monk claims to know the location of the lost
afterlife.
- 42 A warrior's final words were recorded, but the ink
changes daily.
- 43 A fisherman claims to have seen an island that
should not exist.
- 44 A noblewoman's reflection whispers secrets when
no one else is watching.
- 45 A gate buried under a mountain is said to lead to
the past.
- 46 A traveler swears that they have died before—but
no one believes them.
- 51 A child recites an unknown language in their sleep.
- 52 A merchant's journal describes the sale of a soul-
bound artifact.
- 53 A storyteller knows a tale that causes listeners to
remember forgotten lives.

D66**Forbidden Knowledge**

- 54 A letter arrives from someone long dead, predicting future events.
- 55 A set of wooden charms rearranges itself into new words each morning.
- 56 A spirit trapped in a painting whispers to those who come too close.
- 61 A statue in a temple is seen holding different objects at night.
- 62 A gate in an abandoned village is always slightly open, but leads nowhere.
- 63 A monk's chant, when sung backwards, reveals a hidden prayer.
- 64 A storyteller who never ages claims to be searching for their final tale.
- 65 A well-known legend is proven false—but someone insists it is true.
- 66 A warrior's death poem changes, revealing new lines after each reading.

Shapeshifters & Illusions**D66****Shapeshifters & Illusions**

- 11 A merchant's shadow does not match their form, flickering between different shapes.
- 12 A noblewoman is revealed to have a second face on the back of her head, speaking in riddles.
- 13 A reflection in a pool of water shows a different person entirely.

D66**Shapeshifters & Illusions**

- 14 A stranger's hands sometimes appear as claws when glimpsed from the corner of the eye.
- 15 A masked performer changes their appearance with each act, though they never remove the mask.
- 16 A familiar companion seems subtly different each time they are seen.
- 21 A fox follows a traveler at a distance, mirroring their every move.
- 22 A storyteller's face shifts as they tell tales, becoming the characters they describe.
- 23 A village elder has not aged in decades, though their reflection is that of an old crone.
- 24 A stranger reacts in perfect unison with their dopplegänger standing beside them.
- 25 A deer leads travelers through the forest, only to transform into a woman at dusk.
- 26 A guest at an inn never speaks, yet their lips move when others talk.
- 31 A noble's son is discovered to have no reflection—until night falls.
- 32 A mirror shows not the present, but a past version of the one gazing into it.
- 33 A group of travelers all share the same face, each claiming to be unique.
- 34 A tanuki merchant sells objects that vanish at sunrise.
- 35 A noblewoman's maid is never seen eating, yet always appears full.

D66**Shapeshifters & Illusions**

- 36 A shrine guardian appears as different people to different travelers.
- 41 A fisherman claims his wife has been replaced—though she insists she is herself.
- 42 A child claims to be the reincarnation of a famous warrior, remembering details no one told them.
- 43 A masked dancer never removes their mask, yet their eyes change color each night.
- 44 A river reflects an entirely different world than the one above it.
- 45 A village woman claims her shadow belongs to another.
- 46 A shrine maiden's voice echoes with multiple tones when she chants.
- 51 A noble's wife seems to vanish whenever lightning strikes.
- 52 A pair of identical travelers claim to have never met before.
- 53 A young boy changes eye color between blinks.
- 54 A cat watches visitors with unsettling intelligence, answering questions in a whisper.
- 55 A house rearranges its rooms overnight, confusing those who live in it.
- 56 A mysterious calligraphy scroll changes its message with each reading.
- 61 A merchant's wares appear as junk to some, but as treasures to others.

Shapeshifters & Illusions

- 63 A woman visits each night but is forgotten by morning.

D66	Sealed Away
11	A heavy iron door in a ruined temple bears a warning never to be opened.
12	A lake conceals an ancient prison where something stirs beneath the water.
13	A monk stands guard over a single scroll, refusing to let anyone read it.
14	A forest shrine is bound in paper charms, its doors shaking in the wind.
15	A broken sword rests beneath a sacred tree, its spirit still unquiet.
16	A hidden chamber in a noble's estate contains a sealed coffin—no one knows who is inside.
21	A bell tower rings despite having no bell; something within wants out.

D66**Sealed Away**

22	A cave entrance is marked with the names of all who entered and never returned.
23	A riverbed dries up, revealing an ancient gate beneath the stones.
24	A shrine deep in the mountains has stood locked for centuries, and no one remembers why.
25	A pagoda's final floor is inaccessible, though strange sounds echo from above.
26	A tomb was built over an older, unknown burial site—the original seal is now cracking.
31	An abandoned monastery is filled with statues of monks covering their mouths.
32	A small wooden box in a merchant's shop hums softly, despite being empty.
33	A family home has a door that has never been opened, locked since its construction.
34	A field of smooth stones is said to be a burial site for something best left forgotten.
35	A village burns incense daily at a single, unmarked grave, ensuring it remains at rest.
36	A castle dungeon holds a single, immovable iron chain that rattles without wind.
41	A mask sealed in a shrine is rumored to contain the soul of a wicked lord.
42	A small scroll tied with golden string is found deep in the forest, pulsing with warmth.

D66**Sealed Away**

43	A sword in a temple altar remains unsheathed—those who attempt to draw it vanish.
44	A well is filled with salt, rumored to hold something beneath the surface.
45	A noble's family heirloom is locked in a shrine, guarded for generations.
46	A festival celebrates an old victory against an evil force—but the force was never truly destroyed.
51	A series of ancient stone rings encircle a forgotten battlefield, marking a sealed site.
52	A wooden prayer board left at a shrine bears a plea to never let something return.
53	A temple guardian stands unmoving before a sealed gate, waiting for someone worthy.
54	A ghostly whisper warns travelers never to unearth an old tomb.
55	A village fears a ruined estate, where doors slam shut on their own.
56	A mysterious ink painting shifts each day, showing a different prison.
61	A chained box floats downriver, covered in sutras warning not to open it.
62	A lone lantern lights a crossroads each night, though no one is there to light it.
63	A merchant is seen carrying a large, locked chest, never letting it leave his sight.

D66	Sealed Away
64	A river delta has a patch of land no one dares to farm, despite its fertile soil.
65	An old shrine maiden guards an ancient relic, refusing to say what it contains.
66	A sword buried at a temple is said to be waiting for its rightful wielder.

Spiritual Bargains

D66	Spiritual Bargains
11	A ghostly merchant offers rare treasures, but each purchase costs a memory.
12	A wandering monk claims he can remove any curse—but only if another is willing to take it.
13	A noble offers their soul in exchange for eternal youth, unaware of the consequences.
14	A fox spirit proposes a trade: wisdom for loyalty, beauty for deception.
15	A hungry spirit offers to protect a village, but only if it is fed nightly.
16	A traveler finds a talisman that grants a wish—but at the price of another's misfortune.
21	A mysterious voice offers guidance in exchange for a favor to be determined later.
22	A cursed warrior can only be freed if someone else takes their place.
23	A shrine maiden holds a sealed letter, only to be opened by someone willing to pay an unknown price.

D66**Spiritual Bargains**

- 24 A child claims to hear the whispers of spirits offering power for obedience.
- 25 A dying man asks for help completing a ritual to ensure his spirit does not linger.
- 26 A river god offers passage in exchange for something deeply personal.
- 31 A blind seer will answer one question truthfully—but each answer carries an unseen burden.
- 32 A merchant sells an item that grants protection—but the protection is finite, and the price increases each time.
- 33 A lone monk guards an ancient scroll containing forbidden knowledge—he will share it, but at a cost.
- 34 A demon offers a deal: great skill in battle, but each victory will come with regret.
- 35 A ronin is offered a second chance at life, but only if they agree to serve an unknown master.
- 36 A woman claims she can resurrect the dead, but only for those who are willing to exchange places.
- 41 A whispering mask offers the wearer insight into any enemy's weakness—but it must never be removed.
- 42 A bridgekeeper demands an offering from each traveler who crosses—those who refuse disappear.
- 43 A samurai seeks an unbreakable sword, but the blade must first taste the blood of its future master.

D66**Spiritual Bargains**

- 44 A cursed bell will grant a wish if rung three times —but the wish will be granted in an unpredictable way.
- 45 A dying noble offers their land to the first person willing to inherit their burdens.
- 46 A fox spirit offers guidance, but in return, the traveler must never reveal the truth of their meeting.
- 51 A merchant sells charms that guarantee good fortune—until they are lost or given away.
- 52 A masked stranger claims to be able to erase any regret—but warns the price is steep.
- 53 A man offers eternal sleep to those weary of life—none have accepted and returned.
- 54 A storyteller claims to have the answer to any question—but the price is a future secret yet to be learned.
- 55 A tea master brews a cup that reveals a traveler's fate—but the fate cannot be avoided.
- 56 A shrine statue grants a blessing to those who kneel before it—but it demands a whispered promise in return.
- 61 A woman offers a jade comb that grants beauty—so long as it is never removed.
- 62 A mysterious musician claims that his song can change fate—but it must be played in absolute solitude.
- 63 A calligrapher writes a name on a scroll— whoever's name appears next will disappear forever.

D66**Spiritual Bargains**

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| 64 | A spirit asks for one final conversation with a loved one before passing on—but they must not know they are dead. |
| 65 | A man in white robes offers a charm that will ward off death, but it must be renewed annually with an unknown ritual. |
| 66 | A fox-eared woman offers companionship in exchange for a promise that can never be broken. |

Echoes of the Past**D66****Echoes of the Past**

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| 11 | An old battlefield still echoes with the sounds of clashing swords at night. |
| 12 | A village refuses to speak about a fire that happened decades ago. |
| 13 | A well holds an object someone threw away in shame, waiting to be recovered. |
| 14 | A shrine once honored a forgotten hero, but their name has been erased. |
| 15 | A crumbling bridge was once the site of a tragic duel—those who cross hear whispers of regret. |
| 16 | A long-dead emperor's decree is discovered, its implications dangerous. |
| 21 | A ruined pagoda was once home to a secret sect—evidence of their existence remains. |
| 22 | A woman appears in dreams, asking for a message to be delivered to her descendant. |
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D66**Echoes of the Past**

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| 23 | A child sings a song that no one has heard in centuries. |
| 24 | A noble family's crest is discovered carved into the wall of a remote cave. |
| 25 | A sword buried in an ancestor's tomb begins to glow faintly. |
| 26 | A lantern festival is held in remembrance of a forgotten tragedy. |
| 31 | A temple bell rings, though no one has touched it in years. |
| 32 | A lonely samurai reenacts his final battle each night, fighting unseen foes. |
| 33 | An heirloom reveals a hidden compartment containing an old secret. |
| 34 | A rice field has never been harvested, its owner waiting for a promise to be fulfilled. |
| 35 | A merchant's ledger from a century ago describes an ongoing transaction. |
| 36 | A fisherman casts his net, pulling up jewelry lost in a long-ago shipwreck. |
| 41 | A mask is discovered, perfectly preserved, depicting a face no one recognizes. |
| 42 | A dying man asks for a message to be delivered to someone already long dead. |
| 43 | A woman prays at a roadside shrine for her lover to return—though he died generations ago. |
| 44 | A temple's foundation is uncovered, revealing buried offerings from another era. |

D66**Echoes of the Past**

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| 45 | A storyteller recites a tale so vividly it seems as if the past is reliving itself. |
| 46 | A cave painting depicts a person in modern clothing standing among ancient warriors. |
| 51 | A festival is celebrated for a reason no one remembers. |
| 52 | A lake reflects an image of a vanished village beneath its surface. |
| 53 | A sealed letter from a samurai to his lord is discovered, but the names are unfamiliar. |
| 54 | A musician plays a melody heard only in a dream. |
| 55 | A teacup bears an inscription that suggests it belonged to a missing noble. |
| 56 | A ghostly army marches silently through a valley on a night with no moon. |
| 61 | A mother rocks an empty cradle, waiting for a child who never returned. |
| 62 | A blacksmith's unfinished blade sits untouched in his abandoned forge. |
| 63 | A city once stood in a meadow, but now only its foundations remain. |
| 64 | A map shows a road that no longer exists. |
| 65 | A storyteller's final tale remains unfinished, its last words lost to time. |
| 66 | A shattered mirror reflects an unfamiliar past, hinting at forgotten truths. |

Ghostly Processions

D66	Ghostly Processions
11	A long line of monks carrying lanterns marches through the night, vanishing at dawn.
12	A wedding procession passes silently through town, though no one recognizes the bride and groom.
13	A row of samurai ride through the village, their armor untouched by time.
14	A funeral march plays solemn music, but the coffin they carry is empty.
15	A parade of dancers weaves through the streets, though their faces remain blank.
16	A group of farmers walks to the fields as if going to work, yet they have been dead for decades.
21	A group of musicians plays an eerie tune, their instruments vanishing in the daylight.
22	A caravan of merchants passes by, selling goods that disappear upon purchase.
23	A line of children holding hands walks toward the forest but disappears before reaching the edge.
24	A battalion of foot soldiers marches toward an unseen battlefield.
25	A noble's retinue walks the palace corridors at night, whispering about a coming war.
26	A masked troupe performs a play with no audience, their shadows moving on their own.
31	A fisherman's procession leads an invisible boat to the shore, though no sea exists nearby.

D66**Ghostly Processions**

- 32 A row of women in mourning robes drifts through the streets, weeping softly.
- 33 A group of warriors reenacts a duel at an abandoned shrine, reliving their final moments.
- 34 A lantern procession lights up the mountains, marking a path that no one dares follow.
- 35 A silent festival occurs in a remote village, where the living and dead dance together.
- 36 A long procession of monks kneels before a ruined temple, whispering forgotten prayers.
- 41 A line of shadowy figures follows a priest, their feet never touching the ground.
- 42 A noblewoman's escort stops at an inn each year, though she never enters.
- 43 A squadron of ghostly riders charges across a battlefield, clashing with an unseen enemy.
- 44 A bride in white floats down the river, followed by unseen mourners.
- 45 A funeral barge drifts down the lake, though no body is aboard.
- 46 A procession of headless warriors walks through a ruined castle at night.
- 51 A tea ceremony is held in the village square, though no one is serving the tea.
- 52 A horse-drawn carriage rides through town, but when it stops, no one emerges.
- 53 A group of children walks single-file through the fields, singing an old lullaby.

D66**Ghostly Processions**

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| 54 | A line of courtiers bows before an invisible emperor before vanishing. |
| 55 | A torchlit parade marches toward a ruined shrine, vanishing before sunrise. |
| 56 | A ship sails through the mist, its crew visible but never reaching shore. |
| 61 | A group of farmers reenacts the harvest festival from fifty years ago. |
| 62 | A ghostly feast is laid out on the temple steps, though no one eats. |
| 63 | A long line of monks chants sutras that can only be heard at night. |
| 64 | A lord's funeral cortege moves through the streets, though his grave lies empty. |
| 65 | A parade of masked figures walks in circles around the town, stopping only when noticed. |
| 66 | A golden palanquin is carried through the streets, though its occupant is unseen. |

Sacred Relics**D66****Sacred Relics**

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| 11 | A weathered prayer bead necklace grants protection, but only to those who recite its forgotten mantra. |
| 12 | A rusted bell tolls by itself when danger is near. |
| 13 | A ceremonial dagger can only be drawn when justice is at stake. |

D66**Sacred Relics**

14	A bamboo flute plays melodies on its own, warning of impending doom.
15	A calligraphy brush grants wisdom, but each stroke erases part of the writer's memory.
16	A tea bowl grants visions to those who drink from it at dusk.
21	A candle never melts, burning only when yokai are near.
22	A set of wooden sandals leave no footprints, no matter where they step.
23	A set of prayer scrolls float in the air when an oath is spoken nearby.
24	A ceremonial kimono shines in moonlight but disappears when worn in daylight.
25	A wooden charm protects its bearer from misfortune but causes misfortune to those nearby.
26	A war fan painted with a dragon summons a gust of wind with each flick.
31	A rice bowl that refills itself once per night, but only for the truly hungry.
32	A torii gate stands alone in a field, leading to a place unknown.
33	A pair of chopsticks clatter on their own when lies are spoken.
34	A sandalwood comb summons the ghost of its previous owner when used.
35	A broken arrowhead points toward a lost battlefield when placed in water.

D66**Sacred Relics**

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| 36 | A silk fan is said to grant longevity, though no one who carries it has aged. |
| 41 | A scroll details a forgotten prophecy, but its final words are missing. |
| 42 | A wooden staff hums when carried into a sacred place. |
| 43 | A statue of a lion moves slightly when no one is looking. |
| 44 | A paper talisman causes unseen hands to write messages in the dust. |
| 45 | A mirror only reflects spirits, never the living. |
| 46 | A sword bound in red cloth cannot be drawn without consequences. |
| 51 | A set of coins, when cast, spell out different words for each person who sees them. |
| 52 | A pouch of black sand erases footprints, even on solid stone. |
| 53 | A wooden pipe plays a melody that attracts fireflies—or spirits. |
| 54 | A lantern never needs oil but must be spoken to each night. |
| 55 | A bead of polished jade turns warm in the presence of deception. |
| 56 | A sealed urn whispers the names of the unburied dead. |
| 61 | A ceremonial ribbon ties itself when wrapped around an object, binding it shut. |

D66**Sacred Relics**

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| 62 | A set of dice, when rolled, always land on the same numbers—until the right question is asked. |
| 63 | A pearl glows faintly when submerged in water, revealing long-lost reflections. |
| 64 | A sword handle remains intact, though its blade has long since shattered. |
| 65 | A single, unbroken thread, stretching impossibly long, appears in different places. |
| 66 | A book of empty pages reveals words only when exposed to moonlight. |

Yokai Conflicts**D66****Yokai Conflicts**

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| 11 | A family of kitsune (fox spirits) accuses a local priest of sealing one of their own unjustly. |
| 12 | A village is caught in the crossfire of a feud between two tengu clans. |
| 13 | A shrine's protective spirit refuses to allow a noble's retainers to pass. |
| 14 | A water yokai demands retribution after a fisherman polluted its sacred river. |
| 15 | A group of mischievous tanuki have turned an entire inn into a maze of illusions. |
| 16 | A vengeful onryo (ghost) blames a samurai family for an ancient betrayal. |

D66**Yokai Conflicts**

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| 21 | A legendary sword once used to slay yokai has been reforged, and its former enemies want it destroyed. |
| 22 | An unseen entity scratches warnings onto temple walls, but no one knows who the message is for. |
| 23 | A young girl is claimed as kin by both a human family and a clan of shapechangers. |
| 24 | A yokai disguised as a merchant sells cursed objects that bring disaster. |
| 25 | A dying monk confesses to having bound an evil spirit, but the seal is now breaking. |
| 26 | A village headman has made a deal with a yokai for prosperity, but now it demands more. |
| 31 | A powerful oni returns each full moon to challenge warriors to duels. |
| 32 | A yokai-controlled gambling house traps the souls of those who lose. |
| 33 | A shifty exorcist offers to remove a spirit from a village, but their methods seem dubious. |
| 34 | A fox spirit and a tanuki are engaged in a long-running prank war that is escalating. |
| 35 | An elder tengu seeks an apprentice among humans, but those who fail disappear. |
| 36 | A yokai-infested temple is the last line of defense against something even worse. |
| 41 | A famous warrior defeated a monstrous yokai long ago, but now the yokai's child seeks revenge. |

D66**Yokai Conflicts**

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| 42 | A normally benevolent river spirit refuses to let boats cross, for reasons unknown. |
| 43 | A ghostly procession appears every night, seeking a missing member who may still be alive. |
| 44 | A kappa offers to let a traveler pass safely—but only if they can outwit it in a game. |
| 45 | A temple cat that has lived for over a hundred years is beginning to show unnatural intelligence. |
| 46 | A mirror yokai traps people in reflections, replacing them with perfect doubles. |
| 51 | A bridge toll collector is suspected of being a disguised yokai that feeds on regret. |
| 52 | A farmer's livestock are being eaten, but the culprit is not a beast—it is something far stranger. |
| 53 | A clan of rokurokubi (long-necked yokai) disguises themselves as humans during the day. |
| 54 | A tengu challenges a swordsman to a duel, but its motives are unclear. |
| 55 | A traveling merchant's wares have become strangely sentient. |
| 56 | A village's protector spirit is losing its power, and a rival yokai is moving in. |
| 61 | A storyteller's ghost refuses to leave until its final tale is told to a worthy audience. |
| 62 | A yokai hunter is accused of breaking an ancient peace pact between humans and spirits. |
| 63 | A jorogumo (spider spirit) offers to spin an unbreakable silk, but at an unknown price. |
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D66**Yokai Conflicts**

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| 64 | A shrine maiden is actually a disguised yokai, protecting the village from something worse. |
| 65 | A haunted battlefield replays an ancient war, with yokai and ghosts trapped in endless combat. |
| 66 | A yokai claims that a human is its reincarnated kin—but the human has no memory of this. |

Blood Ties & Family Curses**D66****Blood Ties & Family Curses**

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| 11 | A once-prosperous family line has dwindled due to an ancestor's broken oath. |
| 12 | A child is born with the same strange birthmark that marked their cursed ancestors. |
| 13 | A family heirloom carries whispers of past tragedies to its newest owner. |
| 14 | A noble's son is fated to die before his 25th birthday unless the family's sins are atoned for. |
| 15 | An elder dies clutching an old family scroll, begging for it to be burned. |
| 16 | A long-lost family member returns—but they have not aged a day. |
| 21 | The firstborn of every generation disappears under mysterious circumstances. |
| 22 | A samurai discovers that every warrior in their lineage met a violent, unnatural end. |
| 23 | A girl's shadow does not belong to her, and it has begun moving on its own. |

D66**Blood Ties & Family Curses**

- 24 A mother dreams of an ancestor warning her of impending disaster.
- 25 A family crest glows faintly under the moonlight, revealing a hidden message.
- 26 A cursed sword has been passed down for generations, but no one dares wield it.
- 31 A noble's house has remained untouched for centuries, yet servants swear they still see its former owner.
- 32 A family's patriarch refuses to die, his body withering but his spirit clinging on.
- 33 A ghostly child appears each night in the family estate, singing an old lullaby.
- 34 The eldest daughter of each generation is fated to marry an unknown figure from the spirit world.
- 35 A forgotten relative is revealed to have been watching over the family in secret.
- 36 A family's bloodline is said to be intertwined with that of a vanished yokai clan.
- 41 A shrine on family land has fallen into disrepair, and strange things have begun happening.
- 42 The family ancestral sword shatters upon being drawn, revealing something hidden within.
- 43 A noble is warned by a spirit that their bloodline will end with them.
- 44 A dying grandmother confesses that the family's wealth was built on a terrible act.
- 45 A child speaks fluently in a language that no one alive remembers.
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D66**Blood Ties & Family Curses**

- 46 A farmer's crops flourish unnaturally, but they dream of a past relative whispering warnings.
- 51 A family home remains in pristine condition, despite no one living there for decades.
- 52 A lost family ring is found—but it has aged centuries in appearance.
- 53 A family head suddenly ages decades overnight, leaving their heir terrified.
- 54 A noble's painting ages and changes on its own, revealing dark secrets.
- 55 A villager wakes up with no memories of their family, though everyone remembers them.
- 56 A long-vanished ancestor appears in the village, looking exactly as they did in old portraits.
- 61 A bloodstained letter is found under the floorboards of an old estate.
- 62 A family ghost appears to only one descendant, whispering cryptic warnings.
- 63 A merchant's heirloom is said to bring fortune—but only at someone else's cost.
- 64 A widow's deceased husband appears in the village, insisting he never died.
- 65 A family estate has a room no one remembers building, locked for generations.
- 66 A child is born looking exactly like an ancestor who vanished mysteriously.

Natural Disasters & Omens

D66

Natural Disasters & Omens

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| 11 | A sudden earthquake splits a shrine in half, revealing a hidden chamber beneath. |
| 12 | A river runs backward for a day, then returns to normal. |
| 13 | A typhoon is predicted to strike, but the winds carry whispers of an ancient promise. |
| 14 | A flock of crows gathers above the temple, forming an ominous symbol. |
| 15 | A red sunrise foretells doom, and the elders of the village refuse to leave their homes. |
| 16 | A comet streaks across the sky, and the old monks whisper that a great soul has been reborn. |
| 21 | A lake's surface turns to ice in midsummer, trapping something beneath. |
| 22 | A landslide buries an entire village, except for one untouched home. |
| 23 | Thunder rumbles, but no clouds are in the sky. |
| 24 | A mist rolls in that makes people forget the day before. |
| 25 | The cherry blossoms bloom a second time in autumn—something is deeply wrong. |
| 26 | A full moon is eclipsed by shadows that do not belong to the earth. |
| 31 | A snowfall buries a mountain shrine, revealing an ancient staircase below. |
| 32 | Lightning strikes the same tree every night, splitting it open further each time. |

D66**Natural Disasters & Omens**

- 33 A drought has lasted longer than anyone remembers—until a single drop of blood falls with the first rain.
- 34 A great tsunami is seen approaching from the horizon, but never arrives.
- 35 The sun sets at the wrong time, confusing all who watch.
- 36 A fire burns a field without consuming it, revealing messages in the ash.
- 41 An earthquake shakes a temple, but the only damage is a single cracked idol.
- 42 The sea recedes too far and does not return for a full day.
- 43 A village elder sees a falling star and claims the time of reckoning is near.
- 44 A windstorm carries whispers of unknown voices.
- 45 A river glows at night, illuminating ancient symbols on the rocks beneath.
- 46 A great tree collapses overnight, its rings showing a face in the pattern of its bark.
- 51 A black sun rises at dawn, returning to normal moments later.
- 52 The tide carries in thousands of fish—but they are all frozen solid.
- 53 An entire field of crops withers in a single night, spelling out a warning.
- 54 A monk stands unmoving in the town square, staring at the sky for three days straight.

Natural Disasters & Omens

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| 55 | A frozen waterfall begins flowing again—but upward instead of down. |
| 56 | The morning dew forms writing on every surface, but it disappears when read. |
| 61 | A rainbow appears at midnight, glowing unnaturally bright. |
| 62 | A boulder cracks open, revealing the skeleton of something no one recognizes. |
| 63 | A fox is seen leading a group of people toward an unknown destination. |
| 64 | A storm lasts for exactly one hour, returning every night at the same time. |
| 65 | A shadow moves across the landscape, though no object casts it. |
| 66 | A mountain rumbles, and from its depths, an unfamiliar voice speaks a single name. |

The World Between

The World Between

- | | |
|----|---|
| 11 | A traveler steps through a torii gate at dusk and finds themselves in a different time. |
| 12 | A shrine only appears on certain nights, its interior filled with offerings from unknown patrons. |
| 13 | A road that leads nowhere in daylight extends endlessly under the full moon. |
| 14 | A tea house welcomes guests from both the living and the dead. |

D66**The World Between**

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|----|--|
| 15 | A mirror in a noble's house does not reflect the present—it shows a world untouched by time. |
| 16 | A fisherman catches a creature that speaks in human tongue before vanishing into mist. |
| 21 | A village elder steps into the forest and is found decades younger the next morning. |
| 22 | A bridge collapses in a storm, yet travelers still cross it as if it were never broken. |
| 23 | A gate built centuries ago finally swings open—but only for certain individuals. |
| 24 | A noble's shadow separates from them at night, wandering freely. |
| 25 | The scent of incense fills the air, though no fire has been lit. |
| 26 | A lone traveler recounts tales of places that exist only in dreams. |
| 31 | A child draws a path in the dirt, and the road appears in reality. |
| 32 | A town remains unseen by travelers unless they carry a specific token. |
| 33 | A priest walks a pilgrimage to a temple that does not appear on any map. |
| 34 | A lone house stands at the edge of the forest, and those who enter find themselves in an unfamiliar land. |
| 35 | A festival is held for spirits on a single night of the year—anyone who stays too long risks joining them. |

D66**The World Between**

- 36 A merchant sells objects from a land no one has heard of, and no one can recall him arriving.
- 41 A single tree stands in the middle of a river, bearing fruit that glows in moonlight.
- 42 A lantern carried by a monk never burns out, though he claims it was lit centuries ago.
- 43 A lost traveler is found, claiming they have only been gone a day—though years have passed.
- 44 A woman in a white kimono appears at a bridge, waiting for someone to return.
- 45 A door in a village house leads to an endless field under a starless sky.
- 46 A shrine appears only to those who seek answers, and vanishes once the answer is given.
- 51 A noble's estate is untouched by time, though no one has lived there in decades.
- 52 A shadowy figure rows a boat across the misty lake, waiting for a passenger.
- 53 A small shop sells books no one can read, but those who take one gain visions in their sleep.
- 54 A bell rings at the same time every day, though no one knows where the sound comes from.
- 55 A hidden path in the forest always leads to a different place depending on the traveler.
- 56 A lone tree on a hill is the only thing visible in a fog that never lifts.
- 61 A festival occurs in an abandoned town, where music and laughter echo with no source.

D66**The World Between**

- 62 A traveler steps into a house to escape the rain, only to find themselves in another village entirely.
- 63 A noble's tea set is found still warm, though no one has used it for years.
- 64 A painter's mural changes daily, depicting scenes of events that have yet to occur.
- 65 A river's reflection shows a different season than the world above.
- 66 A child is found wandering alone, claiming they came from a village that does not exist.

Inspiration Tables**Verbs**

	1	2	3	4	5	6
1	Whisper	Bind	Haunt	Shatter	Summon	Wander
2	Banish	Consume	Hide	Seek	Pierce	Bleed
3	Echo	Seal	Break	Drift	Conceal	Purify
4	Strike	Decay	Awaken	Beckon	Drown	Guard
5	Weep	Carve	Twist	Call	Burn	Stalk
6	Entangle	Unravel	Possess	Silence	Reveal	Curse

Adjectives

	1	2	3	4	5	6
1	Forgotten	Shattered	Veiled	Hollow	Restless	Sinister
2	Blood-stained	Fading	Unseen	Withered	Distant	Haunted
3	Corrupted	Eternal	Sacred	Vanished	Twisted	Moonlit
4	Cursed	Weeping	Relentless	Nameless	Lost	Betrayed
5	Whispering	Ancient	Hidden	Bound	Silent	Accursed
6	Flickering	Broken	Unholy	Murmuring	Unfinished	Hollowed

Nouns

	1	2	3	4	5	6
1	Lantern	Blade	Shrine	Reflection	Footsteps	Oath
2	Shadow	Mask	Whisper	Offering	Fog	Prayer
3	Gate	River	Scroll	Candle	Pact	Specter
4	Moon	Chains	Blood	Curse	Silence	Bones
5	Bell	Mirror	Seal	Claw	Wound	Memory
6	Ghost	Echo	Stain	Garden	Tear	Threshold

Appendix A: Cultural Insights and Glossary

- **Historical Context:** Feudal Japan was a time of samurai, warlords, and mysterious spirits. Dive into the history of warring clans, honor codes, and the rise of noble families that shape the backdrop of your adventures.
- **Cultural Traditions:** From the elegant art of the tea ceremony to the intricate world of ikebana (flower arranging), learn about the customs that defined daily life in old Japan. Understanding these traditions can guide your interactions with NPCs and reveal hidden clues.
- **Spiritual Beliefs:** Ghosts, demons, and shapeshifters are not just fantasy here; they're rooted in Japanese spiritual beliefs. Discover the rich mythology of yokai, the supernatural creatures that inhabit the world around you.
- **Samurai Code:** Uncover the principles of bushido, the way of the samurai. Loyalty, honor, and duty were central tenets that governed the lives of these noble warriors. Your character's actions can reflect or challenge these ideals.
- **Language and Honorifics:** Get a grip on common Japanese phrases, honorifics, and titles. Addressing NPCs with respect or familiarity can influence how they respond to you.
- **Festivals and Celebrations:** Participate in vibrant festivals like Tanabata, where wishes are written on paper and hung on bamboo, or Obon, a time to honor the spirits of the deceased. These celebrations provide unique opportunities for interaction and adventure.
- **Japanese Folklore:** Delve into the captivating world of Japanese folklore. Learn about famous legends like Momotaro, the Peach Boy, and Tsukuyomi, the Moon God. These stories can provide inspiration and context for your adventures.

Appendix B: Glossary

This glossary provides a comprehensive overview of terms related to the kwaidan genre and feudal Japan, encompassing both supernatural elements and cultural aspects that enrich the storytelling experience.

A

- **Akashita:** A ghostly hand that reaches up from beneath tatami mats, often used to startle or shock.
- **Amanojaku:** Mischievous demons that enjoy causing chaos and confusion.
- **Ancestral Spirits:** Believed to be the spirits of deceased ancestors who continue to influence and protect their living descendants.

B

- **Bakufu:** A feudal military government that ruled Japan from the 12th to the 19th centuries.
- **Bunraku:** Traditional Japanese puppet theater.
- **Bushi:** A samurai warrior or a person belonging to the warrior class.

C

- **Chonmage:** A traditional Japanese hairstyle associated with samurai, characterized by a shaved pate and a top-knot.

D

- **Daimyo:** Feudal lords who governed specific territories in feudal Japan.
- **Edo:** The former name of Tokyo, serving as the political and cultural center of Japan during the Edo period.

E

- **Edo Period:** A time of relative peace and stability in Japan from 1603 to 1868, characterized by the rule of the Tokugawa shogunate and isolation from the outside world.

F

- **Feudal System:** A hierarchical social structure where power and land ownership were concentrated in the hands of a ruling class, mainly samurai and daimyo.

G

- **Geisha:** Skilled entertainers who perform traditional Japanese arts, often including dance, music, and conversation.
- **Genroku Era:** A period of cultural flourishing during the Edo period, known for its artistic and literary achievements.
- **Geta:** Traditional Japanese wooden sandals, often worn with kimono.

H

- **Hanami:** The practice of enjoying the beauty of cherry blossoms (sakura) during spring.
- **Heian Period:** A historical period from the late 8th to the late 12th century, characterized by the flourishing of literature and culture in the imperial court.

I

- **Inro:** A small, multi-compartmental container used to hold personal belongings, often worn by samurai.
- **Irezumi:** Traditional Japanese tattoo art.

J

- **Jorogumo:** A spider that can transform into a beautiful woman, often used to seduce and trap victims.
- **Joruri:** The narrative or dialogue in Bunraku puppet theater.

- **Jukujo:** A type of ghost or spirit that embodies an elderly woman.
- **Junihitoe:** An elaborate and multilayered kimono worn by noblewomen in the Heian period.

K

- **Kabuki:** A traditional form of Japanese theater known for its elaborate makeup, costumes, and dramatic performances.
- **Kamaitachi:** A trio of weasel-like spirits associated with winds, known to cause mysterious cuts or wounds.
- **Kamikakushi:** The phenomenon of people mysteriously disappearing, often attributed to supernatural causes.
- **Kamidana:** A household Shinto shrine that enshrines ancestral spirits and guardian deities.
- **Kappa:** Water-dwelling creatures resembling turtles or amphibians, known for their mischievous nature.
- **Karuta:** Traditional Japanese playing cards.
- **Katana:** A traditional Japanese sword, often associated with samurai warriors.
- **Kimon:** The formal clothing worn by samurai, featuring a distinctive crest.
- **Kimono:** Traditional Japanese clothing worn by men, women, and children, characterized by its T-shaped structure and wide sleeves.
- **Koto:** A traditional Japanese stringed musical instrument.
- **Kwaidan:** A genre of Japanese supernatural and ghost stories.

L

- **Lantern Festival:** An annual festival held to honor deceased ancestors, often involving the lighting of lanterns.

M

- **Meiji Restoration:** The period of political and social upheaval in Japan during the late 19th century, leading to the modernization of the country.
- **Miko:** Shrine maidens who perform rituals and ceremonies at Shinto shrines.
- **Mokumokuren:** A youkai that appears on torn, worn-out fusuma (sliding doors) and tatami mats.
- **Mononoke:** Malevolent spirits or demons that bring misfortune or harm.

N

- **Nihonshu:** Traditional Japanese rice wine, commonly known as sake.
- **Noh:** Traditional Japanese theater characterized by its slow and stylized performances, often featuring masked actors.
- **Noppera-bo:** Faceless ghostly figures, often appearing as normal individuals until revealing their smooth, featureless visages.
- **Nue:** A chimera-like creature with the head of a monkey, body of a tanuki, legs of a tiger, and a snake for a tail.
- **Nurarihyon:** A youkai that enters empty homes, sits down, and makes itself at home.

O

- **Oni:** Malevolent demons or ogres that come in various forms and sizes, often depicted with vividly colored skin.
- **Oyabun:** The leader or head of a yakuza crime syndicate.

R

- **Raiju:** A creature associated with lightning, often depicted as a beast with the ability to control thunderstorms.
- **Rokurokubi:** Humanoid spirits with the ability to stretch their necks, often appearing as normal individuals until revealing their supernatural trait.

S

- **Sakabashira:** A ritual where a human sacrifice is entombed within the foundations of a new building to ensure its stability.
- **Samurai:** Members of a warrior class in feudal Japan, known for their strict code of conduct, Bushido.
- **Satori:** A creature with the ability to read human minds and reveal their thoughts.
- **Shogunate:** A feudal military government led by a shogun, the de facto ruler of Japan.
- **Shrine Architecture:** Traditional Japanese architecture used in the construction of Shinto shrines, characterized by its torii gate, honden (main hall), and haiden (worship hall).
- **Shuriken:** Traditional Japanese throwing weapons, often in the form of star-shaped blades.
- **Swordsmithing:** The art of crafting traditional Japanese swords, often passed down through generations.

T

- **Tatami:** Traditional Japanese flooring material made of woven straw, often used as a base for sleeping, sitting, or other activities.
- **Tengu:** Bird-like creatures with supernatural powers, often depicted with long noses.
- **Tokonoma:** A recessed alcove in a traditional Japanese room used to display art or other decorative items.
- **Tsukumogami:** Inanimate objects that come to life after 100 years of existence, often becoming mischievous spirits.

U

- **Umibozu:** A sea spirit known for causing treacherous storms and tempests.

Y

- **Yamabiko:** Echo spirits that mimic human voices, often found in mountainous areas.
- **Yokai:** Supernatural creatures and spirits found in Japanese folklore, encompassing a wide range of beings with various abilities and forms.
- **Yurei:** Ghostly spirits of the deceased, often depicted as pale figures in white burial kimono.
- **Yuki-onna:** A spirit associated with snowstorms, often depicted as a beautiful woman with the power to freeze humans.
- **Zashiki-warashi:** Child spirits that bring fortune or misfortune to households, often depicted as mischievous pranksters.

Appendix C: Inspirational Media

Here are some recommended readings and media that can further immerse you in the world of feudal Japan, its culture, and supernatural elements:

Books

1. “Kwaidan: Stories and Studies of Strange Things” by Lafcadio Hearn
2. “The Book of Yokai: Mysterious Creatures of Japanese Folklore” by Michael Dylan Foster
3. “Shogun” by James Clavell
4. “Musashi” by Eiji Yoshikawa
5. “The Tale of Genji” by Murasaki Shikibu
6. “The Samurai’s Garden” by Gail Tsukiyama
7. “The Night Parade of One Hundred Demons: A Field Guide to Japanese Yokai” by Matthew Meyer

Movies and TV Shows

1. "Kwaidan" (1964) - A classic Japanese horror anthology film.
2. "Princess Mononoke" (1997) - An animated fantasy film by Studio Ghibli that explores the relationship between humans and nature.
3. "Rurouni Kenshin" (1996-1998) - An anime series set during the Meiji era, following a former assassin's journey for redemption.
4. "Throne of Blood" (1957) - A film adaptation of Shakespeare's "Macbeth," set in feudal Japan and directed by Akira Kurosawa.
5. "Mushishi" (2005-2006) - An anime series that delves into the interactions between humans and supernatural creatures called Mushi.
6. "Onmyoji" (2001) - A fantasy film about an onmyoji (a practitioner of traditional Japanese esoteric cosmology) in the Heian period.
7. "Sword of the Stranger" (2007) - An anime film featuring a ronin's encounter with a young boy and his quest for revenge.

Video Games

1. "Ghost of Tsushima" (2020) - An action-adventure game set in feudal Japan, where you play as a samurai warrior.
2. "Nioh" (2017) - An action RPG inspired by Japanese history and mythology, featuring intense combat and supernatural elements.
3. "Okami" (2006) - An action-adventure game where you control a wolf goddess, drawing on Japanese mythology and art style.

4. “Way of the Samurai” series - A series of games that allow players to navigate feudal Japan’s conflicts as a wandering samurai.

Documentaries

1. “Japan: Memoirs of a Secret Empire” - A PBS documentary series that explores Japan’s history, including its feudal period.
2. “Kaidan: Ghosts and Demons of Japan” - A documentary that delves into Japanese ghost stories and folklore.

Online Resources

1. Yokai.com - A website dedicated to Japanese yokai (supernatural creatures), complete with illustrations and descriptions.
2. The Samurai Archives - An online resource for historical information about samurai, warfare, and culture.
3. Kyoto National Museum Virtual Gallery - Explore virtual exhibitions showcasing traditional Japanese art and artifacts.

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