



Last night news announced an unexpected hurricane over the little town of Uminomichi. The townsfolk spends the morning preparing their houses for the upcoming storm.

Are the PCs visitors? Inhabitants? maybe monks from the local temple?

Some rumors circling around (1d6):

- 1-The major's daughter dissappeared in the last storm.
- 2-Typhoons and hurricanes are not meteorologic happenings, but banks of kamis (spirits) that gather together for their raids.
- 3-Beware of the blind man who carries a lantern.
- 4-Tengu warriors always help the worthy fighters.
- 5-The comissar often forgets the police station keys inside; so his friend the barman keeps a copy in case of need.
- 6-The sutras of buddha can harm some spirits as the best sword; if spoken with true understanding.

The first wave:

Winds, mist, rain and thunder fill the city. Strange beings will appear amongst them; to storm the houses trying to reach their dwellers; and to attack the population who dares to walk outside. Roll 1d6 when appropriate to pick an encounter:
 1-An undead samurai, with rusty

- armor and sword.
- 2-A lady in a soaked dress who will transform into a horrid monster when approached.
- 3-A villager, asking for any kind of help.
- 4-A shapeshifter appearing as a villager; a close inspection will reveal a fox-like tail.
- 5-A warrior's ghost; its hits drain PCs' resolve. Will banish when hit enough.
- 6-A masked witch, able to manipulate a mind during a span of ten seconds.

As the game goes by, spread some villagers' corpses around as you see fit; most of them half eaten. When the PCs arrive to each place, they can find some special things there:

- A:** An old woman is praying on the family altar; built around a funeral urn and a WWII katana. She won't leave her house by any means.
- B:** The commissar and his daughters will shoot all who trespass into their garden; while cursing some "shifters"
- C:** Many people has sought refuge into this temple. Some monks are still meditating despite the storm, as an exercise; while others try to protect the sacred texts from the water and to shelter the wounded.
- D:** As the PCs climb this block's stairs; they meet a black cat. Though friendly,

wild flames sprout everywhere as he walks behind them. In one of the houses of this block, there is a library that can help the PCs to answer any question they have.

- E:** At the top of the stairs there is a meditating warrior; with red skin, bird wings and long nose. Will attack disturbers. If defeated, he will later aid the PCs once as a matter of respect.
- F:** The town shop is being raided by some teen kids; which are stealing stuff from it.
- G:** If someone ever gets behind the counter of this open air bar; an undead will appear and order some sake. If you serve him, more undead will appear to ask for drinks. When there is no sake left, they'll get angry. You can find the key to the police station under the coffee machine.
- H:** A shapeless spirit will follow the first PC who crosses the road. It's harmless, but makes a loud noise with its wooden shoes.
- I:** A demon is licking the gas station toilet with a long tongue; beware its strangling attack.
- J:** A blind *man* carrying a lantern walks through the woods. He won't answer to any questions. If followed, will take the PCs to the bath house (see below)
- K:** The police station is closed. You're

sure there are guns and body armor inside. A common dog is locked in the only cell; probably mistaken for a kami too.

- L:** The major is not at home.
- M:** Some neighbours are locked inside this block. A young girl is arguing with them to get inside. The man at the top floor has got a watercraft.
- N:** Some little ghosts with little umbrella hats are playing baseball in the school; between echoing giggles.

The Eye of the Storm (The Bath House)

The kami are raiding the town searching for food (the dead villagers) and slaves for their traveling bath house: butlers, masseurs, cleaners, guards. Any PC or NPC who died in combat can be found fully healed working here... with no trace of his/her former identity. All the slaves have new names, and can't recall anything from their past lifes.

Roll 1d6 for each room the PCs move into the Bath House:

- 1-Hot baths; filled with relaxing kamis. They won't attack PCs if you act like a butler and fulfill their requests.
- 2-A tavern. Some kamis are drinking here. The barmaid looks like the dissappeared daughter of the major.
- 3-A personal kami's room; there is always an amazing/magical treasure in

- those.
- 4-A supplies room. There is a 1/3 chance for any object (kimonos, umbrellas, sweepers) to be awakened and able to move on its own.
- 5-A butler's room. A scratch on the wall says "...it can be reverted by forcing the forgetful slaves to write their real name anywhere. AIKO TACHIBANA, citizen of Nakatsu"
- 6-The sorceress halls. She will summon 1d6 undead samurai to protect her; if the PCs fail, she will render them slaves.

The second wave (back in town):

- Just like the first one, but now the town is flooded; some houses have collapsed. These encounters replace their numbers on the first table:
- 2-A ghost whale swimming as if the shallow water was sea-deep.
- 4,5-Dead men hands catching the PCs from the water, trying to drown them or taking their gear.
- 6-A masked demon wielding a halberd, and riding a giant goat. He can summon lightning. Once this kami is defeated, the storm will start to fade as the tatters of a bad dream.

"you are like a hurricane there's calm in your eye..."
 -Neil Young