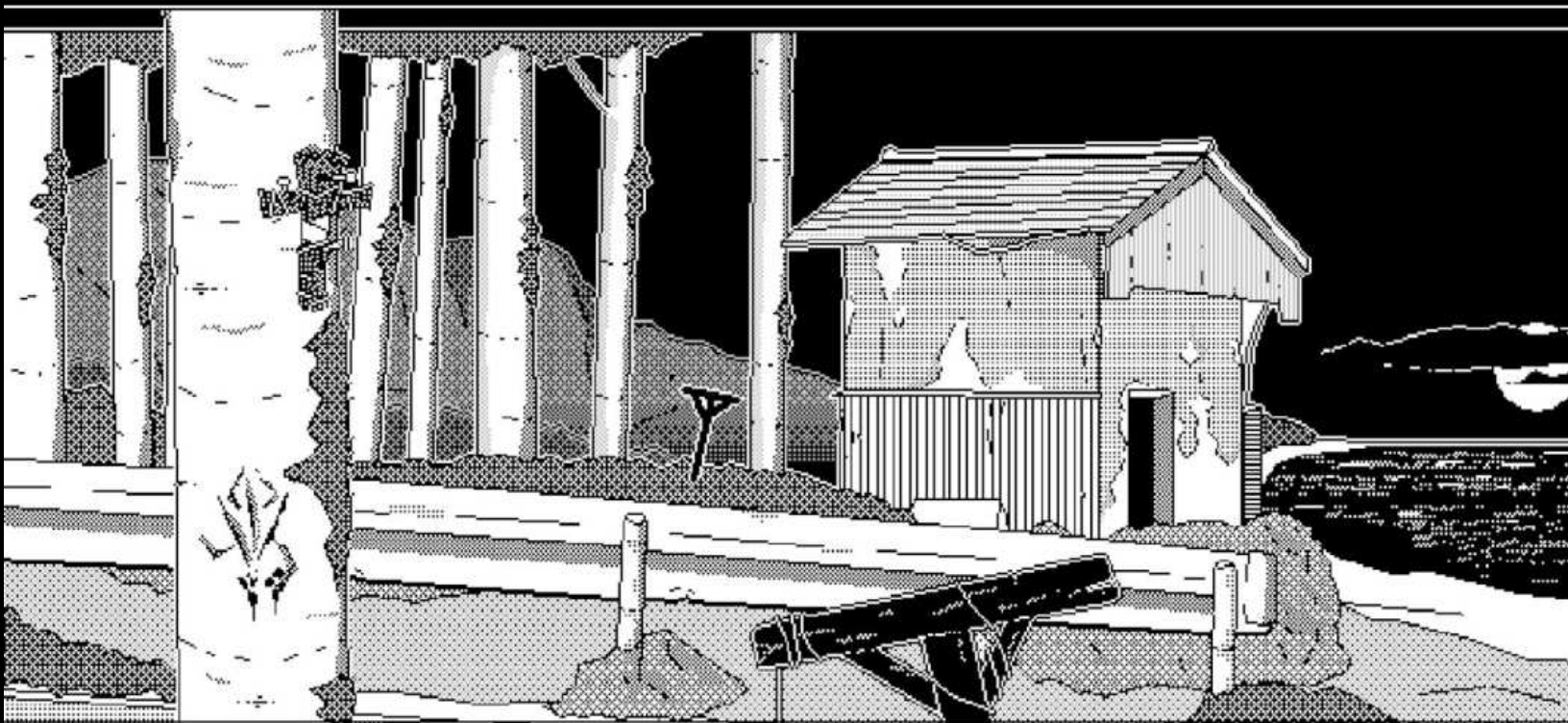


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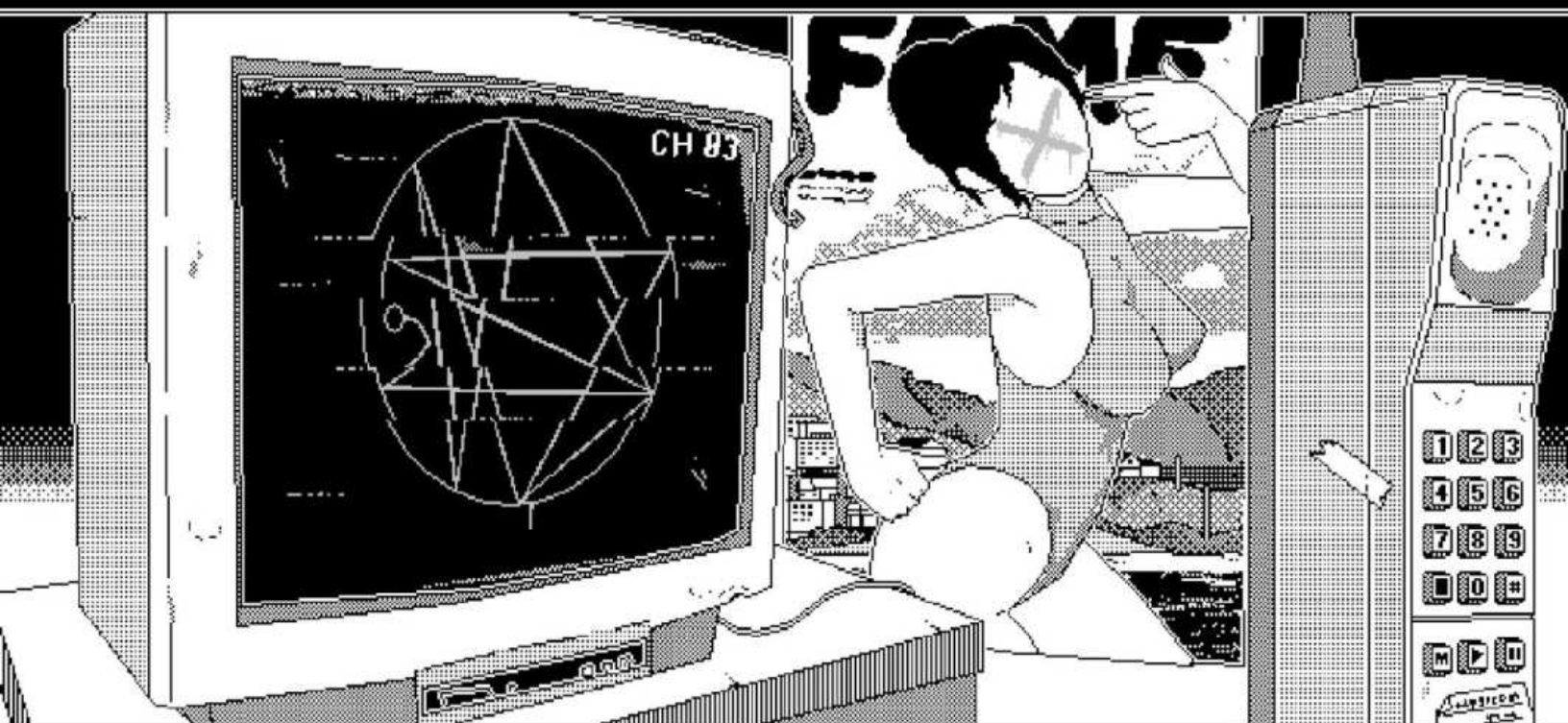
[CITY OF SHIOKAWA, JAPAN. 198X]
SOMETHING STRANGE IS HAPPENING IN OUR TOWN...

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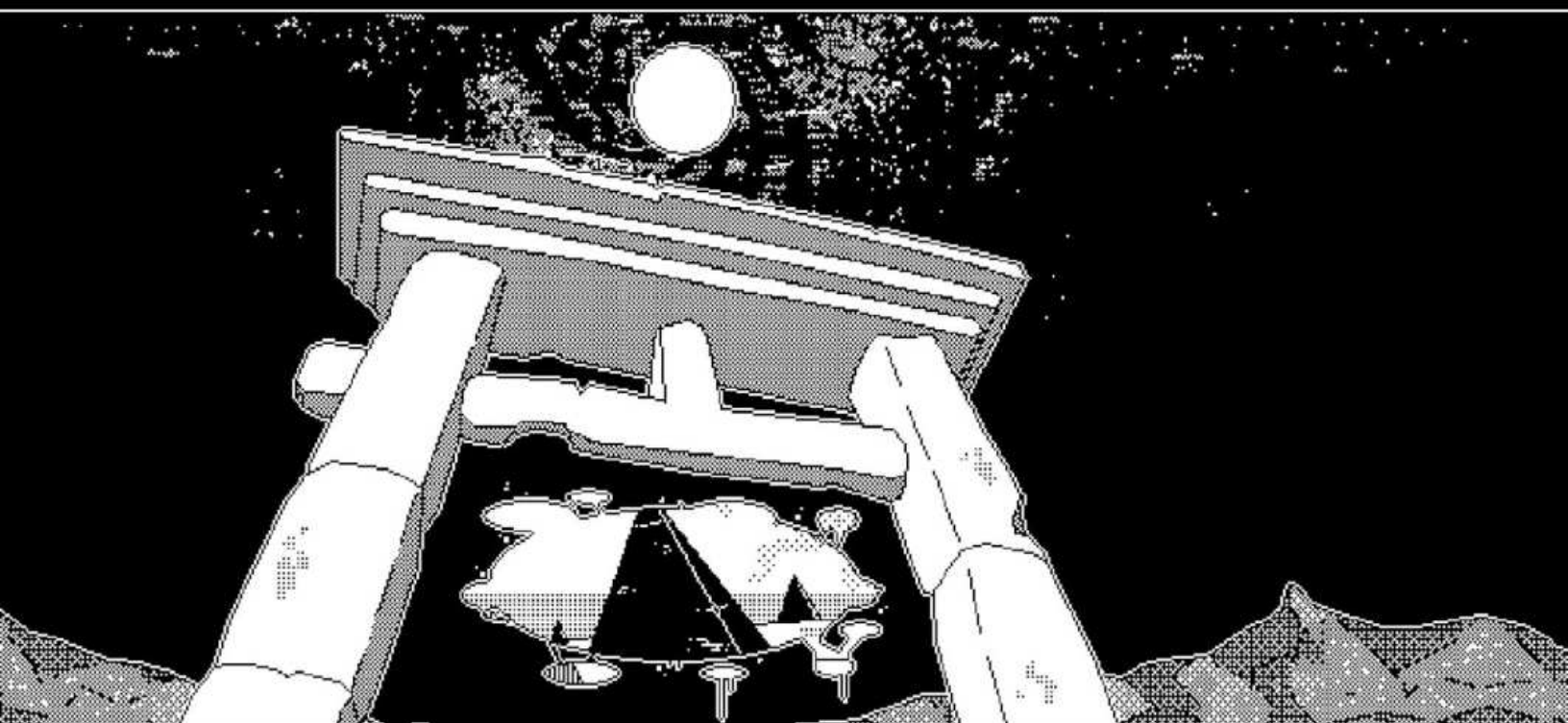
ROBED FIGURES CAN BE SEEN GATHERING IN THE WOODS AT NIGHT. PEOPLE ARE GOING MISSING.
DISGUSTING CREATURES ARE TERRORIZING THE SEASIDE...

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THE RAPID TECHNOLOGICAL PROGRESS OF THE MODERN ERA BRINGS COMFORT...
BUT ALSO NEW UNKNOWN THREATS.

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OLD GODS, MALICIOUS ELDRITCH BEINGS WHO RULED THE EARTH EONS AGO,
ARE AWAKENING AS REALITY STARTS TO CRUMBLE...

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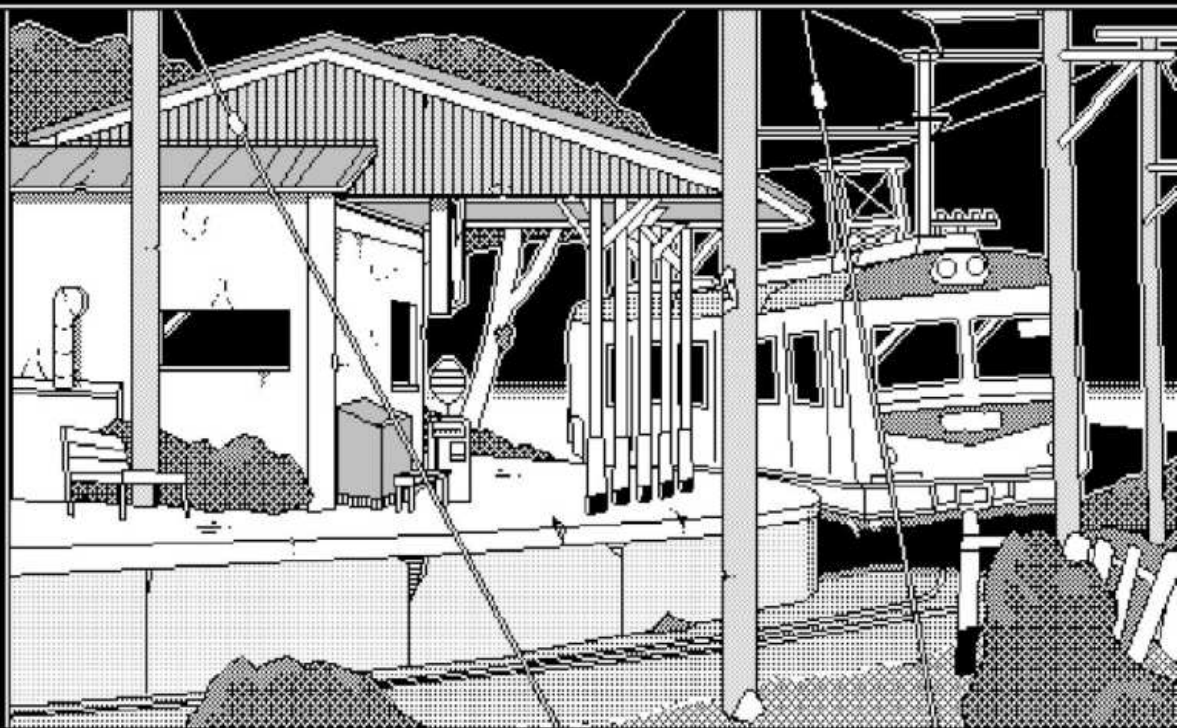


ARMED WITH CLUES, SPELLS, AND YOUR DWINDLING SANITY, YOU'LL INVESTIGATE
MYSTERIES ACROSS THE CITY... AND IN REALMS BEYOND.

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AN OLD TRAIN SLOWS
DOWN AND STOPS AT ITS
LAST STATION.

THE END OF THE WORLD
IS AT HAND, AND YOU'VE
FINALLY ARRIVED IN THE
DOOMED TOWN...





As you arrive in the city of Shiokawa, you may be lulled into a sense of security. This place looks quite similar to your home world. There seems to be nothing amiss here.

You would be so very wrong.

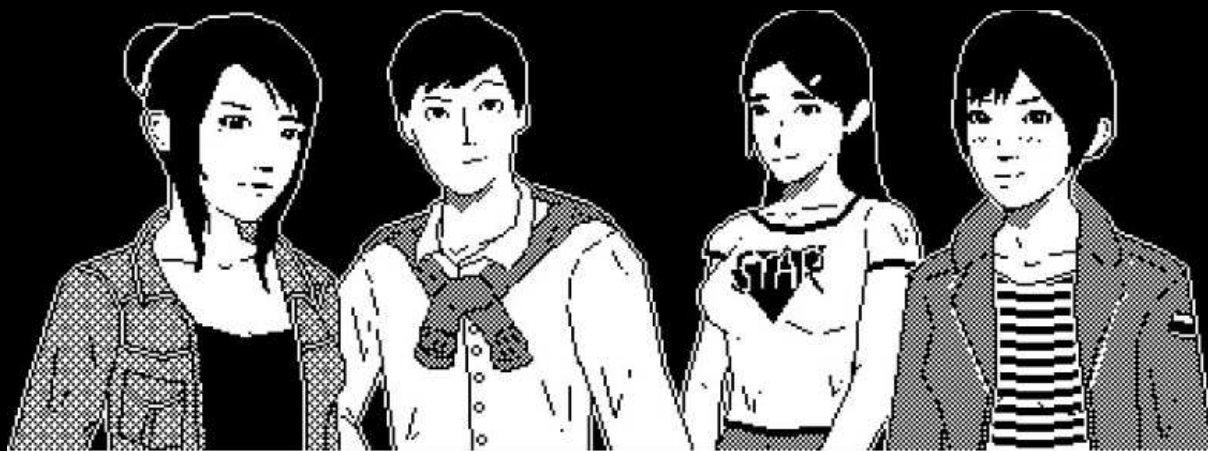
There have been various sightings of horrible beasts attacking innocent people all across the city - and many are disregarded as the ramblings of the mad and deranged, but there is nothing wrong with the minds of the victims of these attacks. At least there wasn't before. Strange phenomena are whispered about by those who look deeper into the stories reported by the news and those who frequent isolated places after dark. They have witnessed merely a sign of things to come thanks to the efforts of various cults towards the Old Gods. The police are frequently on the hunt for people reported missing thanks to the rituals being conducted to bring these horrible, unfathomable beings to this dimension. Although there are some who work against these nefarious groups knowledge of these horrors is limited, and there simply are not enough prepared bodies to stop the inevitable.

This is where you'll have to come in.

There are a few independent parties in the city already looking into the various sightings and mysteries across the city, hoping to stem the tide of monsters. The few that are aware of this dimension's imminent demise at the hand of ancient deities furiously scramble to put a stop to the end of all life. If you have any intentions to survive these next ten years, I would suggest you do the same.

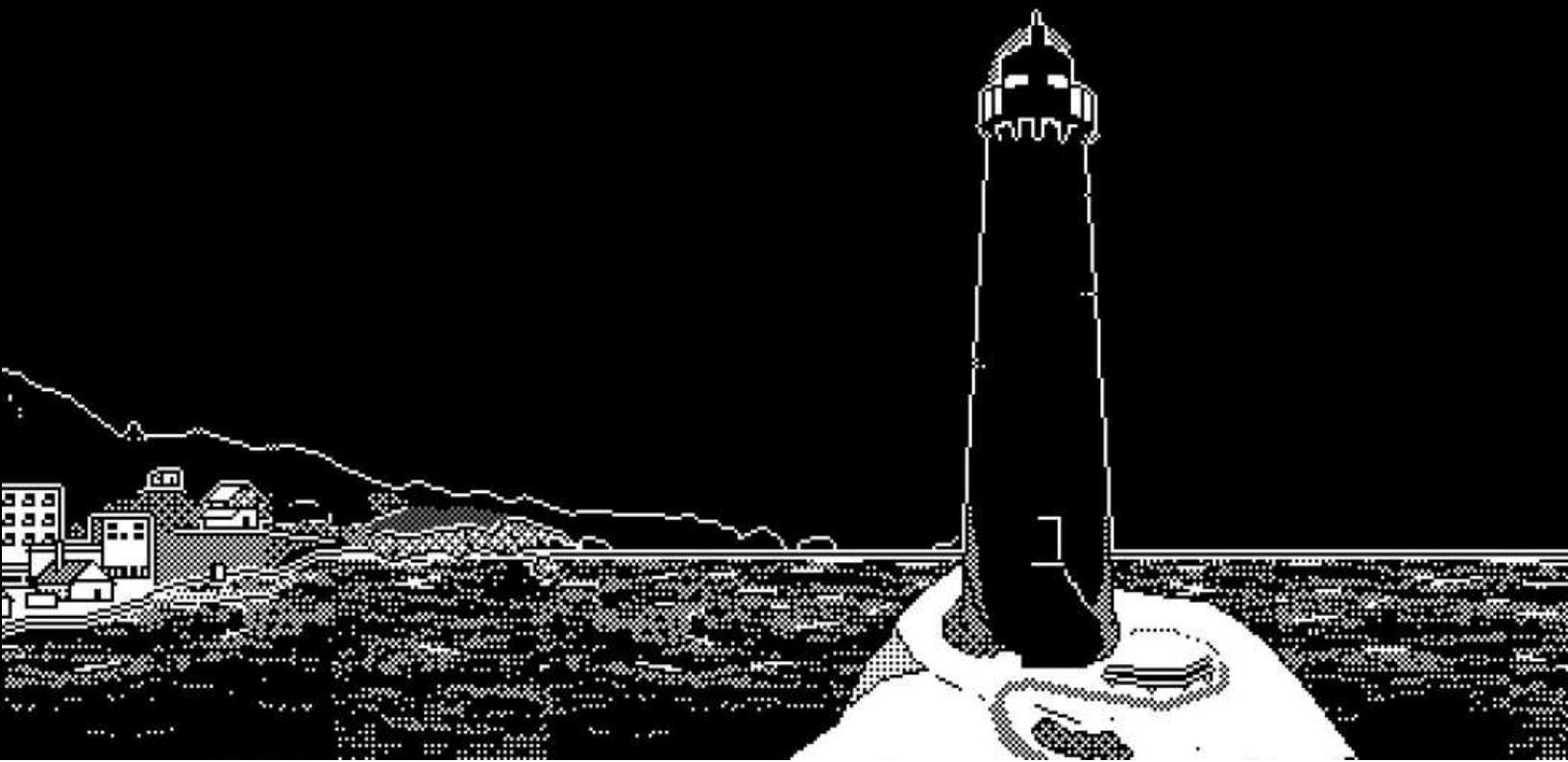
After all, you may be the sole person left capable of preventing *its* arrival.

+1000 Choice Points. Just do all that you can for this doomed world.



History:

Survivor (Free): Varied are the people who take a final stand in the fight to save this universe. From high school students to the Yakuza thug, everyone knows that the stakes are higher than ever when they have their first unfortunate encounter with the supernatural. You could be a student attending the local school or an adult with a hopefully helpful hobby, so long as you aren't military personnel or something along those lines. The only ones truly aware of the imminent destruction of the world are those unprepared, and the world at large would never believe such ridiculous claims such as an Old God destroying everything on it's arrival...





Old Gods

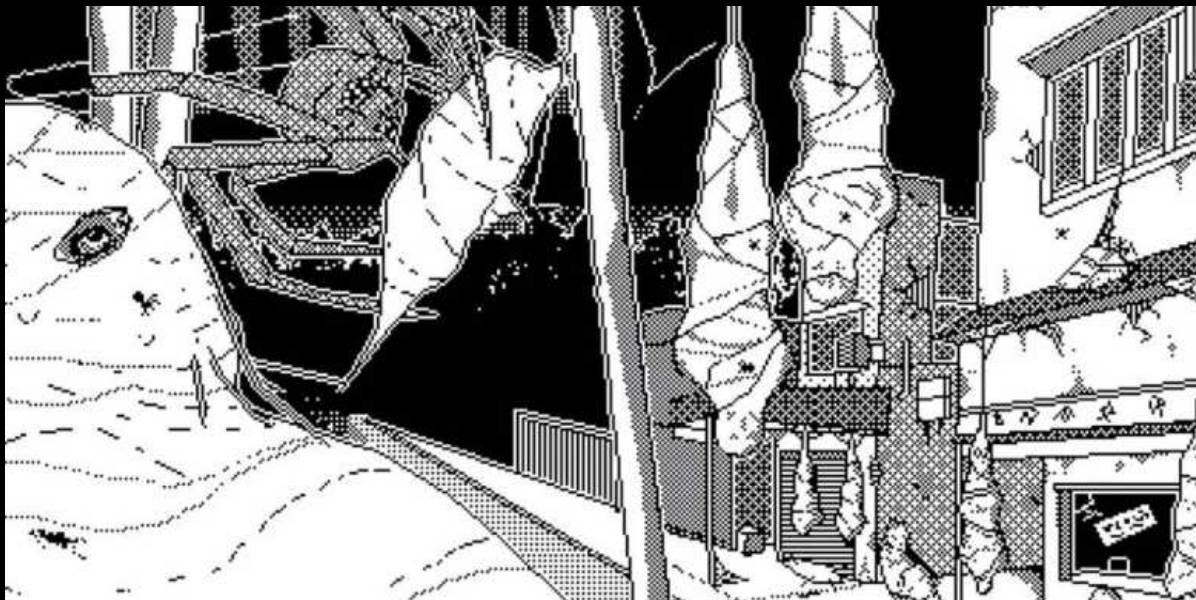
In Shiokawa, the cultists of the Old Gods have begun summoning their dark master! As the clock ticks down to **ITS** arrival, you'll have to work harder and push yourself closer to the brink to prevent **ITS** arrival. Each Old God can slightly influence the way that the dangers you will face manifests itself...

Select the ancient entity that will be your doom.



The horrific spider god with an insatiable hunger that drives it to madness, Atorasu-Nasa is an entity that constantly seeks to break free of its prison so that it may feed on the unsuspecting people of this world. Were it to ever succeed, it would constrict everyone in its impossible to break webs before slowly consuming every human on earth over the years. Your last moments would be only the release from your prison with the agony of your organs being liquified by Atorasu-Nasa's poison.

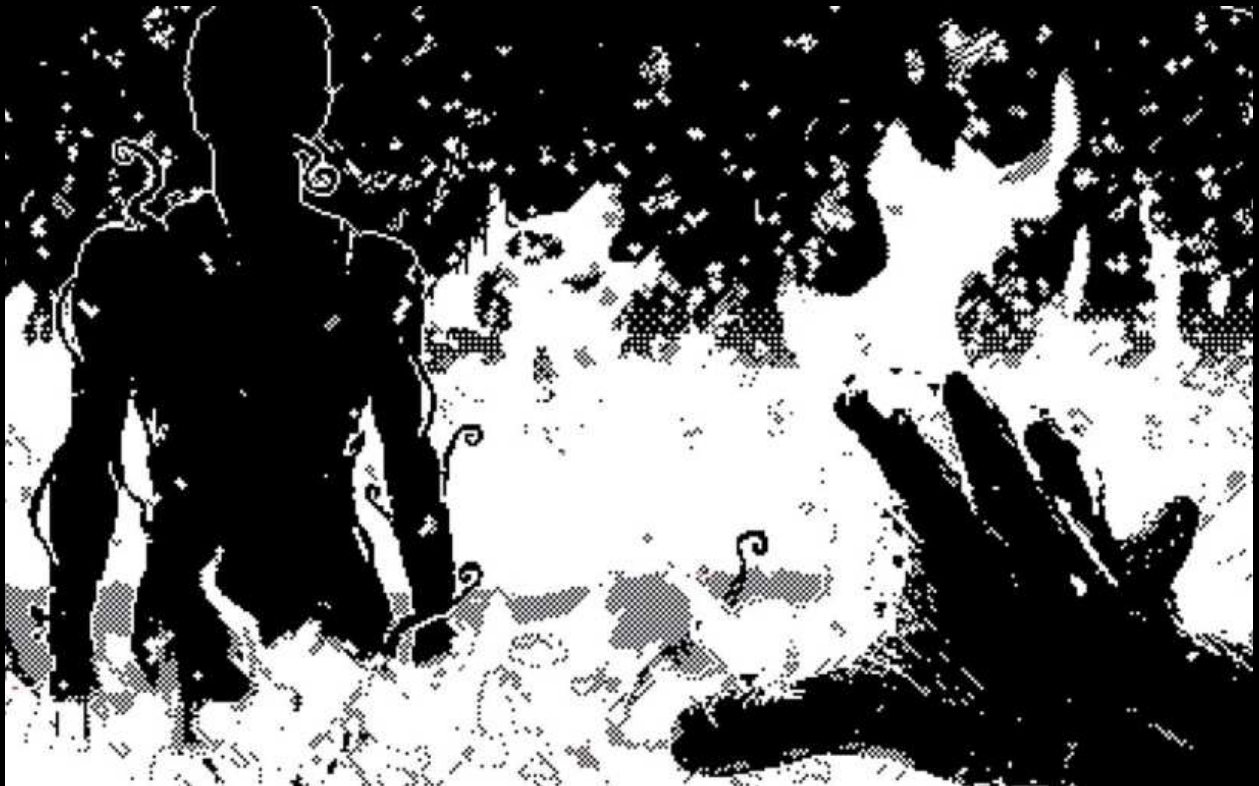
DRAWBACK: You can feel the Spider God's webs already, holding you back whenever you try to flee in combat...

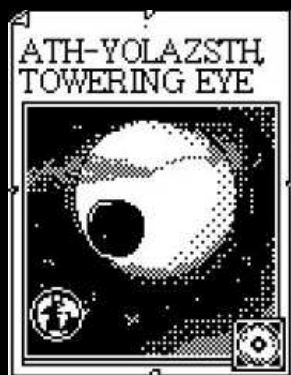




Frequently depicted as a black marble statue similar to the ones often associated with ancient Greece, Ithotu is believed to be the being directly responsible for the destruction of the library of Alexandria. A statue shockingly close to Ithotu's description has been discovered and lies in wait for it's premiere at the museum of OOO. People are coming from all around the world to view the mysterious statue, but should the opening night come without intervention, this world will be consumed in flames just as the great library was.

DRAWBACK: Your wounds from monster seem to surround themselves in awful burns, making them more dangerous than before...

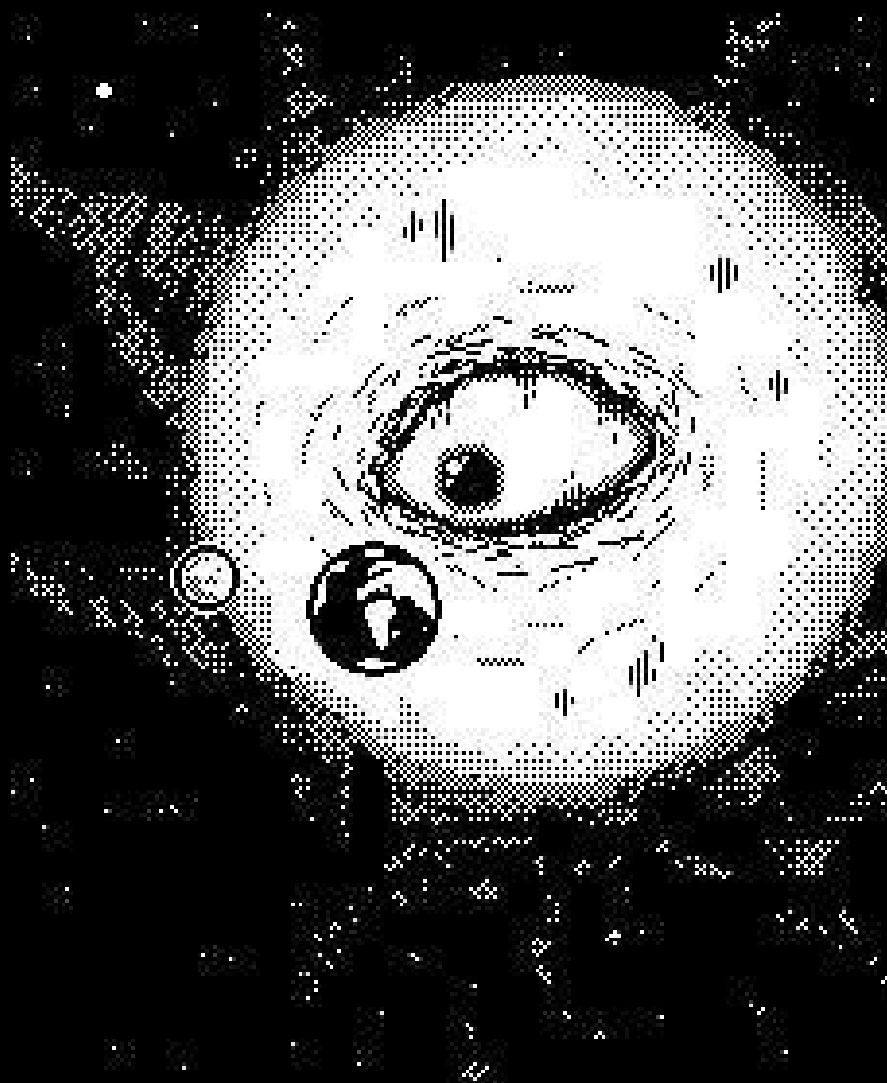




The silent patron of magicians and astronomers alike, Ath-Yolazsth is the source of the eldritch magic which you will likely encounter here. Blessing humans with the gift of these powerful spells comes at a great cost - their impossible feats of defying reality serve as a beacon for Ath-Yolazsth to find this world and slowly consume it whole. However, it is not in a great hurry to have its meal and should it finally arrive all of humanity will see what is in store as it looks down at them from the sky! Chaos and despair may kill off your species before the Old God

cares to...

DRAWBACK: Magic is no longer taxing on your mind, but instead seems to hasten its arrival...





A being banished to another dimension a very, very long time ago, Gozo has discovered ways to spread its influence in spite of its sealing. Mirrors are no longer safe, and what was simply a means to look back at one's self has turned into a means to look beyond the veil directly into Gozo's maw. However, do not believe that only mirrors are a danger to you. Should Gozo be allowed to gaze into this dimension for too long it will soon find another way to interact with us, and that will be the end of us all.

DRAWBACK: The Old God constantly presses against its prison, and inaction on your part gives it more time to break free...





A horrible beast of the ocean is awakening, and will soon set its cursed sights on this small town. It will seek to rule the people of Shiokawa with its impossible to resist command: enter its waters and become its slaves. You too will feel the incredible force invading your mind and stifling your efforts to put a stop to its reign. Should Ygothaeg be allowed to fully awaken and bring the full force of its will to bear on the citizens of Shiokawa, all will soon don their masks in devotion to their new Lord and walk into the waters, never to return.

DRAWBACK: You will now occasionally feel the commands of the beast and will either follow its commands and waste time doing nothing to stop Ygothaeg's arrival or resist its commands and anger it...



Scenarios (**CHOOSING ONE IS REQUIRED**):



---WORLD OF HORROR---
'At the beginning, no one
had any idea what we were
against.'

(The Default Experience. Difficulty: Normal. Time Limit: One Month.)

I hope you can get situated quickly, because the clock is already ticking. If you wish to survive to see the calendar's page turn you'll need to reach the top of the lighthouse before your time runs out in order to disrupt the ritual bringing the Old God into this world. However, the lighthouse is locked with 5 locks that cannot be broken or picked through some sort of magic. The only way that you can unlock these locks is by completing the five mysteries shown on the board in your Apartment. Each mystery you tackle will have its own share of dangers and difficulties...but you will need to face them all. You will need to constantly manage your body's condition and sanity tightly in order to succeed, for even success will begin to wear you down. Should you feel yourself falter, remember that the fate of humanity sits on your shoulders.

Should you fail, you must now contest with the unfathomable might of an Old God, and if this is your first adventure you are virtually guaranteed doom.

But should you succeed, you'll have saved yourself and everyone you love from a fate worse than death and deserve a rest. You'll wake up at the apex of the lighthouse - the dark fog blocking your sight of the rising sun evaporating and signaling a world free of horrific evil once more. You may live out the remainder of your ten years in peace before making your decision to stay in this world or move on to the next one.



The Gang's All Here

(The Long Haul. Difficulty: Hard. Time Limit: Ten Years)

The good news is that you've got a lot more time to settle down, as the ritual required to summon an Old God proved to be far more difficult than initially anticipated. Bad news - the cult performing the ritual have spread their influence all over Japan and maybe even beyond. The location of the ritual could be nearly anywhere, and taking on a cult by yourself with all these resources would be basically suicidal.

Thankfully you won't have to.

Over the course of the next year you'll slowly meet all of the **Major Companions**, who wouldn't be adverse to cooperating with you and your allies, seeing as you both have the same goal of stopping this world's destruction. You'll slowly build up a crew of talented and determined individuals to help you tackle the cult head on and save this world. Unfortunately, this is a dangerous undertaking and not everyone is guaranteed to survive...

Success means that you may take any of your remaining teammates who are agreeable to the concept as companions for free.



True Believer Mode

(True Horror. Difficulty: **Insane**. Time Limit: **One Month**. **Gauntlet Mode**.)

If you are confident that you could fill the shoes of the typical protagonist here, then let us see how you fare against the coming darkness. You will no longer receive a CP stipend and you will lose access to any abilities and items from other jumps, but may still gain some funds through Drawbacks. You may still receive anything you would have gotten for free normally, but that is all that you will receive. In recognition of the overwhelming odds you must face, death will not mean the end of your chain and will instead merely experiencing what is most likely an excruciating death before moving on. Nothing too punishing...right?

The challenge and conditions remain quite the same as the World of Horror scenario otherwise, just with a lack of provided abilities and resources. All purchases are still open to you if you can scrape together the CP to get them.

Best of luck.

Abilities:

Your lifestyle has given you a few boons to help you survive the madness that you must brave if you wish to survive. While a prepared mind and muscle alone may not be enough to fight off the Old Gods alone, they will help you survive their minions and other abominations that cross into this dimension. Perhaps it will be just enough to survive...
Get one 100CP perk for free. Two 200CP perks are discounted, and one 400CP perk is discounted.

Freebies:

Mortal Determination (Free for All): Your body might fall to the blows of your enemies, and your mind may crumble under the weight of madness, but let it be said that it wasn't because you were frail from the beginning. You've had a brush with the supernatural that led you on this path, and you're determined to see it through to its end regardless of what the destination is. You are reasonably fit for a normal human, and you don't have any serious mental illnesses that would make you especially vulnerable to the insanity that will soon threaten you. The most important boon to you however is your ability to carry on in spite of horrific injuries. Your ribcage could be exposed and an artery is cut open and leaking blood, but you can still find the will to carry on even if you should perish in the attempt.

Mega Mirk (Free for All): It looks like a bit of the genre has rubbed off on you. You've got quite a pretty, handsome or cute face - whatever your preference is. Your body also matches your ideal look quite closely, so overall you'd look at the very least like a 9/10, and certainly like a 10/10 to those with a preference for your type of look. Whether you'd be fit as a model or have the muscled and rough Yakuza look going on you'd be hard pressed to find anyone to say that you look ugly even behind your back. Does not protect it from being maimed from damage, so if someone carved up your pretty little face in the hopes of cutting it off and wearing it...



Clap Bow Bow Clap Bow (Free for All): Unfortunately, you cannot successfully attack ghosts with material weapons, as they aren't entirely of this world. Instead you will need to rely on the series of spiritual actions you have picked up. The majority of ghosts can be banished with a sequence of bows and claps, gestures that when done in the proper order will instantly banish the spirit in question. The sequence contains only 5 actions, but you will likely need to try multiple times to guess the sequence needed. If you fail, you will know which actions were the correct ones in the sequence which will narrow it down. If you require a more direct solution, you may also either burn a significant amount of money in order to please the spirit and tempt it to leave of its own will, or use your weapon to metaphorically cut the strings keeping it in this world, though this takes time.

100CP Perks:



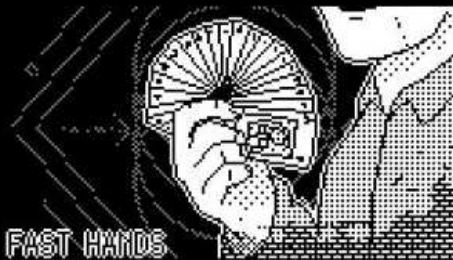
Hot Bath (100CP): There's not much better than getting a nice bath after a long, hard day. It's very relaxing, and apparently very good for your health as well - physically and mentally. After taking a relaxing bath whether it be in your bathtub or an onsen bath you'll find that your physical and mental state have gotten closer to your own "normal".

While this will by no means close serious wounds or cure a ruined mind, one bath per day will slightly nudge it in that direction which will speed up your recovery.



Art Knowledge (100CP): Seems quite simple, doesn't it? You are something of an art enthusiast, frequently looking at the works of others with a keen eye with the intent of deconstructing its beauty or understanding the hidden meaning intended by the artist. Sounds mostly useless, but these can be useful for investigating the unknown when used intelligently. You're a little more perceptive than

before, and while you are no mastermind you are also tangibly better at Understanding the subtle effects of the various unnatural things that you will encounter. Just try not to admire their "beauty" too much...



Fast Hands (100CP): Having a little speed can go a long way in keeping you alive in a bad situation - switching to a different weapon when a monster is bearing down on you, punching in a code when you're trying not to be seen...fumbling at the wrong time can and will be the death of you here, and you don't have a clue about any of this because you've been able to do it naturally. Just try not to bite off more than you can chew and multitask like crazy.



Outdoorsman (100CP): Taught about the importance of nature and how to be self reliant by a parent, you feel right at home in the outdoors. You could survive for quite a while with few if any tools for months on end, perhaps indefinitely. Your knowledge on the subject is quite applicable when searching through the woods for a beast...



CQC Training (100CP): A gun is probably more useful if you just shoot it, but with firearms being quite illegal to own in Japan, sometimes ammunition can be nearly impossible to find without the right connections. In such a situation, sometimes you may have to quickly use your firearm as a makeshift club so you have something to use against the shambling horror right now rather than risk trying to switch to

something else. In your hands, firearms are more suitable melee weapons to suit this exact purpose - maybe well enough to use routinely to conserve ammunition.



Improvise (100CP): Sometimes you're caught off guard without a weapon, or just don't have access to a very formidable one...but that doesn't mean you should just roll over and die. There's almost always something that you can defend yourself nearby, if you just know what to look for. You've got a knack for

finding improvised weapons in a pinch, as well as making rather formidable ones out of seemingly mundane items. It's best to have a dedicated weapon, but at least this way you'll never feel entirely unarmed.



On Your Own (100CP): It's usually a scary thing to be totally alone in the figurative darkness, but if anything the knowledge that you're only responsible for yourself is a comforting one. When you're operating on your lonesome, you seem to be less stressed overall and can keep your mind easily focused on the task at hand regardless of the

circumstances. Up to you whether you're a misanthrope or just comfortable with the silence.



200CP Perks:



Signed Contract (200CP): You've managed to get a benefactor in the form of a small publishing company that is willing to pay you a nice chunk of change for describing some of your experiences. You'll probably be a bit annoyed when they sort your horrific encounters with spirits as "fictional", but they seem pleased enough with the material to pay out anyways.

You won't be making a fortune with this - enough to pay rent and get food - but more money is better than no money!



Second Sight (200CP): Thanks to an incident with a ghost, you've gained the ability to comprehend to some degree what and how a spirit is connected to our world, whether it be a complex web of tragedies or a simple desire to kill and then use that knowledge to more easily sever its connection. Whether you do this by directly dealing with the issues keeping it here or by doing

your spiritual actions and removing it directly, this will make you more effective.



Leadership (200CP): While tackling these horrors may be possible on your own, it may be more effective and perhaps less harrowing if you choose to allow others to help. While you don't necessarily need to be charismatic to get that help, being able to keep all of your allies on track will pay off a great deal in the long run. You can

do exactly this, and any party that you may create will likely find themselves looking to you to guide them. You'll also get a respectable boost to your people skills, which will get you your way in good and bad situations more than you'd think.





Core Strength (200CP): Most people are unprepared when they're attacked by a monster whether it be because they lacked a suitable weapon at the time, were not mentally prepared for such a thing...or physically prepared. The other problems are still a concern but whether through a decent weight lifting regimen or through some brutal fights you've developed

plenty of muscle that makes fighting in melee much more effective. You'll have much more impact with your weapons than might be expected from you and when there isn't a gun involved that can make all the difference.



Looting (200CP): Money doesn't buy happiness, but it might just buy you your life. With enough funds you can afford medical supplies and any other items you may need in a bad situation, but it can also grease palms and even be burned to appease spirits. Having cash on you all the time may not be possible, but it always seems like there's money on others. Anytime you beat down

an enemy, you'll find some humble savings on them that'll contribute a little bit to your efforts. It's not a whole lot at first, but passively making money by fighting off the inevitable can add up quickly should you be forced to fight often.



Fast Swimmer (200CP): Swimming might not seem terribly related to using a weapon, but the motions builds quite a bit of muscle but also conditions you to the taxing action of swinging a weapon over and over. You very noticeably swing melee weapons faster than before, and tire much less quickly while doing it. This is

effective with any weapon, whether it be a baseball bat or your very fists. Maybe the swimming team was a pretty good investment of time after all!





First Aid (200CP): You're a doctor! Well, not really, but you're well learned on the human anatomy and educated on how to patch it up when it's just come back from being cut up by a horror from another dimension. You can disinfect, bandage and stitch up both your own wound and the wounds of others should the need arise. You'd likely be qualified to be a very good nurse if you weren't a little busy fighting for your life.



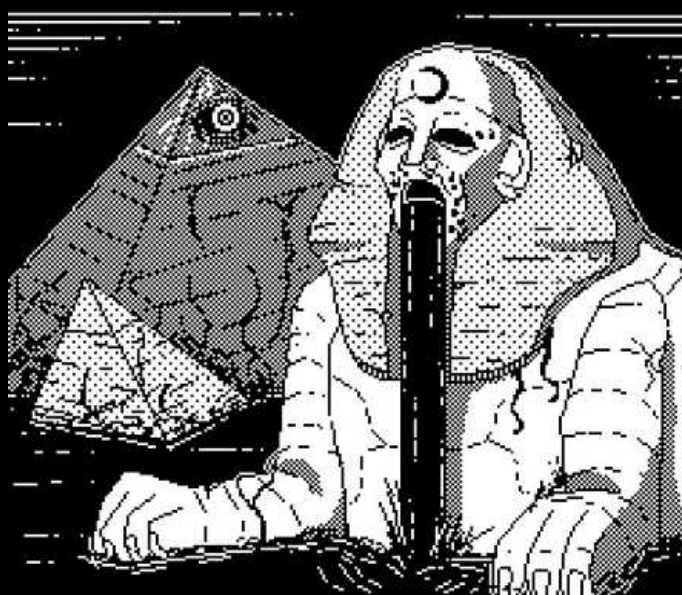
Ammo Stash (200CP): You're excellent at keeping your supplies of ammo at least a little stocked. With this perk, you may designate a spot in a dwelling you own for ammunition to slowly generate at. It's not much - a couple of bullets a day - but it can add up and a steady supply of ammunition for free in a place that is difficult to get

it can save your life.



Stealth (200CP): Destruction of the forces of evil is all well and good, but there's times to gether information and be a little more discreet, seeing as what you're doing in the interest of the greater good is probably more than a little illegal. You're good at blending in with crowds and put in a lot of work into

disguises. You'd be surprised how easy it is to get into the closed hospital with a decent nurse uniform and a look on your face like you belong there.



400CP Perks:



Ghost Connection (400CP): Do you know who that is standing behind you? No? *They seem to know you.* Unlike the other spirits coming into this world this one doesn't seem to be immediately hostile. In fact it seems willing to slowly whisper ancient spells and rituals into your ear...not all at once lest your sanity crumble instantly from the

knowledge. When you make a notable achievement or overcome an obstacle, such as solving a dangerous mystery or defeating a particularly powerful foe, the spirit will teach you a single new spell at random. In this world, those spells will come from the list below.



Discipline (400CP): I'll have you know that the end of the world as we know it is no excuse to let your training regimen end. You were never a slacker and you're not going to start now! As long as you keep moving around at all, such as walking or riding a bike, you'll slowly begin to recover from your wounds as well as keep your physique in

perfect shape. If you suffered a wound that would prevent you from being in peak condition, such a sprained ankle or even a broken arm, you can fix it over the course of a month just by refusing to be bedridden and walking it off!



Yakuza Card (400CP): Sometimes, you can just tell a career criminal just from the way they act and talk. While this can cause others problems, this seems to actually work in your favor. People who would be receptive to such a person seem to assume that you're a member of the most prominent gang in the area - or just happen to be

a badass member of another one that's too serious to just ignore. Thugs will either welcome you or steer clear, and some shop owners will have "special products" in the back for you if you just ask. The cops even seem to turn a blind eye to non-violent or otherwise undisruptive criminal activities out of fear. Anyone obviously travelling with you is assumed to be your charges and will get preferential treatment as well.



Fame (400CP): They say that being famous is overrated at best, exhausting and terrifying at worst...but it's been pretty alright for you. You're not world famous or anything, but there's a non-zero chance people on the street will recognize you as an up and coming idol, or whatever your career path is. You frequently get

small gifts in the mail - usually bits of money and trinkets people either thought you would like or thought would be funny to send to you. You feel the weight of their expectations on your shoulders strongly, so when there's people around to see what you're doing your work ethic improves dramatically as well as your ability to defend them in combat. Can't let your fans see you as a lazy bum, right?



Deduction (400CP): That's a little funny - you seem to be one of the few people seriously looking into the recent events of this town that can solve mysteries with serious reasoning and less walking around and hoping you bump into the evidence you were looking for. Your mind is very quick to arrive at the correct course of action as you discover new information about the threats

against mankind. This is going to spare you from plenty of unnecessary encounters and save you plenty of time...a commodity that you are in short supply of.



Fast Learner (400CP): Long nights of studying have taught you to take in information quickly and how to apply it to a problem. Only this time, the adversary isn't a test question but a killer. The process of learning isn't always pleasant but you'll need to do it regardless if you want to make it out of this alive. On top of allowing you to learn and

develop skills that gain your interest quicker than others, this lets you glean just a bit of understanding of a creature whenever it harms you - repeated exposure continuing to deliver results but hopefully not at the cost of your life.





Adrenaline (400CP): Most who encounter eldritch beings are usually too traumatized to even begin to consider fighting them, let alone consider fighting them *a little fun*. For you however, it's just too hard to deny how every brush with death excites you...makes you really feel alive. You ignore the pain from your wounds easily, especially in battle, and your mind is

usually so clouded by bloodlust that the loss of sanity from battling hostile creatures is noticeably lighter as you focus more on making it *suffer*. Some might call you a sociopath, but right now you're the right kind of insane that this world needs.

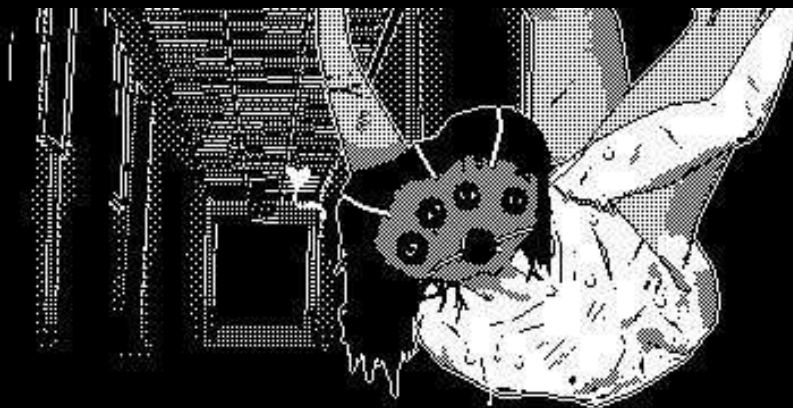


Daddy's Girl (400CP): Your memories of your loved ones are so dear to you that even at the worst of times, you find yourself clinging to them like a buoy when trapped in the endless sea of despair. The more you feel loved and cherished, the stronger your willpower becomes - allowing you to power through any mental debilitations and the suffering they may cause you.



My Weird Collection (400CP): Through active effort or just plain chance you seem to occasionally come across items with magical properties. No one but you ever seems to find bloody ritual daggers in their trash can, but if you start stockpiling and using these items you'll find you have quite a little occult arsenal at your disposal. Just be mindful

who finds out about it.



Spells:

The forbidden ancient abilities that tamper with nature as God intended made possible to use by the Old Gods - primarily Ath-Yolazsth. Using these is taxing on your mind and sanity, so while they can be powerful they should be used sparingly or in times of desperation. Most spells only require a payment of your sanity, but there are many exceptions. Receive one spell of your choice for free. Remaining purchases are 100CP.



Absorb: With the power of your own will, you may steal the life force of your enemies or even just random passerby to heal your body and repair your wounds. It is an immediate exchange that cannot be visually seen except by seeing your wounds heal or by being able to see spirits.



Cauterize: With a touch, you can quickly seal a wound to stop any bleeding and accelerate the healing process. The effect is immediate and while it will probably leave a rather garish scar it may save your life. You can only use this ability once per week. Costs no sanity to use.



Void: At will, you can open a portal to another totally random dimension. You are guaranteed to not be put somewhere where you would immediately die, but these realms may be as dangerous as the situation you were trying to escape. You may remain in this realm one day before being forcibly returned back to your own. These realms often have the remnants of ancient civilizations worth a look. Some possess powerful magical artifacts and knowledge...



Thread of Fate: Massively taxing on the mind but equally potent, this spell grants you the ability to cut the threads weaving one human foe to this existence. Projecting your mind to the cosmos beyond and severing this thread causes the enemy to instantly drop permanently comatose to the ground...not quite dead, but no longer really alive either. Certainly no longer a threat in any case. Usable once a week.



Skin Removal: Starting with the face, upon casting this spell the skin of your foe will begin to peel and fall off in disgusting chunks, causing extraordinary bleeding should it be something that does so. Most human enemies will panic when they realize what is happening, although more otherworldly foes may not be so easily deterred.



Abolish: Using ancient rites used by priests and priestesses of the past, you may greatly weaken a single eldritch enemy to help make them easier to eliminate with conventional weapons. This ritual is rather taxing on the body rather than the mind, so it costs lifeforce instead of sanity.



Third Eye: An ability that directly benefits the capabilities of your mind, casting this spell will immediately make your mind somewhat sharper and faster albeit temporarily. Your special and situational awareness increases as well, making you more capable overall.



Ashen Contract: You dangerously cut a deal with the image of an Old God in your mind, making the entity that threatens your world come faster in exchange for snuffing out the existence of one enemy of your choice. This can include human or eldritch enemies, for nothing is safe from *their* grasp. Can be used once per month.



Shadow Shroud: Your mind fragments briefly and spreads its presence over a more general area, throwing off any eldritch entities that may be hunting you and allowing you to remain relatively undetected. Even human enemies seem slightly baffled, their assumptions of your location usually being incorrect.



Enthrallment: Upon casting you may immediately compel one human within physical reach to follow your every command as well as be compelled to help you to the best of their ability permanently. This requires only an initial charge of your sanity with no upkeep, meaning you now possess an entirely loyal minion.



Seal of Savvesh: Placing an invisible seal on your body and sealing some of your own sanity inside of it boosts the physical capabilities of your body slightly. This is primarily in regards to the strength of your muscles, and can be a visible change or not. There are no upper limits to how much you may use this spell barring having the sanity to cast it.

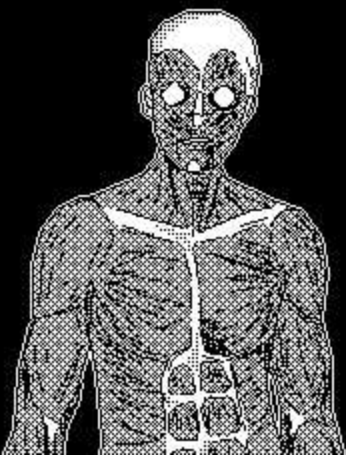


Seal of Bram'el: Similar in application to the previous Seal, the Seal of Bram'el instead boosts the abilities of your mind permanently in exchange for sealing away some of your sanity. There are no upper limits to how many times this can be casted so long as you are careful about spending every bit of reason you have.



Expel Evil: Frequently used by organizations of the past hoping to combat the inevitable coming of the Old Gods, maidens were occasionally forced to painfully “vomit” away their corruption so that **their** coming to this world could be stalled. You are now capable of recreating this grisly feat, hurting your own body somewhat to mislead the entity just enough to

buy some precious time. Costly on the body, not the mind.





Regeneration: A direct transfer from the mind to the body, this spell allows you to spend some of your mental wellbeing to heal some of your wounds without the need for any kind of rest or medical assistance. A very handy ability if you don't have the funds or time to seek out more traditional assistance.



Flesh Regrowth: A sort of transference of flesh, you will be able to seal wounds on a whim at no cost to your mind, but at another cost - your body. You may seal wounds and even regrow lost body parts at a cost of your overall body. Growing back every limb on your body would leave you frail and sickly for years, but growing back a finger would leave you a little weaker for a couple of weeks.



Multiply Wound: Ancient humans created the concept of an eye for an eye, and apparently some eldritch entity of old had to be amused by it enough for this spell to come into existence. Taking the old law and turning into a more immediately applied matter, you can willingly worsen your physical wounds in order to transfer them 1:1 onto your enemy's body, their flesh

suddenly tearing in horrible wet sounds that makes them feel every little bit of pain that you do.

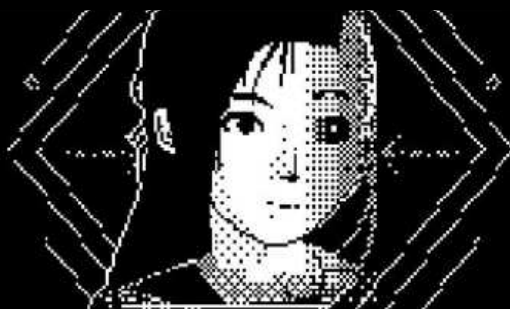


Grow Teeth: A painful ability that nonetheless may have its uses, you may upon casting grow a secondary set of *extremely* sharp teeth that are suitable for tearing the flesh off of your intended victim. Causes injuries in your mouth after the teeth finally disappear.





Mind Drain: Your head may be pounding, but with the help of your victim you'll finally have some peace of mind. You can spend a bit of your lifeforce to drain the sanity from your enemy to supplement yours, keeping you from finally plunging off the deep end or simply giving you more resources to cast your magic.



Invisibility: Hidden from mortal and monsters alike, you can hide away your physical vessel which will allow you to more easily stay hidden and avoid violent encounters entirely or escape from them easily. A very useful ability to go about your investigations unimpeded. The effect fades after a day of continuous use.



Midasu Touch: At will you may make small bits of gold seemingly grow from your hand! These can be easily sold for a nice chunk of change, but they must be painfully extracted from your hand and leave wounds from where they protruded which you will need to tend to. Costs no sanity to cast.



Ithotu Flame: Perhaps the most direct combat spell at your disposal, a small cost of your lifeforce and sanity will cause your enemy to combust into horrible eldritch flames which will cause horrific burns in a matter of seconds before going out, leaving burnt flesh and intense agony in its wake.

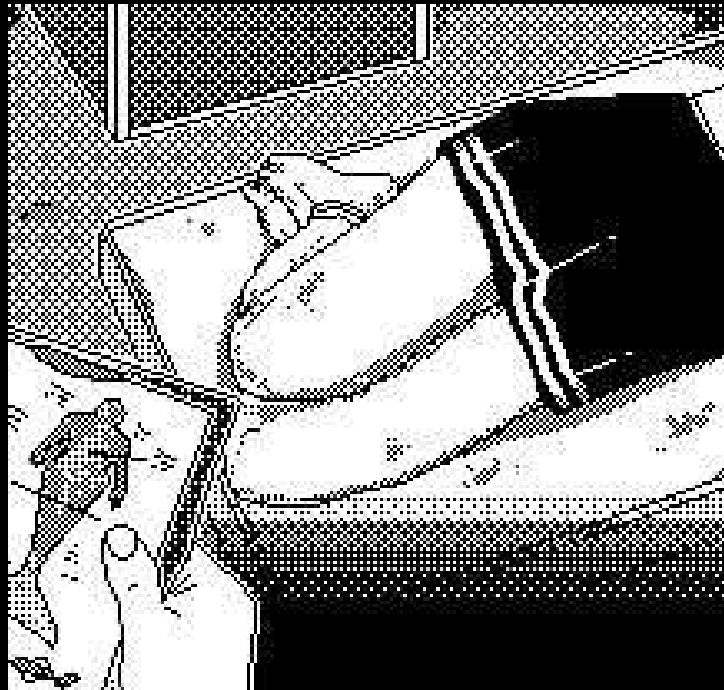


Memory Extract: Some memories are simply too traumatic to move past. The only way left to recover is simply to remove the memory forever. You may cast this spell to willingly purge some of the worst memories of your eldritch encounters in order to recover some of your sanity, but some of those memories might be useful in your battle.



K'npha Ritual: Human sacrifice is considered by the mad to be an easy path to great power, but do they sacrifice because they are mad or because the slippery slope of power made them so? Regardless, the practice has its uses, as this ritual will show you. Once per week, you may sacrifice a bound human in a grisly manner to boost a random trait of yours. Whether you become slightly stronger, smarter

or faster is not up to you but with enough sacrifices it will not matter much, will it?

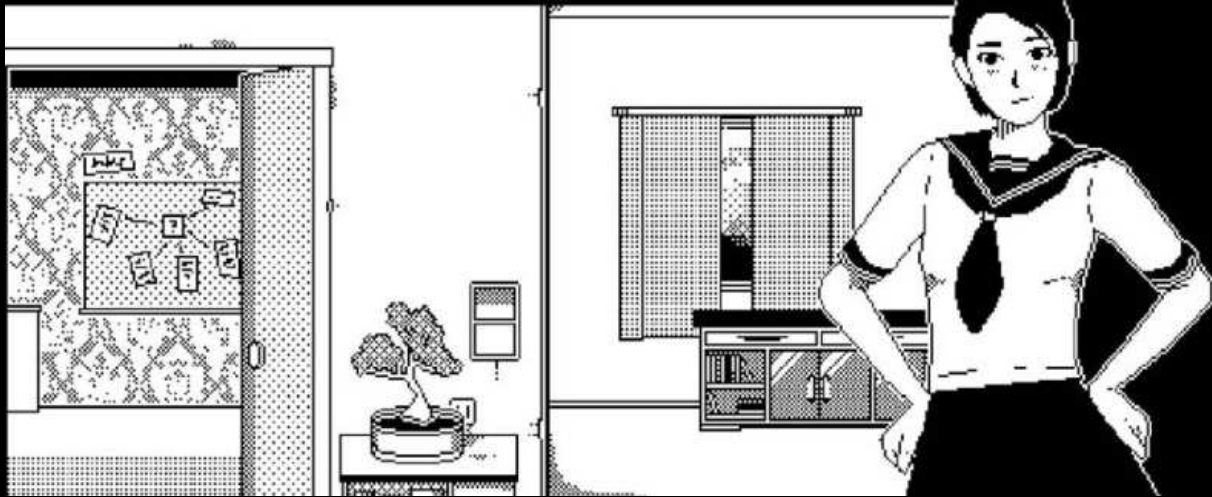


Items:

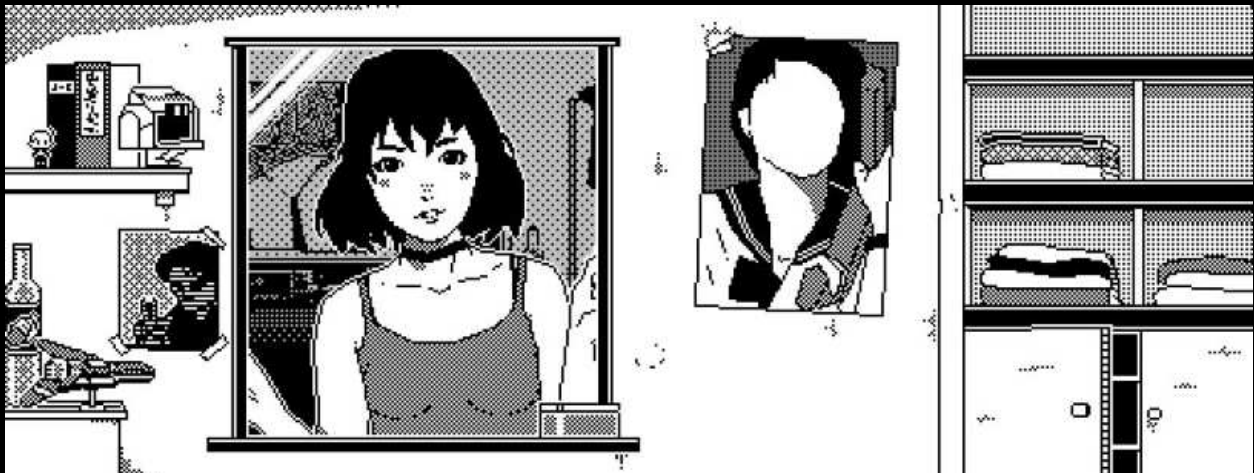
Of course, it's going to take more than just your own abilities to save yourself. You'll need weapons and supplies - things that you may find in very short supply if you don't prepare wisely now. Thankfully, I've put you in touch with some of the vendors in Shiokawa who will take CP for their products just this one time.

Gain two 100CP items for free, two discounts for 200CP items and one for 400CP.

Consumable items refill at the end of every week.

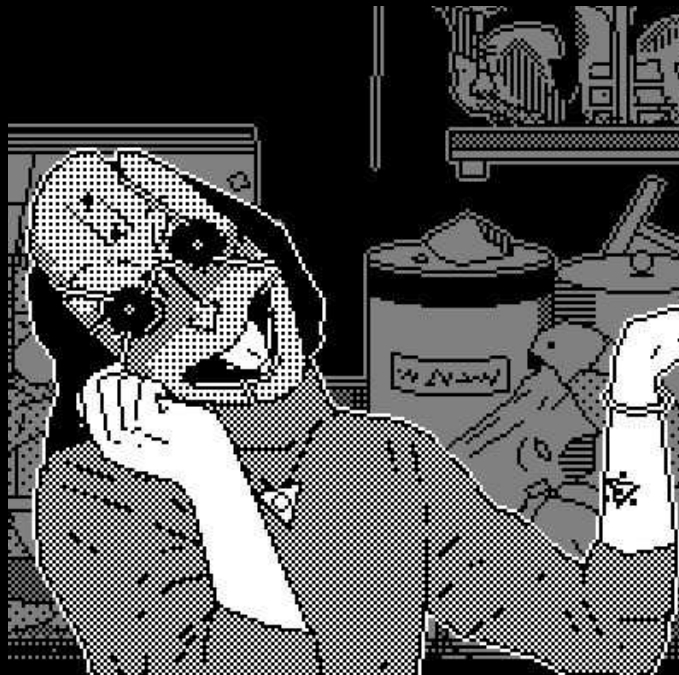


Apartment (Free!): Surviving on the streets is probably a lot harder than ever before, what with all the horrors walking around just out of sight of society. To keep things from ending rather abruptly for you, you'll be given a humble but comfortable living space in the form of an apartment! It has a single bathroom and bedroom, but it's within a decent walking distance to almost every area of note to you in town. Your bedroom comes with a board on the wall with some newspaper clippings of events worth investigating to get you started. The rent is all paid for until the end of your stay, so don't worry about that. The neighbors are usually friendly, but there may or may not be a serial killer making the rounds for a new victim now and again. Just saying.



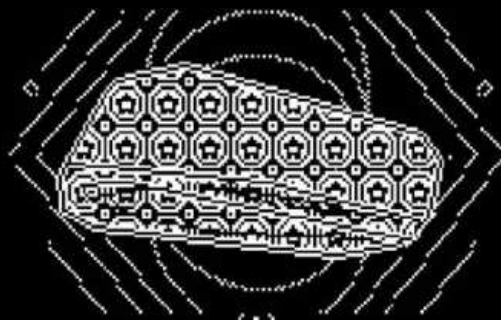
Wardrobe (Free!): We can't have you fighting abominations looking like some kind of bum. A quick look in the closets of your Apartment will reveal that you have an impressive assortment of clothes that are exactly to your tastes. Tailored suits, western sports jackets and dresses are just some of the possibilities. If you're going to die, die with a little pizzazz will you?

FNDS (x4 free, more for 50CP): Some cash either granted to you by your parents or stored away yourself for a rainy day. You have 400,000 Yen at your disposal for free, further purchases giving an extra 100,000.



OCCULT SHOP:

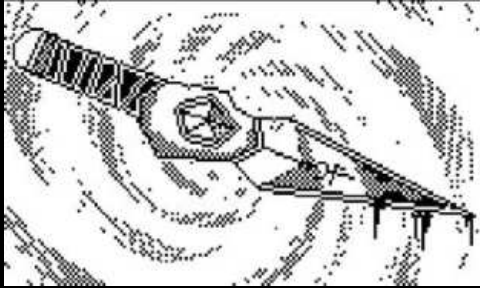
An aficionado of local folklore and myth peddling their merch.



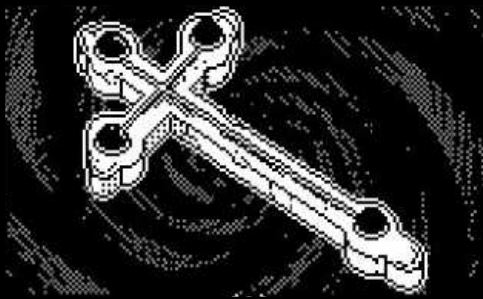
Happi Coat (100CP): Frequently worn for festivals, this coat is a traditional piece of clothing that makes you feel a little bit luckier when you wear it...and you are! Your mild spiritual connection improves your luck slightly! You might get a look or two wearing it with no event going on, but it still looks quite nice.



Lump of Flesh (100CP): A small chunk of meat that seems to have small tendrils that flail as it slowly *pulsates*. If you were actually crazy enough to eat this thing, you'd find that many of your wounds would close and give you immediate relief. Useful for sure, but *is it worth the stomach pains and that weird lump in your belly...*?



Ritual Dagger (200CP): Rather popular among the dark robed individuals frequently gathering in the woods at night. Being a sharp knife aside, this weapon seems to have the interesting property of potentially restoring some of your sanity upon killing an enemy with it. There doesn't have to be a ritual involved ironically enough, just end their life and you're done. Useful for, say, an up and coming witch...



Bronze Crucifix (200CP): An item that belongs in the hands of a holy man, this symbol of God seems to still have power over the immaterial, regardless of what lack of faith you may or may not have. Pointing this at an enemy with no physical form will render them vulnerable to physical harm regardless, making more direct methods viable against them. The power of Christ compels you.

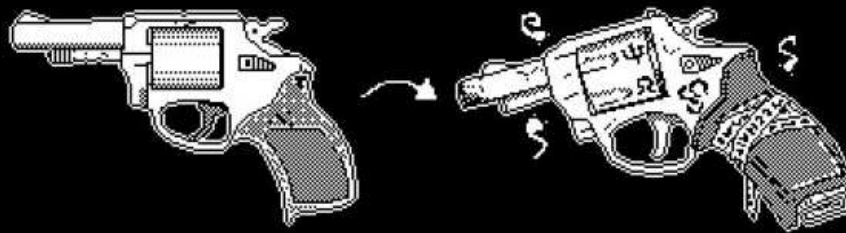


Holy Candles (200CP): A blessed set of candles. While the smell of these candles when lit aren't the most pleasant thing they are perfect for warding away evil spirits and bringing a little peace to a stressed mind. Their warding properties are effective immediately, and can slowly restore some of your sanity if you light them and take in the smell.



Ritual Mask (200CP): A mask worn frequently by those who wish to give praise to the Old Gods, this mask is frequently seen on the faces of cultists when they strike openly, which is rarely, although it is also worn during some ceremonies. Having this mask on can have a strange effect on your mind in that it helps you view horrors with less of a chance of damaging your sanity. Although it does not

prevent it completely it will help you fare much better when you stare into the darkness.



Marked Weapon (200CP, no discounts):

Not a separate item by itself, but this will prove highly useful to you regardless. The shop owner seems to have heard the whispers of markings on an existing weapon from some creature or deity that will allow you a more direct means of combat ghosts. A modification involving strips of paper with magic runes and etched markings on the weapon itself will allow you to deal damage to these incorporeal enemies when you otherwise could not.

You must first purchase another weapon and then purchase this option to “import” it into this option to get the feature. The shop owner’s modification will work on both melee weapons and ranged weapons such as firearms. Most examples of this sort of change may look somewhat crude, consisting of carvings into the materials of the weapons with charms placed on it. However, if you are so vain as to get something more flashy you could also get your weapon as a beautiful weapon with gold inlays and other expensive features. People might assume you looted it from the body of an influential cultist...



Goblet of Blood (400CP): An incredible item that might be seemingly useless beyond a nice looking shelf accessory. It currently seems filled with a liquid that looks and smells like blood but seems slightly *off*, but when you bravely imbibe the contents your injuries seem to disappear and your mind clears, restoring your sanity. Even more incredibly, it seems to safely hold any liquid without harming the

goblet or the one that holds it regardless of the dangerous properties it might otherwise have. Depending on what sort of power of what you drank had, you'll gain a similar boost to your health and mind. The blood of a normal human gives a small boost - the blood of an ancient deity wipes away all the stains on your body and mind.



Cursed Scissors (400CP): Seemingly a normal pair of scissors, if you ignore what appears to be blood at the end. The shopkeep will enthusiastically regale you about a tale of a woman with a *very wide smile and even sharper scissors*, but a few cursory snips will show nothing off about them. Is this weirdo crazy enough to think you'll pay this much for *scissors*?

You'll be proven wrong the moment you attempt to use it as a weapon. These scissors are supernaturally sharp - enough to *slice through cheeks and flesh with ease* and is an extremely formidable weapon and absolutely indestructible. Supposedly, trying to use the legendary scissors will corrupt your mind to mimic the Scissor Woman of legends, but these seem absent of that little detail. *sMile...!*



DOG STORE:

A notice next to the window says "Does not accept Dogecoin, stop asking."



Cigarettes (100CP): For all the fans of cancer sticks out there. The stress reduction of these are useful for the typical stressors of the day, and while you're probably worried about a little more than that these will still come in handy for maintaining your sanity. You'll get a pack a day of your favorite brand of cigarettes. Hopefully you don't smoke too much more than that.



A Map (100CP): Seemingly a normal map when initially purchased, it will save you plenty of time when travelling around town if you stop to plan your route a little ahead of time. When you take the map out of town however, you'll be shocked to find that the map has updated itself with your current location! You can change the map between any location you

have been with a mental command, and you can safely make notes on it and clear them off with a command as well. Never get turned around in a cult-infested neighborhood again!



Camera (200CP): A high quality, expensive camera suitable for some professional photography. While a little heavy, this will allow you to take photographs of some of the beings that you'll encounter, which is useful for plenty of reasons. Having a visual reference on hand will aid an investigation as well as collaborative planning. Does not damage ghosts by taking

pictures of them, though I think we all kind of wish that it did.



Stalker's Mask (200CP): Some kind of halloween mask or something that admittedly looks pretty freaky, especially when the one wearing it is trying to look through your peephole. Wearing it almost seems to awaken your inner sadist, wounds on human enemies being deeper and nastier than before. Supposedly someone wearing a mask of this description has been going around beating people senseless with a bat. Surely just a rumor.

Looking at the dog expecting something else will prompt it to turn it's head and pant at you for a moment before it quickly runs towards the back of the small store. It returns with what appears to be a long black case with a strap similar to a duffel bag in it's mouth in an impressive display of jaw strength before laying it on the counter in front of you. Opening the bag will reveal...



A Katana (400CP): An infamous weapon in Japan and across the globe, this sword is an excellent example of its kind, being a well-crafted weapon and not at all the cheap wall hanger like you expected. The blade slices through flesh and bone like butter almost supernaturally and feels excellent in the hand regardless of who wields it. You couldn't ask for a much more potent and straightforward melee

weapon.

It may briefly occur to you that swords are in fact illegal to carry or even own in Japan, making that carrying case a means of concealment as well as protection from the elements. Why the hell is this dog selling this?

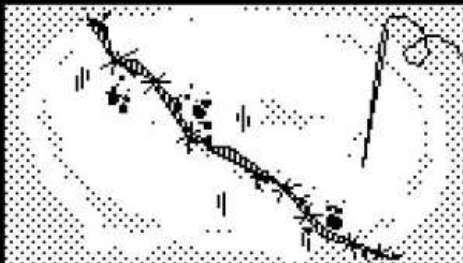


PHARMACY:

Local pharmacy selling over the counter medicines and filling prescriptions. Items acquired here are filled for free every week.



Bandages (100CP): Useful for stopping bleeding and keeping your strange looking wounds hidden so that people don't ask too many questions. I don't think 'I fell down the stairs' is gonna work too well with the large claw mark on your back.



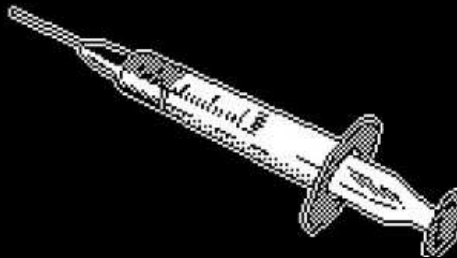
Sewing Kit (100CP): A means to forcefully seal wounds and keep them that way. Assists in bleeding and helps the healing process along but people tend to be a little put off by the person covered in stitches. Stitches made with this tend to stay quite tightly, so no need to worry about them coming undone.



Painkillers (200CP): A potent NSAID that lowers the feeling of pain and keeps you relatively comfortable despite your current condition. Has plenty of pills to last you for some time and taking them seems to speed up the recovery process just slightly. Just be careful about the dosage.

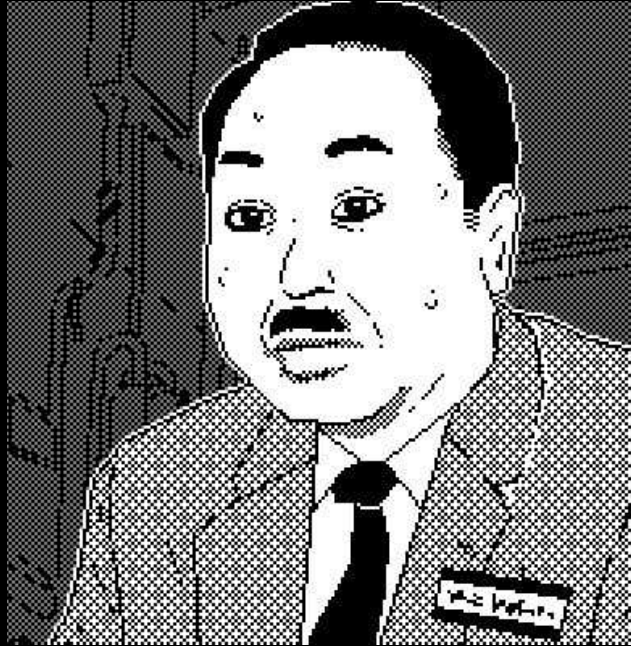


Prescription Pills (200CP): Prescription anxiety medication that helps even out your mind and restore some of your sanity. Rather powerful and recommended that you take at the prescribed intervals rather than on demand - has rather unpleasant symptoms if taken inappropriately even if they aren't fatal.



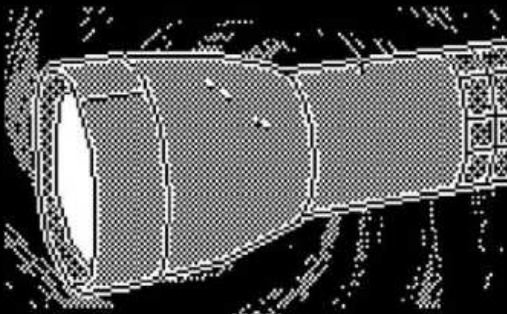
Experimental Medication (400CP): A tampered version of an extremely addictive anesthetic that almost eliminates feelings of pain with minimal symptoms, as well as eliminating stress. Reserved for use on certain clients, you'll find that this is next to impossible to find otherwise. You'll get a free refill every week, so long as you take a bit of time to jot down any symptoms for the nice doctor who absolutely is not using you as a guinea pig.





HARDWARE STORE:

An easy place to get material and tools...or legal weapons.



Flashlight (100CP): Useful for exploring dark places, this flashlight seems to maintain its light despite a lack of battery changes and has a little bit of weight to it, meaning it could probably be used as an impromptu club. Just be careful about where you're shining it - the bright light isn't great for the eyes and it really upsets some monsters.

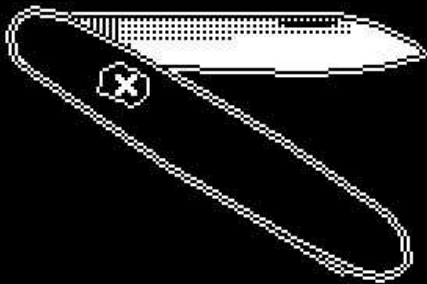


Mundane Makeshift Weapon (100CP): Unless you plan on slugging it out with every single being with your fists (although that'd be quite a sight to see) I would personally suggest you find something a little weighty to swing around. This gets you a melee weapon that while decent for the job wasn't made with fighting in mind. Hammers, kitchen knives, crowbars...you get the idea.





Shovel (200CP): A hefty weapon that could easily deliver plenty of blunt force, but that isn't the only reason for the price tag. For whatever reason, you have a higher chance of just randomly funding money on whatever you defeat or kill in combat with this weapon. You could also probably easily dig a hole to hide a body in...what a multitool!



Pocket Knife (200CP): This easily concealed knife may not be the most intimidating weapon at your disposal, nor the most damaging, but it seems to have the unusual ability to surprise every enemy you stab with it! They'll take time slowly pulling the weapon out in pain which gives you plenty of time to escape! You'll get it back at your door every week, covered in blood but no worse for wear.



Carpenter Hammer (400CP): Once a powerful weapon capable of laying low the mightiest of beasts, the very word of the Creator made this formerly impossible to defeat weapon a shadow of its former self. However, some of its might yet remains and is still a decently powerful weapon in its own right. Killing an enemy heals your body a decent amount, letting you swing with wild

abandon as you bludgeon them painfully to death. Using this with a certain mask from before will cause pumping music to play in the back of your mind as a masked man asks: *"Do you like to hurt other people?"*



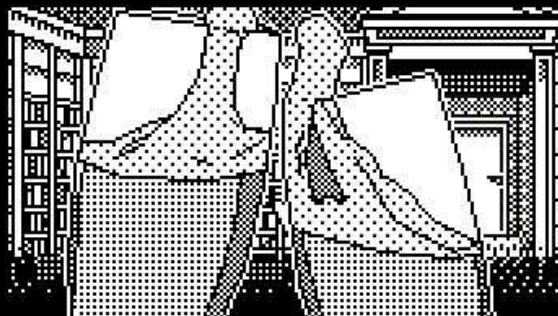


ILLEGAL DEN:

Entering the back room, several tattooed men glance at you sideways before turning back to their game of pool. A smirking man in the back beckons you over and asks what you're looking for.



Can of Acid (100CP): Frequently used by the Yakuza to dispose of the bodies of those who turned out to be less than ideal business partners. The contents of this can do their work quickly, enough so that using it as a weapon is viable as long as you're careful. Maybe you want to get rid of some evidence too?



Champagne (100CP): What better way to celebrate a victory with friends? Taking some time to drink and party with your friends will restore some of your sanity - the more there are and the better company they are improves the effects!



some training and practice it isn't the most effective tool for beatings. Cops usually use something else. Regenerates 6 .38 rounds in the cylinder every week.

Police Revolver (200CP): The night is dark and full of terrors...but what if you had a gun to light it up? This .38 J-frame revolver is a staple of the Japanese police and being caught with one will probably mean plenty of trouble...but this weapon is at least easily hidden and packs some punch for such a small size. You could probably use it as a blunt weapon if out of ammo, but without



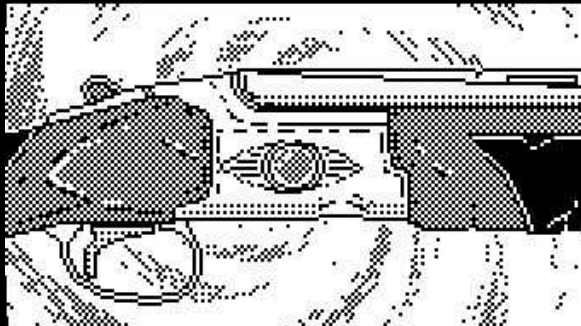
Cursed Cartridge (200CP): This mysterious cursed game cartridge does all sorts of creepy things when you put it into a computer and play it - I wouldn't recommend it. For whatever reason, it enhances the power of thrown objects when kept on your person! Your assailant will probably be a bit confused when you opt to throw bricks and broken bottles at them as a form of attack.

Asking for something else will make the man sweat a little and insist that this is all that he's got. Pressing the matter will make him give in and mumble about how he shouldn't sell something so high profile, but his gambling debts...

He'll retrieve a large black guitar case that snaps open to reveal either of these items:



Bolt Action Rifle (400CP): A very, very illegal weapon that will make short work of nearly anything conventional weapons can kill assuming you actually hit what you're shooting at. The make of the weapon is whatever you prefer, but popular choices are American .308 rifles and the Arisaka rifles - holdovers from the Second World War. You'll get 5 rounds of whatever your weapon takes a week.



Hunting Shotgun (400CP): A double barrel under-over shotgun that you'd likely find in the hands of rural hunters, this weapon is a little more forgiving for novice shooters since the spread of buckshot is easier to hit with over longer distances, although close range shooting will take a little more precision than most assume. Although limited to a 2 round capacity, shotgun shells can be loaded

easier than most rounds assuming you know how, and the damage this delivers to bare flesh is...considerable.



Semi-Automatic Handgun (400CP): Highly illegal and frankly only expected to be in the hands of highly ranked law officials, firearms of this type are easily concealable in comparison to others while still remaining perfectly deadly. The Yakuza has a supply of both genuine Russian Tokarevs as well as the similarly famous chinese copy, but

M1911s were frequently carried not too long ago and while they are rarely used nowadays it's not unlikely you would still find some in the arms room of the police station of this small town. Was it sold illegally to the mafia personally or claimed from the cold, dead hands of a veteran officer? Maybe you'll never know.





Companions and Allies:

You don't have to go through this alone. While the vast majority of people seem unaware of the cosmic threat looming over them, some have seen enough to realize that something has to be done before our existence amounts to feeding an ancient hunger. Some are more prepared and dedicated to doing what needs to be done to save us all.

*All of the following **Major Companions** are 200CP and come with **Mortal Determination**, **Mega Mirk** and **Clap Bow Bow Clap Bow** alongside **one free spell of your choice** and their assigned perks. You will have met one another either through a previous investigation, one that you will take on very soon or by sheer chance. It wouldn't be unlikely for them to team up with you immediately assuming both of you had similar goals. You may have known one another before the paranormal became involved.*

Major Companions:

--TRANSFER STUDENT--
移籍学生

Name: KIRIE MINAMI
18 / FEMALE



PERKS: Second Sight and Ghost Connection, as well as one extra free spell.

About: Kirie had always had a strong interest in the occult, dabbling in witchcraft and spells, so when she realized she was being followed by spirits she could hardly contain her excitement despite the dangers. Realizing that her new condition could be related to the strange events around Shiokawa, she decides to put it to use in investigating what's really going on. Partially to help others, of course, but also because her natural curiosity won't let her let this go. Imagine how much she could learn...

-SWIMMING TEAM CAPTAIN-
スイミングチームキャプテン

Name: AIKO TAKAHASHI
18 / FEMALE



PERKS: Hot Bath, Discipline and Fast Swimmer.

About: While swimming on her own, Aiko was nearly killed by the spirit of a drowned man as it held her under the water. Escaping the encounter brought her little relief once she realized the implications of this, and she quickly decided to uncover why this happened to her so that her classmates and friends from the swimming team aren't killed by a furious ghost. Rather level-headed and protective of others, jokingly called the team mom by her teammates.

--YAKUZA DRIVER--
ヤクザドライバー

Name: HARU
25 / MALE



PERKS: CQC Training, Core Strength and Yakuza Card.

ABOUT: Danger in the Yakuza should be expected, but nothing like what Haru and his friends faced in the old abandoned manor they tried to burglarize. A vengeful spirit tore everyone to bloody shreds with only Haru left as the sole survivor. He doesn't think he can ever feel safe again until those horrors are gone for good. He's intimidating looking, but he's a pretty decent guy once you get past that. Swears that he has never killed anyone in his life. Quite a chainsmoker.

--TEEN IDOL--
ティーンアイドル

Name: MIZUKI HAMASAKI
18 / FEMALE



PERKS: Signed Contract and Fame, as well as x8 FNDS.

ABOUT: A young woman possessing an unusual beauty even for her career path and more than enough charm to put it to good use, she is well on her way to becoming the idol she always wanted to be. It can be a little hard to stand out in the current industry, though, so even someone as talented as her needs a schtick, right? When asked about why she decided to take on paranormal investigations, she'll smoothly reply that it would be a very effective boost to her career. You're honestly not sure if she's joking or not.

--PHOTOGRAPHER--

写真家

Name: KOUJI TAGAWA

19 / MALE



PERKS: Fast Hands, Deduction and a free Camera.

ABOUT: An amateur but very talented photographer that's a little shy about himself, but a little arrogant about his abilities with a camera. Initially he had little interest in the rumors going around town, but soon realized the potential of a big scoop and decided to take a look into it only to realize something far more serious was unfolding than a simple government coverup.

--MED STUDENT--

移籍学生

Name: MIMI

22 / FEMALE



PERKS: First Aid, Fast Learner and a free Scalpel, Sewing Kit and Bandages.

ABOUT: A very motivated med student interested in furthering her knowledge. Her ability to treat wounds is very good and rapidly improving and you'll never find a more willing nurse and caretaker. No, seriously...very motivated student. Some might say that she's a little too passionate about human anatomy, death and various occult topics regarding them. She has good intentions, I promise, you'll just have to learn to accept her...quirks.





Name: MIKU
19 / FEMALE



PERKS: Improvise, Looting and Adrenaline.

ABOUT: A rebellious young woman who seems to rebel almost for its own sake. She'll wander the streets at night looking for trouble or to start it, and she does a pretty good job of finishing it too. If a riot ever breaks out, you'll certainly find her throwing bottles at policemen for the hell of it. These frequent antics worry her sweet grandmother greatly, who Miku has a soft spot for...but you didn't hear that from me.



Name: MORIKO ISHII
19 / FEMALE



PERKS: Outdoorsman and Daddy's Girl as well as a free Hunting Shotgun.

ABOUT: When out hunting with her father, they came across a deer with it's flesh ripped in twisted in a way no human or animal could do. Unsettled by the affair, her father has taken a break from hunting and warned his daughter not to look into the matter any further. Sickened by what she saw, Moriko disobeyed her loving father and routinely steals his shotgun to investigate just what kind of monster did the things that keep her up at night.



Name: YASHIRO KAWAJI
26 / MALE



PERKS: Stealth and My Weird Collection as well as a free Bronze Crucifix.

ABOUT: Yashiro was studying at the seminary before he worried his friends and teachers by suddenly leaving the school and going to visit his sister in Shiokawa. He refused to say exactly why he was leaving, but a select few found out he received an urgent letter from his sister. Quite curious, as his sister passed away years ago.

Well, this seems to be about everyone-

"Hey, this is kinda cool. What are you guys up to in here?"

You're not supposed to be here! Ah, whatever.



PERKS: Art Knowledge, Looting and Deduction

ABOUT: Meet your next door neighbor at your apartment. You may or may not already know each other already, but she's able to be chill with just about anyone. She might not look like it, but she's rather good at remembering details like where someone works, what time they do and how to break in. She has kind of a habit of just walking into wherever she wants just to take a look. Like she is with this list. *Right now.*

She doesn't exactly have much of a concept of "breaking and entering" and she has a habit of looking into things

she REALLY shouldn't, but she's a pretty cool and loyal friend to have around and a damn tough cookie. You could do a lot worse.

Monstrous Companions:

While you would likely most benefit from assistance from other humans, strange circumstances from an eldritch invasion are more than possible. Some entities are merely curious rather than murderous, and while it is generally safe to assume ill intentions from creatures from beyond the veil there are a few scarce...exceptions.

Monstrous companions are **100CP**. They are not invincible, but they are capable and have unnatural traits that can give them an edge over the vast majority of humans. You may designate the type of monster - the following examples are just that - examples.

Barring one exception.



Toilet Ghost: An apparition of a young girl slain inside the school's bathroom a few years ago, this spirit seemed largely content to remain in the place of its death while leaving visitors undisturbed. Recent events have made her more active however, and she was reported to be seen by various girls attending the school. She is capable of phasing through physical materials...just forgive her lack of a true face.



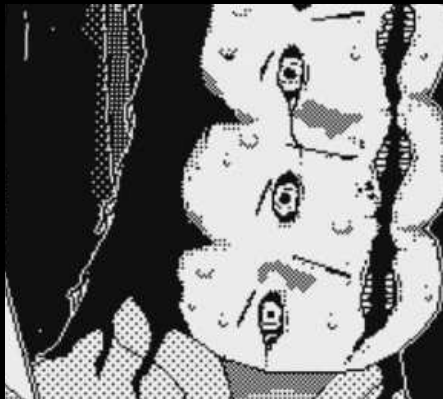
Stalker Girl: This young woman was reported dead in a car accident a few months ago. That was the last that anyone ever heard of her...until now. She seems to have been revived...or reanimated by some unnatural force and is now a bloodsucker able to subsist on and heal herself with human blood. Unfortunately, that isn't the end of it. She seems to be very infatuated with you. Perhaps even downright obsessed. Is she simply protective, or is there something more sinister behind her smile...?



Canus, The Lunar Cat: If it were possible to describe a cat as "gangster", this one would qualify. Capable of speaking human tongues and seems more than familiar with various creatures and forbidden lore, this large sly cat seems intent to follow you around and smugly comment on your activities and vaguely hint at future events. Has a rather nasty scratch thanks to his razor sharp claws that you really don't want to experience.



Bark Woman: A woman who was changed by the forces in the forests of Shiokawa. Unadjusted to the changes that her body that were forced upon her, she has learned to subsist on merely water and sunlight as she camouflaged herself in the forest and remained undetected. Perhaps someone who was used to such unnatural things could help her out a little?



Scissor Woman: More of a curse than a separate entity, the Scissor Woman is not an enemy to be destroyed, but something to be banished only for it to return and kill yet again. A botched ritual in the past however seems to have given this separate woman a physical form. A being created from such a malicious entity has no understanding of how to exist outside of it - maybe it can be of some help? *It's rather handy with a pair of scissors after all...*



A picture...: You're not entirely sure what you're looking at when you find this mysterious photo, but when you look into the faceless woman's eyes you almost *feel her looking back*. The feeling persists long after you stop looking at it and go about your daily activities. Soon it feels like you're being watched *everywhere*, and even in your very dreams you feel as if you can see her.

You see her in mirrors. Signs. You sometimes feel as if you saw her on the computer screen in your room for just a second before you make a double take and confirm there was nothing actually there. You think. This goes on for weeks and weeks, until when you're walking home alone one night and every light in sight goes out - including the very moon - leaving you isolated in total darkness. Until you see her.

[I'VE FINALLY FOUND YOU]



Something Sorta Evil: Oh, thank goodness. I'd hate for you to be snuffed out so quickly by a truly dangerous entity like that. It really did seem to have some kind of obsession for you, though, and I managed to distill those desires into a brand new form outside of it before helping it forget you.

For now, anyways.

What stands before you when the lights return is a faceless young woman with quite an obsession with you. Capable of slowly sucking the life and sanity out of her enemies and keeping it for herself or transferring it to you, she seems intent on staying by your side...at all times. She'll take whatever she needs from others to keep you alive, so stay in good condition for the good of everyone around you. Sadly, she can be killed by conventional means, but she's as durable as monsters typically are in this world.

...

...

What do you mean you want the *real* one? Are you stupid? Sick in the head? Of course you are, that would be the only reason you'd seriously ask me that. Oh well, don't say I didn't warn you.



Something Truly Evil (+200CP): A truly ancient and merciless entity that infests its victim's subconscious as it hunts them down to feed on their essence and soul until they die. They have the power to easily destroy any they chose to haunt, but they instead prefer to drain them until they are at their breaking point before disappearing and giving them a head start to chase them again. Is it toying with you, or merely being pragmatic and milking you for all you're worth? You may never truly find out. Be thankful it will

never truly kill you itself, but something attacking you while on the verge of death...?

Minor Companions:

These are allies that don't have much of any access to supernatural powers or items - common humans in the face of annihilation. Still, they may yet be of use to you.

You may create any mundane human or animal that is frequently kept as a pet. but you may also purchase any of the minor allies you might be familiar with from this universe.

Either way, this costs **50CP**.

Below are some examples of the allies you might expect.



Iwa: A physically powerful chef with aspirations of an acting career. He has a bright future, although he may not be terribly thrilled about some of the movies that he'll have to do to get his career going. A movie about the Tooth Fairy? Who even wants to watch that...?



Dog: You've gained the companionship of a Shiba Inu, the most powerful breed of dogs in the universe. Having already mastered space travel, the Xenoshibas are ready to pluck the most impressive humans to repopulate their race after their destruction. However, this one seems content with treats, regular belly rubs and finding hidden items for you with it's good sense of smell.



Fujinko: A delinquent who wouldn't mind teaching you how to fight hard and dirty, assuming you were willing to buy her some alcohol now and again - her fake ID isn't the best. Preferred weapon is a broken bottle she literally just picked up off the ground. Good for stabbin' and throwin'.



Companion Import:

The comfort of old comrades is surely tempting in a situation like this. You may import or create companions for 50CP individually, or pay 300 to import 8 for a full team. Regardless of what you pay, each imported companion receives 400CP to do what they will with. They receive all the standard freebies and discounts.





Drawbacks:

It's a bad time to be out of CP. Does your desperation for survival or greed truly drive you to make things even more grim for you? Fortunately, there is a company that specializes in cases like yours. This associate will provide you what you desire, but will the cost be worth it when you realize what you're really signed away?

Genuine Retro Graphics (+100CP or +200CP): Have these visuals charmed you enough to see them for the remainder of your stay? If so, your vision may be reduced to seeing a 2-bit rendition of the world. You may choose the color scheme available to you to break up the monotony however. If you choose the 200CP version, you are stuck with the blacks and whites of 1-bit. Very nostalgic, but also very potentially dangerous.

Random Events (+100CP): The things that happen to you don't seem to quite make sense in the order that they occur. You'll be pickpocketed by a criminal while searching the middle of the woods and not even realize what was wrong with that as if you were in the crowded streets. Receiving phone calls while in an alternate dimension? Entirely normal. You can still respond to the events normally as they happen, though you will find nothing odd about them until it's too late.

Jumper's Obsession (+200CP): Like a certain med student, you are deeply interested in a topic, hobby or profession to a point where it is no longer healthy for your mental state. You will think of it constantly, and sometimes in the most macabre way possible. This will not cause you to commit heinous acts by itself, but it will interfere with your personal life to some degree and bleed into many of your thoughts. It could be tolerable or even endearing to some but they are likely in the minority.

Cult Territory Battles (+200CP): Good news - the cults to the different Old Gods are a little too busy squabbling and battling amongst each other to properly dedicate a great deal of resources combatting you. This also means the local police are awfully busy trying to stop this to investigate any of the obviously illegal things happening around town that are of your doing. Bad news - the cults also have plenty of affected parties supplying them with weapons including firearms and they are not afraid to use them. Wandering around town is going to be an easy way to get shot either in confusion or on purpose as a sacrifice to their god. Keep your head down as best you can.



forbidden taste of human flesh and find that you desire it again very strongly.

+Curse (+200CP): You have been afflicted with some illness or curse the very day you began your struggle. A sudden betrayal by a friend has left you feverishly distrustful of most people, or cultists managed to pin you down long enough to carve horrible runes around one of your eyes in order to make your spells bring their god faster to this world. Maybe you've gotten the



Addiction (+200CP): You've become hopelessly addicted to a particular substance whether it be a drug or the bottle. You will inevitably spend precious money on this unhealthy commodity and waste time indulging yourself. While it may be good for your mind in the short term, there is no better time to kick a bad habit than the end of the world, and you just can't.



Knight Errant (+400CP): You can't save everyone. Especially now, when eldritch beings do their dirty work with almost everyone none the wiser. Unfortunately, you just can't seem to grasp this concept, every tiny failure to help or

save others stabbing at your sanity like a thousand knives. While such a pure heart might be admirable in any other circumstance, your inability to accept tragedy and loss could very well break you before creatures and the occult do.



Medical History (+400CP): Your health has been poor ever since you were a child, and after much time navigating the healthcare system you've finally sworn off of it, damn what comes.

You'll be extremely hesitant to go to a doctor, and even if you do you'll frequently insist on self treatment at home. What's worse, severe wounds just seem to come easier for you, leaving yourself doing amateur surgery on yourself at home.



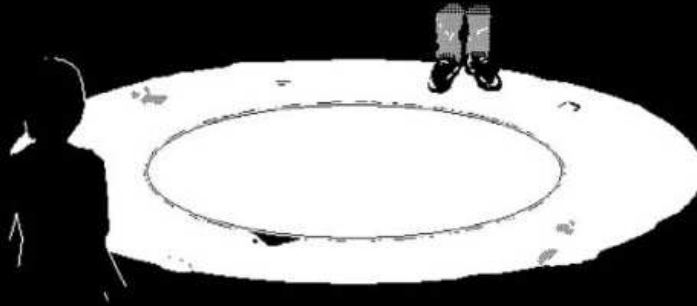
Hunted by the Cult (+400CP): You managed to get away from them again, a failure to their Old God that they will not allow again. You have a powerful cult trying to track and kill

you, whether in an impromptu assassination or as a sacrifice. They have plenty of goons to look for you, and some are even armed with firearms. Tread carefully, for they practically own some grounds you must tread.



Seventh Curse (+400CP): You had the grave misfortune of being born into a family cursed long ago. Everyone that you grow close to will suddenly die, forcing you to build

a wall between yourself and everyone to protect them. Acquiring party members will prove to be absolutely impossible as everyone who agrees to help you personally soon dies in a tragic accident.



Double Summoning (+600CP, may be taken multiple times if suicidal)

One of the worst case scenarios has played out - another one of the Old Gods is coming for this dimension as the result of two powerful cults of different Gods collaborating! You will now have to deal with the detrimental effects of both Gods at the same time! How tragic it would be to stop one Old God successfully only to fail against the other...

The End:

You finally leave the world of evil and cosmic horrors behind, either damaged by the affair or remaining strong...ready for more adventure despite what you have seen. Either way, any mental ailments or curses that plagued you from your battles will be fixed - as will the case be with your companions new or old.



Go Home: Whether through your failure to stop the Old God's awakening, you will return home to a place with no such horrors. You may keep everything you've acquired so far as a parting gift. May your mind find the peace it craves.



Stay Here: You really want to stay here? The Old Gods are hardly ever permanently defeated, but perhaps that is why you wish to stay in the first place? To volunteer to keep that at bay? In any case, I wish you the best of luck with your endeavors.



Move On: You've succeeded in what some deemed to be impossible, and you have no intentions of stopping here. You move on to your next adventure.

Notes:



FUCK CULTISTS, FUCK MONSTERS AND FUCK OLD GODS

- Made by the ~~Xeneshibas~~ Karl_Franz
 - The investigations can either be canonical ones or a story of your own creation. Lovecraftian or Junji Ito vibes preferred.
 - All girls are best girl.
 - Thanks to panstasz for making this cool ass game and all the art I stole to make this.
 - Thanks to Jeane, the CEO of Moriko for making the artwork for the Semi-Automatic Handgun as well as touching up the Something Sorta Evil pic for me.
-
- If you managed to survive the whole thing with Something Truly Evil, she can be turned into an equally strong version of Something Sorta Evil or kept as is, in case you're an absolute lunatic.