

妖怪

The Yōkai Bestiary

for Seekers Beyond the Shroud



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The Yōkai Bestiary is an independent production by I.D.F. and as such it has no affiliation with Exalted Funeral or Blackoath Entertainment.

Bibliography

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Illustrated: The Yokai Encyclopedias of

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Image credits

Mokumokuren, Ninmenju, Nūrihyon,

Mōryō, Kyōkotsu, and Tesso by Toriyama

Sekien.

How to use this bestiary

This bestiary extends and substitutes the generic Yōkai foe of Seekers Beyond the Shroud with 24 new creatures.

When you get a Yōkai foe from Seekers Beyond the Shroud...

a) Roll a d24 on the General Yōkai table and use the new yōkai instead.

or

b) Go to the appropriate site depending on your mission and roll a d4 to get a more thematic yōkai (recommended method).

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General Yōkai table

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Abandoned Complex

1- Mokumokuren (eyes everywhere)

From the ceilings and walls of narrow hallways and dusty corners you get this feeling that someone or something is watching you. These hundred whimsical eyes follow your every move and make you wonder when they started to watch you or if you have ever really been left alone.

STR	DEX	CON	WIL	INT	CHA
5	15	8	18	15	10
HP	VP	Awareness		Initiative	
80	180	80		9	

Unique Skill: *Always Watching.* You have to win the initiative round by 10 or more to surprise this yōkai. *Infinite eyes.* Every turn the Mokumokuren adds an eye to its structure, increasing its initiative by 1.

Spells: *Shadow Slash* (20VP) d10 + 15 damage.

2- Nuppeppō

A shapeless viscous blob of meat with a wrinkled face and two pairs of limbs, you can definitely know that it's coming due to the fetid smell of rotten meat.

STR	DEX	CON	WIL	INT	CHA
12	12	13	13	10	5
HP	VP	Awareness		Initiative	
130	90	10		10	

Unique Skill: *Stinky Body.* There is a 25% chance that your melee weapon will get stuck in Nuppeppō's body. You lose it for the duration of the combat.

Attacks: Smack (d10 + 10 damage)

3- Kudan (human-faced bovine)

At unsettled, hectic times these mysterious yōkai, human face, body of a cow or bull, will appear. The Kudan have a short lifespan, upon being born they will pronounce a prophecy, that will always become true, and then die. Roll on the prophecy generator, the effects last one day:

"Thee shalt (d10) 1-5) fail/loseth, 6-10) winneth/gain:"



(d10) 1- initiative checks, 2- persuasion checks, 3- perception checks, 4- d100 x d100, 5- d10 sanity, 6- (-/+) 1 on a stat (permanent), 7- (-/+) 10 offensive skills, 8- (-/+) 10 defensive skills, 9- (-/+) 5 non-combat skills, 10- an item (discard from equipment or roll on the Valuables table); *as I, the Kudan, guarantee and seal thy destiny with mine own life."*

4- Uwan

A mysterious yōkai that haunts abandoned places, unexpedly emerging from the walls. It has a human-like appearance with a grotesque face, hands with three fingers ending in claws and its teeth are black. Some Orders would pay a large sum of obols to obtain more information about this yōkai.

STR	DEX	CON	WIL	INT	CHA
12	12	13	13	10	5
HP	VP	Awareness		Initiative	
130	90	10		10	

Unique Skill: *Walk the Walls.* The Uwan can move between the walls, increasing its ability to avoid the attacks of their targets. The target suffers a -10 penalty to all its offensive skills.

Attacks: Backstab (d10 + 20 damage)



Ancient Ruins

1- Noderabō (Nodera's monk)

An old priest wearing rags, with a face resembling one of a mole, its clothes are covered with soil due to having spent a long time underground. It is looking for the bell of the Nodera temple, which had been buried by the priest a long time ago during an unstable war period to protect it from marauders. The Noderabō has been on an endless search around the world for the bell ever since it became a yōkai. If you look suspicious, the Noderabō will take you for a looter and attack.

The Nodera temple and its bell did exist, but the bell was melted for resources during World War II.

STR	DEX	CON	WIL	INT	CHA
14	12	14	10	12	11
HP	VP	Awareness		Initiative	
140	100	10		12	

Vulnerable: water

Equipment: Tessen (d10 +15 damage)

2- Ninmenju (human-face tree)

A tree that bears fruits which look like human heads. They are always laughing and smiling, and if they laugh a lot they will fall off the tree to rot on the ground. Do not try to eat these face-fruits.

STR	DEX	CON	WIL	INT	CHA
15	11	12	12	11	10
HP	VP	Awareness		Initiative	
120	120	5		9	

Vulnerable: fire

Spells: *Roll over laughing* (40VP). Causes an unbearable laughter to the target, which cannot act in two turns.

Attacks: Branch slash (2d10 damage)

3- Kijimunā

Small trickster yōkai about the size of a child, they have red hair and usually live on trees, they like to eat the eyes of dead fish.

If using the *Making Combat Less Deadly Rules*, +2 on the NPC reaction table.

STR	DEX	CON	WIL	INT	CHA
15	14	12	13	15	11
HP	VP	Awareness		Initiative	
120	120	20		12	

Spells: *Trick* (50VP) swaps the target's offensive skill points with the defensive skills points.

Attacks: Scrape (d10 +15 damage)

4- Sesshō-seki (life-taking stone)

An old stone taking the form of a fox with many tails. This fox was known as the Tamano-no-mae (the lady Tamano), the nine-tailed fox, which was one of the most dangerous and powerful yōkai. When she was killed the corpse transformed into a stone which still preserves the deadly powers of its previous yōkai incarnation.

STR	DEX	CON	WIL	INT	CHA
10	5	20	20	15	10
HP	VP	Awareness		Initiative	
20	20	5		5	

Unique Skills: *Take Life*. Causes instant death to anybody in melee range. *Hard as a Rock*. Discard d20 + 5 damage points every time you deal damage to the Sesshō-seki.

Spells: Harm, Drain Vitality, Steal Power.

House

1- Amazake-babaa (the grandma of amazake)

An adorable old grandma with her gray hair tidily put into a bun. She will politely ask you for a cup of *amazake* (sweet, low-alcohol drink), but if you answer her you will be poisoned.

STR	DEX	CON	WIL	INT	CHA
10	10	11	15	15	16
HP	VP	Awareness		Initiative	
110	150	10		10	

Unique Skills: *Trigger disease*. While engaged in combat you will be poisoned if you cast any Verbal spell. *Remorse*. Lose 10 Order points if you kill her.

Spells: *Poisoning Atmosphere* (50 VP). Poisons the target. Won't use if the target is already poisoned.

Attacks: Slap (d10 + 5 damage, 50% poisoning chance), Slipper throw (twice, d10 + 10 damage)

2- Nurarihyon

A short bald monk with an ostensibly big head wearing traditional clothes and a fan, it has a tendency to sneak into other people's houses and drink their beverages. It is known to be the leader of the yōkai.

STR	DEX	CON	WIL	INT	CHA
17	18	16	18	17	17
HP	VP	Awareness		Initiative	
160	180	25		18	

Unique Skill: *Command subordinates*. Used once at the beginning of combat. Roll twice on the *General Yōkai Table* and face those yōkai (discard the result and reroll if you get any Nurarihyon, Nurikabe or Kudan). The Nurarihyon will only attack once its subordinates are defeated.

Spells: Razor Barrier, Focus, Shield, Shroud.

Equipment: Katana (2d10 + 20 damage)

3- Kasa-obake

An umbrella that has become a yōkai after being abandoned for one hundred years. It has a



bird-like leg instead of a handle, a single big eye without an eyelid, two skeletal arms and tongue so long that it reaches the floor.

STR	DEX	CON	WIL	INT	CHA
12	12	12	12	12	12
HP	VP	Awareness		Initiative	
120	120	10		12	

Vulnerable: wind

Attacks: Umbrella punch (d10 + 10 damage)

4- Yanari (house-creakers)

These small horned creatures revolve underneath the flooring causing loud creaks without being seen. Their favourite time is the hour of the ox (from 2 to 2:30AM) but they may also be inspired to haunt people at any other hours.

STR	DEX	CON	WIL	INT	CHA
15	12	9	12	13	12
HP	VP	Awareness		Initiative	
90	120	15		13	

Spells: *Shake floor* (20VP). Makes the ground around the target shake in an uncontrollable manner. The target falls and loses a turn.

Attacks: Throw boulders (d10 [+10 if wood, +20 if stone] damage, depending on the floor), they break the floor above where they hide and throw pieces of it to the target.



Museum

1- Tsukumogami

Tsukumogami is a general term to refer to all the yōkai created from items that have reached one hundred years and obtain a spirit that possesses them. Roll to know which object has been possessed: 1- painting, 2- sculpture, 3- fossil, 4- bones, 5- manuscript, 6- urn, 7- piece of jewelry, 8- suit of armour, 9- carpet, 10- piece of furniture.

STR	DEX	CON	WIL	INT	CHA
12	12	12	12	12	12
HP	VP	Awareness		Initiative	
120	120	10		12	

Attacks: Punch (d10 +15 damage)

If you defeat the Tsukumogami and it took the form of a manuscript roll a d10: 1- is an Alchemical Treatise, 2- is a Grimoire.

2- Mōryō

A small crimson skin yōkai with deep red eyes and long ears, it died due to a chronic illness a long time ago. The smell of death has drawn this creature to this place, and it is looking forward to having a feast on livers and brains, which were

known to have healing properties in the Edo era. If they cannot find any, be aware that it isn't that difficult for them to turn a human into a corpse.

STR	DEX	CON	WIL	INT	CHA
14	14	14	12	10	10
HP	VP	Awareness		Initiative	
140	120	10		12	

Attacks: Rip skin (d10 +20 damage)

3- Noppera-bō

A perfectly human-like yōkai that will ask you: "I'm looking for my son, have you seen him? He looks like this" to then turn faceless, its head resembling an egg, no eyes, mouth or ears.

Upon encountering a Noppera-bō pass a WILL test or lose 2d10 Sanity.

Use the equipment, attacks and stats as a Guard (Seekers p. 129).

Unique Skill: *Shapeshift*. Upon engaging in combat the Noppera-bō will take the face of a loved one. If you kill them, lose 10 Order points.

4- Tsuchigumo (earth spider)

On first sight, a remarkably beautiful woman that ogle you, then, a murderous giant spider. Pass a WILL test or automatically critically lose the initiative of the engagement round.

STR	DEX	CON	WIL	INT	CHA
15	15	16	13	12	16
HP	VP	Awareness		Initiative	
160	130	10		13	

Unique Skill: *Arachnid Swarm*. When it's HP drops below 25% it will call for help, d2 small spiders will join the combat (stats below). The Tsuchigumo won't attack until the small spiders are defeated.

Attacks: Bite (d10 +15), Shoot Web (2d10 + 10)

Small Spider. A big spider in general terms, but small compared to the Tsuchigumo's size.

STR	DEX	CON	WIL	INT	CHA
7	7	8	6	6	8
HP	VP	Awareness		Initiative	
80	60	10		15	

Attaks: Bite (d10 + 10 damage)

Sect's Sanctum

1- Oni (demon or ogre)

A giant and muscular humanlike yōkai, with red skin, hands ending in crawls, sharp fangs and a pair of black horns, only wearing a loincloth. Their faces always show a grimace smile, they're wondering how you will look like after they smash you with their iron staffs. They are extremely dangerous. If you can give them alcohol, pass a Persuasion check to avoid combat.

If using the *Making Combat Less Deadly Rules*, Onis are always Hostile.

STR	DEX	CON	WIL	INT	CHA
19	12	17	10	8	6
HP	VP	Awareness		Initiative	
170	100	10		10	

Unique skills: *Berserker*. When their HP drops to 50% its offensive abilities increase by 20%. *Sake lover*. The Oni will spend one turn every two drinking sake after the 10th turn.

Spells: *Lighting Strike* (50VP). The Oni invokes lighting and directs it to its target (2d10 damage, 50% chance to cause paralysis). Won't use it twice in a row.

Attacks: Smash (2d10 + 10 damage)

Equipment: 5 bottles of sake (130ø each)

2- Kyōkotsu (crazybones)

A yōkai that appears near portals to other worlds, such as wells and has been created due to extreme grudge. It is a ghostly figure with a skeletal face that makes you see things that aren't there and that you shouldn't see, causing extreme terror. Upon encountering a Kyōkotsu pass a WILL test or lose 2d10 + 5 Sanity.

STR	DEX	CON	WIL	INT	CHA
4	16	13	18	17	10
HP	VP	Awareness		Initiative	
130	180	10		10	

Unique Skill: *Ethereal Existence*. Reduces d10 + 5 damage points from all physical attacks.

Spells: Drain Vitality, Wither Mind.



3- Baku (dream-eater)

A kind yōkai similar to a tapir that feeds on nightmares and gives good fortune. A piece of parchment will appear, if you can draw a picture of it (DEX test) you may use this charm to restore d10 Sanity or d10 HP once. If using the *Making Combat Less Deadly Rules*, Bakus are always Indifferent.

Attacks and stats as a Guard Dog (Seekers p. 130).

4- Zashiki-Warashi (house familiar)

House spirit yōkai that will protect the household where it has taken residence, it will also bring good fortune. It looks like a child in a kimono.

If using the *Making Combat Less Deadly Rules*, they are always Unfriendly.

STR	DEX	CON	WIL	INT	CHA
8	12	9	15	15	13
HP	VP	Awareness		Initiative	
90	1500	15		15	

Unique Skill: *Twist Luck*. When the target rolls for offensive skills, roll twice and take the worst result.

Equipment: Tanto (d10 + 5 damage)



Sewers & City Tunnels

1- Kappa

Green half reptile, half human-like slimy creature with a carapace, with webbed hands and feet and a monk style haircut that reveals a concave bowl-like space where water is stored. They are always causing trouble in a playful way but they can become very violent.

If using the *Making Combat Less Deadly Rules*, +2 on the NPC reaction table.

STR	DEX	CON	WIL	INT	CHA
15	14	12	13	15	11
HP	VP	Awareness		Initiative	
120	120	20		12	

Vulnerable: Fire

Immune: Water

Attacks: Gnaw (d10 + 20 damage)

2- Akaname

These childlike creatures crawl on their hands and knees and appear at the most filthy places. They love to lick scum with their thick snake-like tongues.

STR	DEX	CON	WIL	INT	CHA
12	14	12	12	10	9
HP	VP	Awareness		Initiative	
120	120	25		13	

Unique skill: *Cause Revulsion*. The target loses one turn every three due to the nausea that the Akaname causes them.

Attacks: Lick (d10 + 10 damage), Spit (d10 + 10 damage)

3- Tesso

A swarm of rats that were once a priest who bore a grudge against an emperor that tricked him. The priest went into a fast for one hundred days to curse the emperor's son and after his death, his grudge became a giant rat.

STR	DEX	CON	WIL	INT	CHA
14	15	8	12	10	10
HP	VP	Awareness		Initiative	
80	120	25		14	

Attacks: Bite (d10 + 10 damage, 50% poisoning chance)

4- Nurikabe

An ominous wall too tall to go over it, and too wide to go around it. You cannot attack it and it won't cause you any harm but the path beyond this point is blocked.

If you are in a Search Mission you may search this location. If you haven't found your target, an alternative path is not possible and all the previous locations have been already searched, the mission is a failure.

STR	DEX	CON	WIL	INT	CHA
20	5	20	20	5	4
HP	VP	Awareness		Initiative	
200	200	10		1	