

# SHADOW SCAR

## New Age Enemies



Dolan Pondsmith

### Credits

**Writing:** Cody Pondsmith  
**Art:** Dolan Pondsmith  
**Layout:** Cody Pondsmith  
**Editing:** Cody Pondsmith

### Legal

Copyright © 2026 by R. Talsorian Games, Inc. All rights reserved under the Universal Copyrights Convention. All situations, governments, and people herein are fictional. Any similarities portrayed herein without satiric intent are strictly coincidental.

# New Age Enemies

Yomi's influence isn't what created all yokai but it has become a powerful corrupting force since the death of Izanami. Many yokai like dodomeki, futakuchijin, and yukijin are born from humans who are cursed or die terrible deaths. The yokai will often kidnap humans and subject them to terrible deaths to create more monsters.

Similarly, some yokai are born from items that are neglected or just grow very old. Yomi's magic gives them sapience and a body that they can move around with. These tsukumogami are dangerous because any item could become one at any moment.

Finally, there are many yokai that were born from negative events or the overwhelm dread of something. Yokai like Ao Andon and Gashadokuro are born from powerful fear and mass killings.

The Shadow Scar Agency thought they had the yokai pinned down but recently new phenomena have been cropping up. These "new age" enemies are yokai born from concepts more common in other worlds and they have started to make an appearance on the battlefields of the Veil War. While they themselves aren't all that difficult to handle, their existence poses a problem. If new types of yokai can be born than how many are still yet to be discovered.

## The Yokai

This DLC presents 4 new yokai, one from each threat rating. These new yokai are based on "modern" concepts such as cars and electric lights as well as universal concepts like debt. They are just as dangerous as any of the other yokai and can be deployed as such.

Among the yokai's forces, these new age enemies are considered strange and disconcerting to many. They are never before seen entities that the yokai have no point of reference. That being said, the power of Yomi keeps them all working together well enough.

## Fuguai

Fuguai are the result of Yomi's magic personifying the little everyday glitches and hitches that sometimes plague people when working on computers. They are physically very weak yokai. Unable to project themselves out of an electronic network. If you destroy the machine you kill the fuguai. However, fuguai are very fast and very sneaky. They can transfer from one network to another at light speed and can remain hidden in a machine for long periods of time. Their most dangerous capabilities are their ability to download great amounts of data, which makes them excellent spies, and their ability to destroy a computer from the inside out. With this last ability they can wreak havoc on worlds like Refuge where computers are a lifeline for society.

## Dentou

Dentou are spirits of light that dwell within sources of light such as oil lamps on the streets of Steel Courts London or electric street lights in 5th Street. They are ambush predators who can lie in wait inside a light source for hours until their prey lets their guard down. Once they have their prey where they want them they create a bright flash to blind them and finish them off with a spray of sparking spit.

A dentou's most dangerous ability however is their Spray of Light Mikkyo, which allows them to cover a nearby character in light particles. While covered by these light particles, a person glows brightly and is incapable of going unseen. This ability makes the dentou a very dangerous enemy for shinobi who need to remain in the shadows to defeat their enemies.

## Kuruma

Kuruma are monsters born from neglected automobiles. With Yomi's magic they grow arms and legs and sprout a mouth filled with razor sharp teeth.

Kuruma are apex predators who's claws and jaws deal a lot of damage. They are also capable of retracting their limbs and rolling around on their wheels, making them as fast as the car they once were. In this form they like to run over their opponents. They also like to lure unsuspecting people into their cabs and lock them in. Once they are locked in, the Kuruma can take them wherever it pleases or use its vents to fill their cab with noxious fumes. A kuruma can also breath these toxic fumes in a cloud, catching many enemies in its noxious breath and poisoning them.

## Shakkin

Shakkin are the personification of debt and surprise bills, making them common in all worlds. They are the physical manifestation of the dread you feel when you get a bill in the mail and have no idea where it came from.

While shakkin are moderately dangerous in physical combat their true terror comes from their ability of theft. A shakkin can magically swipe an item from a person within a certain distance, instantly transporting the chosen item to its hand. Most often, once it does this, the shakkin will place that item into its bottomless pockets where it keeps everything it takes. Only a shakkin can reliably get things out of its own pockets meaning that an item lost in it's pockets is lost for good unless someone can kill the shakkin and spend the time going through its pockets.

However, shakkin do have a weakness. They are compelled to make trades with those who have the money to "buy" their things back. If you can offer the money the shakkin must return your belongings. That being said, the shakkin's third ability makes this a dicey route. Shakkin can cause handfulls of money to explode like grenades, spraying the currency everywhere as deadly shrapnel.

**Name** Fuguai

**Type**  
Yuurei

**Threat Ranking**  
◆

**Information**

Fuguai are the result of Yomi's influence taking control of the sort of everyday computer malfunction that cause office workers and professional gamers to tear their hair out. Fuguai are not inherently a physical threat but they are deployed by the yokai to steal information and erase evidence. As long as there are systems nearby, a Fuguai can hop around very quickly erasing data and downloading files at lightning speed.

**Special Senses**  
None

**Armor**  
0

**Vitality**  
See Digital Body

**Ki Reserve**  
3

**Speed**  
See Digital Body

**Mind**

◆◆◆◆◆
Awareness ◆◆◆◆
Disguise ◆◆◆◆
Engineering ◆◆◆◆
Knowledge ◆◆◆◆
Marksmanship ◆◆◆◆
Medicine ◆◆◆◆

**Body**

◆◆◆◆◆
Athletics ◆◆◆◆
Endurance ◆◆◆◆
Maneuvering ◆◆◆◆
Melee ◆◆◆◆
Stealth ◆◆◆◆
Strength ◆◆◆◆

**Spirit**

◆◆◆◆◆
Artistry ◆◆◆◆
Insight ◆◆◆◆
Focus ◆◆◆◆
Manipulation ◆◆◆◆
Performance ◆◆◆◆
Resistance ◆◆◆◆



Dolan Pondsmith

**Quirks**

**Digital Body**

A fuguai only exists within technology with computing systems. While in a system the fuguai can control the object. A fuguai has no Vitality. Instead a character must destroy the piece of technology the fuguai. Finally, to move a fuguai must take a Movement Action to move to another system within 50ft.

**Download**

A fuguai can download data from a system by taking an Action. The Storyteller can always determine that the fuguai requires multiple Actions to download truly massive files. Once this information has been downloaded the fuguai can reference it at any time. If a fuguai doesn't purge its mind once every day it suffers the Disorganized Quirk until it does purge its memory of all downloaded information.

**Disorganized**

If a fuguai hasn't purged its mind of information it gained through its Download Quirk within 1 day the information begins to overload its mind. This causes the fuguai to suffer from constant hallucinations which make it difficult for the fuguai to tell what is and isn't real.

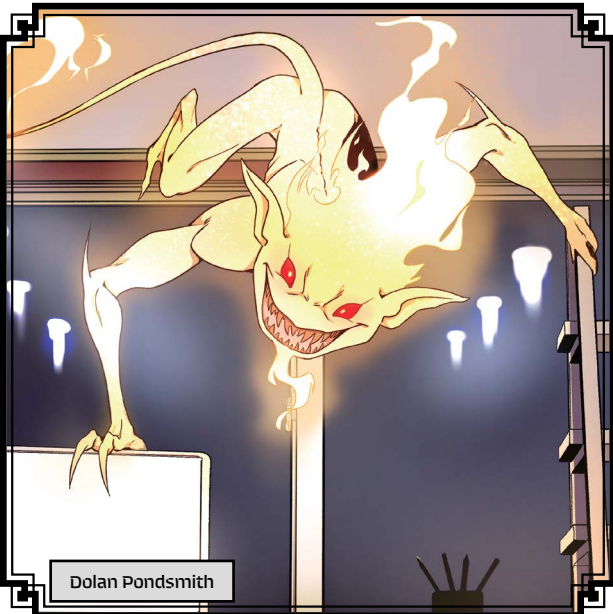
**Scattered**

A fuguai's mental faculties are inherently scattered. When a fuguai suffers a Mental State, they additionally suffer an additional Mental State determined by the Storyteller.

**Mikkyo**

**Data Death Virus (3 Ki Point)**

While inside a system a fuguai can spend one Action to plant a virus in the system. Over the course of 3 turns, the virus destroys all data present in the system. To end this destruction, a character must make a Knowledge Check against the fuguai's Focus Check. Every turn the data death virus is active a third of the total data on the system is destroyed. The Storyteller decides what has been deleted during this time.



Dolan Pondsmith

### Quirks

#### Hide in Light

By taking an Action a dentou can merge itself with a source of light such as a street lamp or a candle. While merged with this light, the dentou is undetectable and cannot be targeted by attacks but they cannot take Actions other than the Analyze, Preparation, and Recovery Actions. If the source of light is destroyed the dentou is forced out of it.

#### Glowing Form

When not concealed by its kamen, a dentou's body emits a bright glow which lights a 25ft radius area around it. By taking an Action, the dentou can dim this light to only light a 5ft area around it until the beginning of its next Turn.

#### Shy

A dentou must make a Challenging (3) Resistance Check whenever they want to interact with a stranger or whenever they are seen by a person. If they fail they cannot speak or must take their Actions to hide.

### Mikkyo

#### Flare (1 Ki Points)

A dentou can make a Focus Check to emit a flare of bright light, forcing all characters within a 25ft radius area, not behind cover, and not suffering the Blinded Condition to make an Opposed Endurance Check or suffer the Blinded Condition until the beginning of their next Turn.

#### Spray of Light (3 Ki Points)

A dentou can make a Focus Check to spray light at a target within 25ft. This character must make an Opposed Athletics Check or be covered with light particles for 10 minutes. During this time, the character emits enough light that they cannot make Stealth Checks.

Name

Dentou

Type

Yokai

Threat Ranking



### Information

Dentou are the result of Yomi's magic personifying the flickering lights of street lamps at night. They are small, creatures made of light that move quickly through the night, shining like a beacon. While they are incapable of stealth, they can hide in sources of light such as lamps. Their most dangerous feature is their ability to spray light on an agent, making them glow too brightly to go unseen.

### Special Senses

None

Armor

0

Vitality

16

Ki Reserve

6

Speed

50ft

Mind



Body



Spirit



Awareness



Athletics



Artistry



Disguise



Endurance



Insight



Engineering



Maneuvering



Focus



Knowledge



Melee



Manipulation



Marksmanship



Stealth



Performance



Medicine



Strength



Resistance



### Weaponry

Name	Damage	Range	Traits
Crackling Spit	3	Spread Shot	None

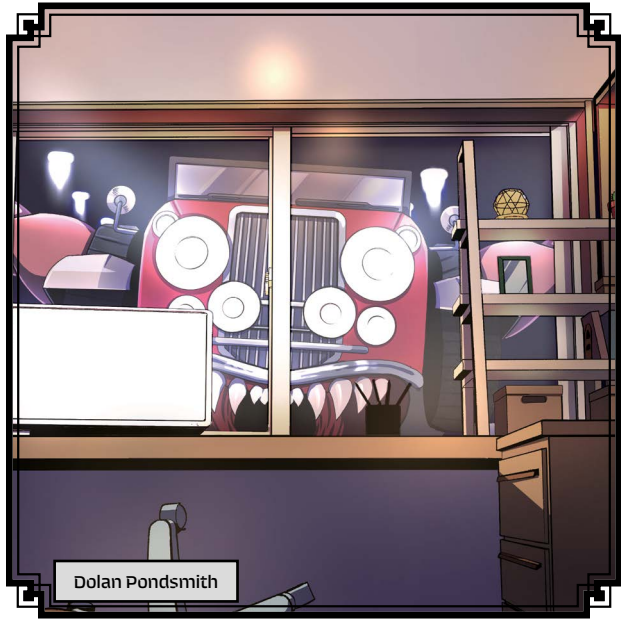
**Name** Kuruma

**Type**  
Yokai

**Threat Ranking**  
◆◆◆

**Information**

Kuruma are the result of Yomi's magic taking control of an especially old or poorly maintained car. They are large, bulky yokai that resemble the original car with arms and legs sprouting from the wheels, eyes instead of headlights, and a tooth full of teeth in their hood. Their jaws and claws are dangerous but even more so is their ability to breath out clouds of noxious exhaust.



**Special Senses**  
None

**Armor**  
1

**Vitality**  
36

**Ki Reserve**  
6

**Speed**  
60ft

**Mind**  
◆◆◆◆◆

**Body**  
◆◆◆◆◆

**Spirit**  
◆◆◆◆◆

Awareness  
◆◆◆◆

Athletics  
◆◆◆◆

Artistry  
◆◆◆

Disguise  
◆◆◆◆

Endurance  
◆◆◆◆

Insight  
◆◆◆◆

Engineering  
◆◆◆◆

Maneuvering  
◆◆◆◆

Focus  
◆◆◆◆

Knowledge  
◆◆◆◆

Melee  
◆◆◆◆

Manipulation  
◆◆◆◆

Marksmanship  
◆◆◆◆

Stealth  
◆◆◆◆

Performance  
◆◆◆◆

Medicine  
◆◆◆◆

Strength  
◆◆◆◆

Resistance  
◆◆◆◆

**Weaponry**

Name	Damage	Range	Traits
Claws	3	Melee	Heavy Strike, Twin Weapon
Jaws	5	Melee	Unrelenting

**Quirks**

**Cabin Compartment**  
A kuruma can lock its doors, trapping any character inside the kuruma. The only way to escape the kuruma is to either deal 10 points of Damage to the kuruma to break a window or make an Opposed Strength Check against the kuruma to open the door. The inside of a kuruma has 2 points of armor.

**Crawling**  
A kuruma cannot climb, jump, swim, or use its Claws in its natural state. To do so, the kuruma must extend limbs from its wheels and crawl along the ground. While in this form, the kuruma lowers its speed to 25ft, cannot use its Ramming Speed Advantage.

**Ramming Speed**  
When a kuruma passes through a character's space, that character must make an Opposed Athletics Check against the kuruma or take 5 points of Damage and suffer the Prone Condition.

**Tsukumogami**  
A kuruma can take an Action to shift in or out of a card disguise. While in this disguise, anyone looking at the kuruma requires a Heroic (6) Awareness Check to see that it isn't a normal car.

**Mikkyo**

**Exhaust Breathe (3 Ki Point)**  
A kuruma can make a Focus Check to exhale a cloud of noxious exhaust at all characters in a 30ft radius area adjacent to them. Any of these characters who fail an opposed Endurance Check suffer from the Blinded Condition until they take 2 consecutive Actions to clear their eyes, and are poisoned. While Poisoned, a character takes 2 Points of Damage at the beginning of each of their Turns until they make a Difficult (4) Endurance Check.

**Nitro (1 Ki Point)**  
By taking an Action, a kuruma can power itself with magic, increasing its speed to 100ft until the start of its next Turn.



Dolan Pondsmith

### Quirks

#### Buy Back

If a character offers a shakkin disposable income equal to the value of an item, the shakkin is compelled to take the money and return the item.

#### Deep Pockets

A shakkin can store an infinite number of items in the pockets of its coat. As long as the item can fit through the 6 inch wide opening of the pocket it can be stored. The shakkin can retrieve any item it desires from this infinite space with an Action. Any other character reaching into the pocket must make a Master (5) Awareness Check to find the item they are searching for.

#### Gold Sense

A shakkin knows the monetary value of any item it sees and cannot be fooled, even by magic. Additionally, a shakkin can sense the most valuable item a character within 50ft is carrying even if it is hidden.

#### Sticky Fingers

Attempts to disarm a shakkin are made a -2 Penalty thanks to the shakkin's sticky fingers.

### Mikkyo

#### Coin Burst (1 Ki Points)

A shakkin can make a Focus Check to make a single unit of disposable income it throws explode violently. This explosion causes any character within a 10ft radius who fails a Difficult (4) Athletics Check to take 5 points of Damage and suffer the Bleeding Condition.

#### Collection (5 Ki Points)

A shakkin can make a Focus Check to steal an item from a character within 50ft. If the target fails an Opposed Athletics or Resistance Check, the item disappears from their person and appears in the shakkin's hand.

Name

Shakkin

Type

Yokai

Threat Ranking



### Information

Shakkin are the result of Yomi's magic personifying the surprise bills that people seem to get out of nowhere. They are tall figures cloaked in heavy pocketed cloaks that can steal items from people and store them in the infinite space in their coat. Getting an item back from a shakkin is nearly impossible unless you can pay the shakkin the monetary price of the item.

### Special Senses

See Gold Sense

Armor

0

Vitality

38

Ki Reserve

10

Speed

30ft

Mind



Body



Spirit



Awareness



Athletics



Artistry



Disguise



Endurance



Insight



Engineering



Maneuvering



Focus



Knowledge



Melee



Manipulation



Marksmanship



Stealth



Performance



Medicine



Strength



Resistance



### Weaponry

Name	Damage	Range	Traits
Claw	3	Melee	Grappling, Reach, Twin Weapon