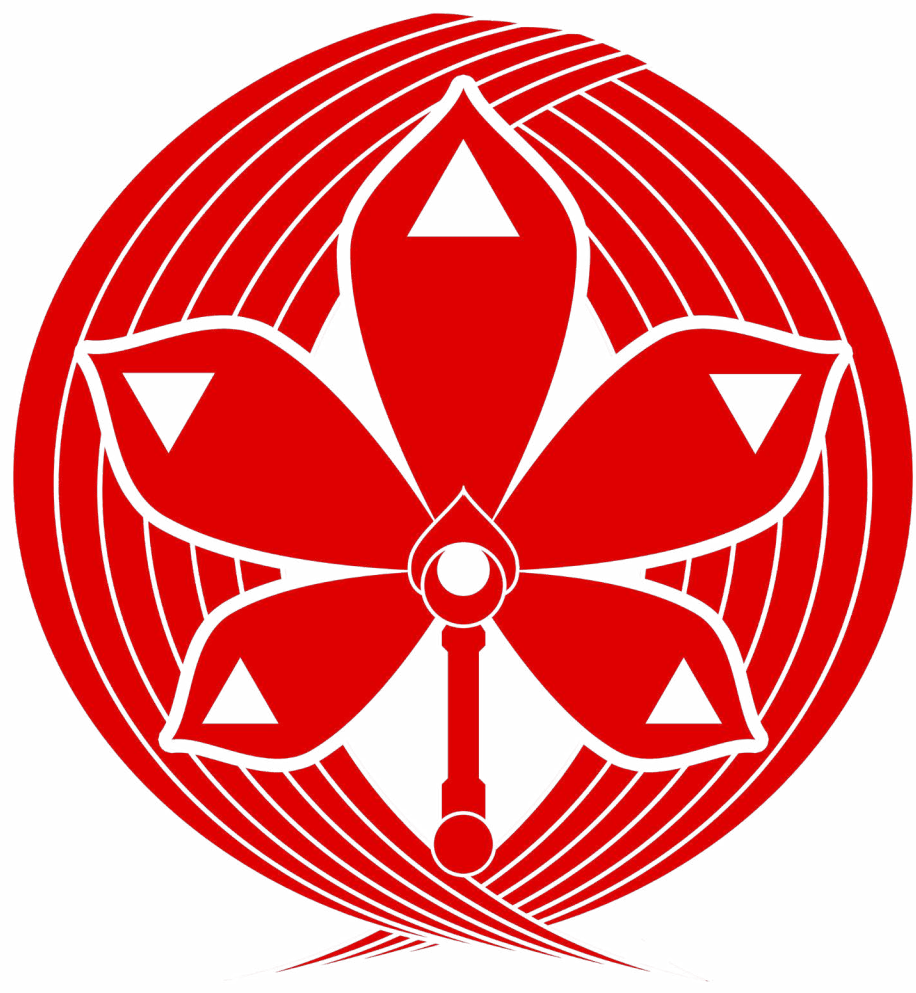


SHADOW SCAR

Controlled Demolition



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Controlled Demolition

Mission Background

The Hibana clan has been working on perfecting a special explosive that would deliver a powerful, directed blast but remain entirely silent. If they could manage this it would be a tremendous boon to the agency. The clan has a prototype prepared but they need someone to test in in this field. Luckily, it just so happens the Agency has recently found a yokai hide out that needs to be cleared out.

Mission Synopsis

The players deploy to Awaji in Nakatsukuni where they have to infiltrate the yokai hideout and plant the bombs they brought.

Opposition

- **Sumi** is a clever and well prepared Jorogumo who was tasked with establishing a hideout for the yokai to prepare an invasion of the city of Sumoto. She has already prepared an old walled estate in the forest outside of the city. Here, she has set up he domain, covering the area in webs and deploying her spiders to watch every angle of the grounds.

Introduction (Read Aoud)

Not everything in the Shadow Scar Agency is espionage and fighting a secret veil war against Yokai with might and trickery. There's research to be done on how to remove and even prevent Yokai from appearing and fortifying themselves. As such, the bright minds of the Hibana Clan have come up with a new creation, and like any good prototype, it needs to be field tested. Your Handler has called for you and your strike team to meet in the briefing room to learn about this new weapon for you to try out!

Mission Briefing

Upon entering the players are met by their Handler and also a Hibana researcher who is brimming with enthusiasm. The researcher introduces herself as Utami. She explains that after months of trying various methods, the Hibana Clan discovered a way to produce an explosive that not only has a controlled direction, but with a sigil that silences the bomb's thunderous sound! The team should consider using stealth, misdirection, and trickery to complete the test.

Mission Goal

While tests in a controlled environment were successful, Utami wants the strike team to field test it on a group of elusive Yokai that have set themselves up in an estate near the city of Sumoto on Awaji Island just Southwest of Osaka. They must destroy the Yokai without destroying the home.

Additional Mission Goal

The team's Handler explains that this group of Yokai has managed to evade attempts by the Shadow Scar Agency after a recent killing spree in Sumoto. It is strongly recommended to not be detected by the Yokai as they prefer to flee instead of fighting. Should the Yokai flee the field test will be inconclusive, and the Agency must spend more time tracking this bunch down.

Mission Opposition

The team is shown images of a surprising grouping of Yokai. One rather large Jorogumo with a group of Harijin fleeing from the gates of Sumoto. This is Sumi, and recently she has been hunting merchants, artisans, and farmers with her allies. The team's handler explains that a Vanguard team determined this is an attempt to cause a disruption to the movement of needed goods. The group has eluded attempts to kill or capture up to this point and may be finding somewhere to recover before continuing their mission. However a rough skirmish has led Sumi and her followers to find somewhere to lay low and recover.

Mission Obstacles

The biggest obstacle the team is going to face is that the hideout is likely small and close quarters. Should one Yokai notice something, every Yokai will hear the alarm.

Requisition

With the briefing complete, the team can prepare for their mission. Each team member has a pool of Requisition Points (RP) equal to their Requisition Rank to rent items. These items are taken from the Shadow Scar Armory and must be returned to the Armory after the mission concludes. In addition, the team is given 1 Spirit Lantern and each person on the team is given appropriate clothing for operating in Nakatsukuni.

Hibana Silence Bombs

After months of development to find a subtle way to plant and discharge explosives, the Hibana Clan came up with a redesign of the standard Fragmentation Grenade with the use of a modified Silencing Talisman. What it gives up in its radius and throwability is made up for in the reach of a focused blast. This small bomb can be planted anywhere a human hand can fit and must be placed facing the desired direction. If the agent is trying to hide the bomb, they must roll a Stealth check. In order for one to spot the bomb, they must roll an Awareness check vs the agent's Stealth upon placement. The bomb is set off with a remote detonator and fires out in a 15 foot cone that does 8 damage and inflicts the Bleeding condition. The modified Silencing talisman mutes all sound within a 20ft radius that ends after the bomb explodes. Despite the silence, the bomb still has a small flash that can be noticed by anyone with line of sight and beats an Average (2) Awareness Check.

Additional Context

The players' Handler has very little information to give when it comes to clarifying the missions be they were able to dig up some information:

- Sumoto is a large city on the eastern coast of Awaji island. Many of it's residents abandoned the city during the Hundred Years of Sorrow, choosing to cross the water over to Osaka which was better defended. After the end of the Hundred Years of Sorrow many people returned to the island city, retaking abandoned homes and relighting old hearths.
- As a jorogumo, Sumi will be prone to hunting the most attractive members of the team should they be revealed. The players may be able to use this to their advantage.
- Sumi has likely placed spiders at key locations in the estate to catch intruders.

Getting to Awaji (Read Aloud)

The trip to Awaji Island takes the team from their headquarters in Edo down to the bustling port city of Osaka where a ferry will take them along with many other travelers to Awaji Island. Many go in hopes of finding a little peace from the noise of Osaka, others to find new markets and many more for other reasons. However the rumors of the killings do cause a mild amount of tension in the air. The ferry delivers the team to a port outside the city of Sumoto, and the hideout is still a short hike away from the city proper.

Playing Sumi

Sumi isn't stupid, she knows that the Agency is looking for her and will do anything to get away. However she is also hungry, if Sumi notices a team member with a Spirit Stat of 3+ or the Stunning Advantage. She will attempt to hunt that specific team member as per her quirk "Favorite Prey"..

Sumi has 8 spiders present that are watching entrances to the estate, though she isn't keeping count. When the team encounters any additional spiders, roll a d6, on a 6, she is actively looking through that spider. If Sumi is aware of a potential threat she will be looking through a spider on a 5 or 6. Players who beat the awareness check to notice the spider have the opportunity to hide the team by rolling their Stealth vs Sumi's Awareness. If Sumi succeeds, she will become alert to a threat until she believes there is no threat.

Setting Traps (Safely)!

As the agents begin infiltration, remind the team that they should consider where to set the bombs to have the most effect on their enemy without destroying the house or harming themselves. The bombs do fire in a certain direction, so the agents should not only be aware of their target, but also what is beyond their target. This house was built in a way that it is sturdy as a whole, but too much damage and the whole thing could collapse on everyone inside.

Storyteller's Note

The house can only take 24 damage to the thick exterior walls or in the center of the house.

The House

The house upon closer inspection has been recently abandoned and shuttered, an Average (2) Awareness check allows the team to spot a thin web across the open front doorway along with another one of the spiders like the one spotted at the gate. To remove the web without potentially alarming Sumi, an agent must roll a Difficult (4) Stealth Check. Failure to do so may cause Sumi to look through the eyes of the spider if it is still alive.

The Back Door

The Back door is jammed and also has a spider watching the door, but an Average (2) Engineering Check will open the door. It will make a little noise that any Yokai on the 1st floor must make a Difficult (4) Awareness Check to hear the sound and investigate.

The Cellar Door

The cellar door on the south wing of the house has been barred from the inside and requires a Difficult (4) Strength Check. There is also a spider watching the hatch. This will make a noise loud enough to alarm all yokai in the house. This will cause Sumi to be aware of a potential threat and command her group to patrol the house. Stealth Checks are made with a (-1) Penalty until Sumi is convinced there is no threat.

Windows & Hiding Places

Each room also has a large window to allow sunlight into the home. Opening a window takes an Action. Any yokai must roll an Awareness Check against the Agent's Stealth Check to hear the window opening.

The various rooms throughout the house have plenty of hiding places for the bombs and the agents. The team will need to be creative though as the Yokai may start becoming suspicious if they see a flash.



Haru



If the party enters the kitchen or foyer, they will meet Haru, a minor kami who is bound to the house and misses people living here. Haru is offended by the Yokai's presence in his home and informs the team of the rift in the cellar. He can be convinced to help the team remove the yokai. If he learns of the bombs, he will refuse to help in the destruction of his own home. A Challenging (3) Manipulation Check must be made to convince him that the team will ensure the house is not destroyed. Haru can assist in luring one yokai at a time towards the bombs or away from an agent.

The First Floor

The first floor has a six rooms the are accessible at the ground level. This would be the easiest way to infiltrate but there is a higher chance of being detected.

1. Foyer

The foyer looks as though it has been ransacked with knocked over benches and open cabinets. An open doorway leads to a kitchen on the west side of the house, a stairwell leads upstairs where another spider keeps watch. Hallways lead north and south to the other wings of the house. Anyone with Spirit Sight can see a troubled minor kami named Haru here in the central part of the house.

2. Kitchen

Entering through the back door or the cellar leads to a kitchen on the west side of the house. Unlike the Foyer, this room appears to be untouched. The table is set for a meal that never came. Anyone with Spirit Sight can possibly see a troubled minor kami named Haru here.

3. Sitting Room

This large sitting room has two couches, 3 large comfortable chairs and a fireplace. A harijin can be found resting on a couch nearest to the fireplace if no alarm has been raised. They take a -2 Penalty to any perception against the team as long as the team is being stealthy. The wall shared with the tea room is thin enough that explosives can pass through.

4. Tea Room

This small simple tea room has two cushions and a low table. A cabinet contains a tea set and all components for making tea. In the corner, a small kamidana sits barren. Leaving an offering will lower the difficulty of any interactions with Haru by 1 Success. The wall shared with the Study is thin enough that explosives can pass through.

5. Servant's Quarters

This room is a small servants room with a simple bed, chest of drawers and a small desk. A Harijin can be found resting here if not patrolling. The west wall shared with the storeroom is thin enough that explosives can pass through.

6. Store Room

The storeroom appears to be filled with rows of tools, gardening supplies, spare cloth, and dried bulk food. An Challenging (3) Awareness Check reveals a spider watching the room from a web in the far corner.

The Second Floor

The second floor has less rooms than the first and contains the bedrooms of the prior residents. This is also where Sumi rests.

7. Central Room

This large room has a loom, various textiles, comfortable seating, plenty of storage, and also a large web. Here Sumi rests, healing from a fight. She is awake but not keeping watch. Navigating this room without getting caught by her or her web is a Challenging (3) Stealth Check.

8. First Bedroom

This bedroom is furnished with a bed against the north wall, wardrobe, and two chests of drawers on the wall and paintings hung on the south wall. A Harijin may be in here resting on the bed when not patrolling.

9. Second Bed Room

This bedroom has a small bed and wardrobe. A few handmade children's toys sit on a shelf along with books. An Average (2) Awareness check reveals a spider in a web watching the room.

10. Library

This small library appears to be full of many books with shelves on the North, South, and West walls. There is a couch on the East wall in front of a window with a low table in front of it. When not patrolling, a harijin may be found here investigating the books.

11. Study

Stepping into this small Study, there is a desk to the south wall covered in spilled ink, and a shelf with small wilting plants sits on the north wall. The west wall has a large window with a short shelf that contains various books, paints, and small hand carved models shaped like animals.

Cellar

This cool, dark cellar contains preserved meats, wines, and also various necessities on the shelves. The north side shows signs of a rift being opened here, and may be where Sumi and her group may dive back through. A Challenging (3) Awareness Check will notice two spiders, one over the stairwell leading up to the kitchen and one over the stairwell leading to the cellar hatch.

Caught in the Web

Should the team find that they are compromised, they should consider how to foil the yokai's escape plan. Sumi will attempt to flee to the Cellar where a rift is present that she can escape. She is injured and will try to avoid fighting. She will use her webs to slow the team's pursuit, however due to her selfish nature, she may also hinder her fellow yokai's escape.

If cornered, Sumi will fight alongside her group of harijin until she can escape or until she dies if she cannot escape. Sumi will work with the harijin to Grapple and Web the Agents. Once all agents are webbed, the Yokai will flee for the Cellar and dive through the Rift. The mission is a failure if this happens. If this is the case, Haru will try to free one agent, otherwise a vanguard team will arrive to rescue the agents in a couple hours.

Resolution (Success)

With Sumi and her murderous group blown away and the house still intact, Haru bids the team farewell, slightly saddened as the house once again sits empty. The hike to Sumoto is illuminated by the light of the blue moon. The team is then ferried back to Osaka and then transferred to Edo. Upon returning to Headquarters, Utami immediately starts asking about the performance of the bombs. The Team's handler will usher the excited researcher and the team back to the meeting room to debrief. She informs the team the Hibana Clan will call on them again if they have something new to field test.

Resolution (Partial Success)

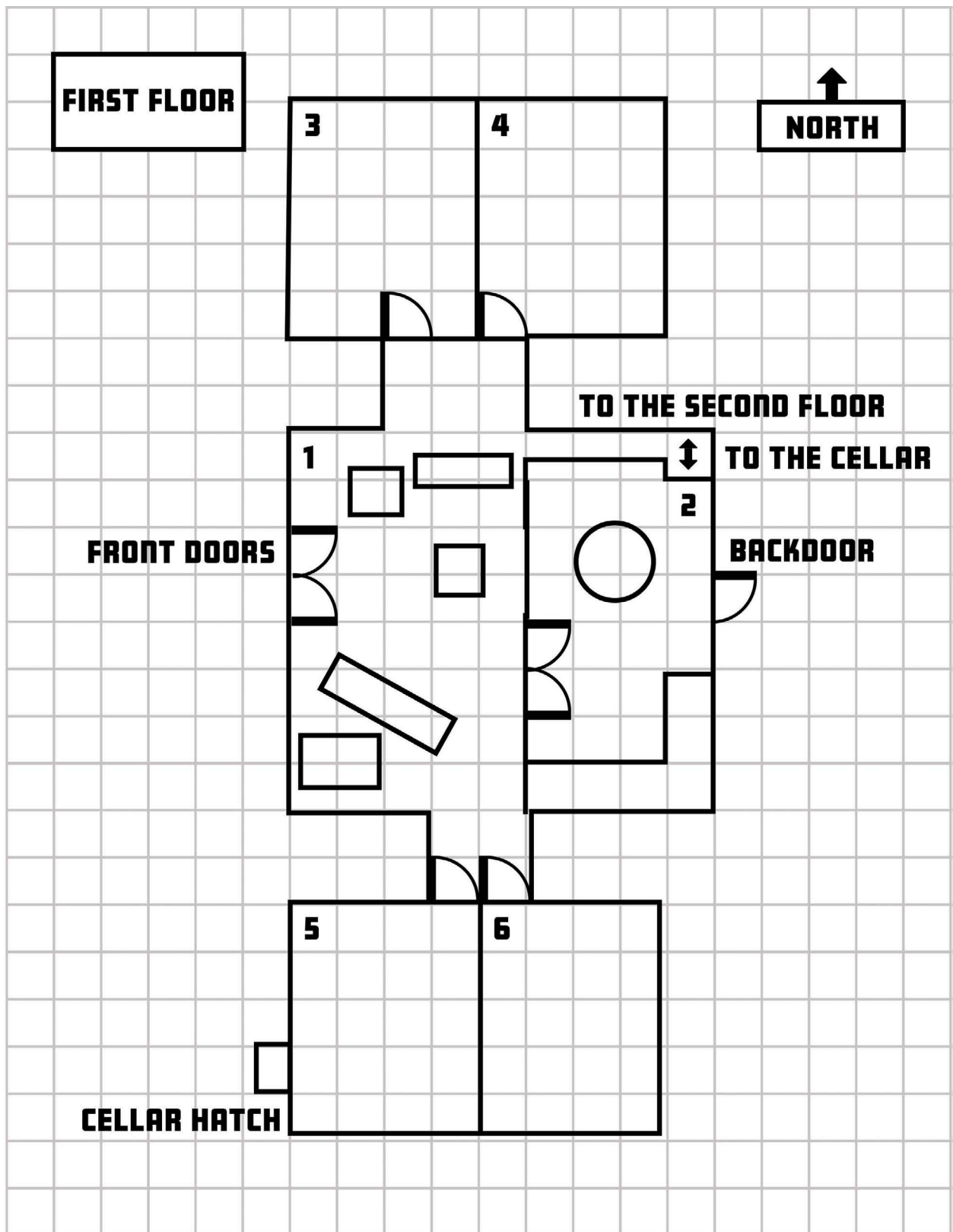
The yokai were destroyed but so was the house, the bombs might have been a little too effective or it may have been user error. The house has collapsed, crushing anyone left inside. A mournful Haru curses you as you begin the long march home. A cleanup crew will need to be sent to avoid any more yokai forming from this. The team is then ferried back to Osaka and transferred back to Edo. Upon returning to Headquarters, Utami immediately starts asking about the performance of the bombs. The Team's handler will usher the excited researcher and the team back to the meeting room to debrief. She informs the team the Hibana Clan might call on them again if they have something new to field test that doesn't require stealth or precision.

Resolution (Failure)

Sumi and her group have once again evaded the Shadow Scar Agency. A cleanup crew will absolutely need to come and deal with anything that may form yokai. The hike back to Sumoto is eerily quiet with nothing more than the faint light of the blue moon. The team is then ferried back to Osaka and transferred back to Edo. Upon returning to Headquarters the Team's handler will usher the team back to the meeting room to debrief. Utami sits down with a deep sigh of disappointment ask as the team about the bombs, but informs them that the Hibana Clan will not be reaching out to the team for any future tests in the near future.

The House

The Agency will send a team to ensure the house will not produce yokai. If a team member mentions Haru and his want for people in the house, the agency will station a groundskeeper to tend to the home. An agent with a standard of living of 4 or higher may choose this estate as their residency. Haru will be delighted to see familiar faces and will tend to the home while the team is away on missions.



SECOND FLOOR**NORTH****8****9****TO THE FIRST FLOOR****7****10****11**