

# Samurai Firearms and Bestiary

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A ADDITION FOR CALL OF CTHULHU SAMURAI



# SAMURAI FIREARMS AND BESTIARY

Firearms and additional monsters adapted for the Sengoku Period of Japan,  
for Call of Cthulhu 7th Edition

## CREDITS PAGE

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# INTRODUCTION

*Nakanu nara, koroshite shimae, hototogisu*  
(If the cuckoo does not sing, kill it).

*Nakanu nara, nakasete miyō, hototogisu*  
(If the cuckoo does not sing, coax it).

*Nakanu nara, naku made matō, hototogisu*  
(If the cuckoo does not sing, wait for it).

*Three well known senryū outlining the contrasting personalities of three of the great leaders of the Sengoku Period: The first describes the ruthlessness of Oda Nobunaga, the second the resourcefulness of Toyotomi Hideyoshi and the third the perseverance of Tokugawa Ieyasu.*

If you are setting your Call of Cthulhu games in the Sengoku Jidai, the "Age of Warring States"; c. 1467 – c. 1603 in Japan, then perhaps some monsters and a few notes on the available firearms of the period will help you?

There was increasing trade between Ming China, Europeans and Japan during this period and following its introduction by the Portuguese in 1543, the arquebus became popular amongst the many daimyos (lords) and lead to the decisive Battle of Nagashino (1575 CE), where innovative tactics involving the matchlocks led to a decisive victory for Oda Nobunaga. Even gangs of mercenaries several hundred strong could be found armed with the fearsome weapons.

I hope that the details presented here add to your games and perhaps even whet your appetite for reading up a little more about the period. It ran for a long time for any civil war!

PS. Because of how popular the previous Samurai material was, I have been able to invest in full colour art for this book. Thank you!



# MISSILE WEAPONS

**Hiya-taihou, the “Fire Arrow Cannon” (bottom of picture) and Hiya-zutsu, the “Fire Arrow Matchlock” (top of picture)**

Too heavy to be carried and fired by a person, the Hiya-taihou and the Haya-zutsu were emplacement weapons, though still easily portable from place to place, capable of damaging siege defences or tearing through ranks of soldiery.

**Skill:** Firearms (heavy)

**Damage:** 3d10 (matchlock)/4d10 (cannon)

**Base Range:** 20 yards

**Uses per Round:** 1/10 rounds

**Malfunction:** 95

## Tanegashima (matchlock musket)

Much slower than the bow and vulnerable to humid and rainy conditions, the musket was still an effective weapon but was mostly relegated to low-ranking infantry as it required far less skill and training. It is estimated that a skilled archer could fire 15 arrows in the time it took to load, charge and fire a matchlock but in concentrated, staggered firing, a unit of musketeers were a formidable force.

**Skill:** Firearms (rifle)

**Damage:** 1d10+4

**Base Range:** 60 yards

**Uses per Round:** 1/5 rounds

**Malfunction:** 95



## CREATURES

**Artwork for creatures that are already listed in Miskatonic Repository Samurai:**

### **Bakemono**

With large eyes and small stature, the night dwelling bakemono may be considered the equivalent of the evil fairies of occidental myths. They are vicious, cowardly creatures who always gather in groups but they are far more malicious than combative. They would much rather poison a well or drive away game than face even a farmer armed with a threshing pole.



### **Buso**

Fearsome ghoulish creatures, tall and lean, with clawed hands and oversized feet, buso have a single, yellow eye in the center of their foreheads and only dark pits where their eyes ought to be. Under the cover of darkness, buso prey on lone travelers and helpless villages.



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### **Jiki-ketsu-gaki (“Gaki”)**

Gaki are the spirits of the wicked, returned to the world as gaunt, fearsomely tall humanoids, with hideously sharp claws and teeth, as punishment for their past sins. Frequently hiding out in graveyards and still as wicked as they were in life, they are inflicted with a terrible hunger, compelled to hunt and devour living flesh, preferably human, though they have been known to predate livestock as a way of drawing a farmer out from the protection of his home.



## **Kappa**

Perhaps distantly related to Deep Ones, kappas are cannibalistic amphibious humanoids, with green, fish-like scales, that occupy fresh water (deep lakes, deep rivers, etc.) They are very strong; myths tell that the top of their head is bowl shaped and if the water contained in it can be spilled out, the kappa will lose its prodigious strength. Bear in mind that it may only be a legend though, as is their supposed fondness for cucumbers.



## **Oni**

The fearsome demons of medieval Japan, oni commonly dwell in the desolate and forbidding places of the wilderness.

Standing seven to eight feet tall, with one to three eyes and one or two horns on their head, they are usually red skinned, covered in coarse hair and their hands ending in thick, dirty talons.

They are not commonly known as spell casters but are often able to assume an appealing human appearance to steal away a young maiden or youth as a future spouse.





**Pan Lung (dragon)**

Unlike the legends, pan lung, the guardians of hidden places, are ferocious serpentine creatures fully forty feet long and who speak in great, harsh voices. Any given pan lung has a 25% chance of knowing 2D10 spells. If correctly bound, they can be forced to teach a single spell to a sorcerer but they will forever afterwards be a blood enemy of that person.



## New Creatures:

### Abura-sumashi

The abura-sumashi is a mountain dwelling demon with a huge head that drives people out of high peaks and protects its land from miners, itinerants and those priests who would wish to construct their temples in high places. It doesn't rely on its formidable claws but will often use landslides and rock falls to trap travelers on the high passes where they freeze to death. Worshipers and servant of Ithaqua, they are driven to protect those areas holy to him.

STR 90 CON 50 SIZ 90 DEX 67  
INT 50 POW 50  
DB: 1D6 Build: 2 Move: 5/16 flying  
MP: 10 HP 14

Attacks per round: 2  
Fighting 55% (27/11), damage 1D6+DB claw or bite 1D6 + 3d10 STR drain (vampiric bite).

Armor: 2 points of fur.

Skills: Dodge 33% (16/6), Listen 50% (25/10),  
Spot Hidden 50% (25/10)

Sanity: 1/1D6



## Akkorokamui

Monstrous beasts that inhabit the great forests, the Akkorokamui are Japanese versions of Dark Young. Originally worshipped, summoned and feared by the indigenous Ainu people of Japan, their only true mistress is Shub-Niggurath.

STR 220            CON 80  
 SIZ 220            DEX 80  
 INT 70            POW 90  
 DB: 4D6            Build: 5  
 Move: 8  
 MP: 18    HP 30

Attacks per round: 5  
 Fighting 80% (40/16), damage o+DB tentacles.  
 Trample 40% (20/8), damage 2d6+DB  
 Grab (as per core rules page 288)

Armor: normal damage from melee weapons, bullets do 1 point and heat/blast/poison has no effect.

Skills: Dodge 40% (20/8), Stealth 30% (15/6), bonus die in woods.

Spells: An akkorokamui knows a number of spells equal to a tenth of its INT.

Sanity: 1D3/1D10



## Baku

A monster that devours dreams, it is able to pull a sleeping victim into the Dreamlands, into its own version of Jigoku, the Japanese Hell, and there destroy the dream-self of the sleeper. A Baku is invisible and intangible in the real world, only taking on its true form in the dreamlands.

A baku will often prey on an entire village until the people are devoid of all hope and never dream again but it can be driven away or made to become both visible and corporeal by the chants of a Buddhist or Shinto priest, remaining so only for as long as the chant continues uninterrupted.

Bear in mind the SIZ/build of this creature; when a chanting priest suddenly causes something the size of a house to appear, even the most courageous samurai might well think twice.

STR 250            CON 125  
SIZ 250            DEX 65  
INT 70            POW 80  
DB: 5D6            Build: 6  
Move: 8/12 flying  
MP: 16    HP 37

Attacks per round: 2  
Fighting 85% (42/17), damage 1d10+DB  
hands/tentacles.

Armor: 4 points (if corporeal/visible).

Skills: Dodge 30% (15/6)

Undetectable unless already suspected and then subject to chanted prayers by an ordained priest.

Spells: A baku may know a number of spells equal to a tenth of its INT.

Sanity: 1D3/1D20



## Datsue-ba

Though supposed to be an old woman who removes the skin of the dead in the Underworld, the datsue-ba have more in common with the decay of dead bodies. A body left to rot will swell with fluids and then leak those fluids onto the ground like a deflating balloon, giving rise to a datsue-ba.

Their origin is unknown but in Japan, despite their apparently spontaneous creation, they are worshippers and followers of Tsathoggua and some scholars believe that their repulsive method of 'birth' is actually due to an implanted egg or seed left inside the corpse of the victim.

In combat, the Datsue-ba can lash out with multiple 'tails' formed of the disgusting fluid of which it is composed but its favorite tactic is to wrap an appendage around the target's head and drown the victim in the necrotic liquid.

STR 90 CON 50 SIZ 120 DEX 95  
 INT 65 POW 50  
 DB: 2D6 Build: 3 Move: 12  
 MP: 10 HP 17

Attacks per round: 2

Fighting 60% (30/12), damage 2D6+DB tail lash

Drown 30% (15/6), 1D6 + DB plus penalty on all actions.

Armor: Being entirely composed of dark liquid and rotted bits of flesh, a datsue-ba is completely immune to physical attack but can be hurt by fire, cold and many types of spells.

Skills: Dodge 47% (23/9)

Sanity: 1/1D10



## Hotoke

The starving ghosts of especially greedy people, hotoke are perhaps the nearest Japanese equivalent to ghouls, haunting graveyards and feeding off the dead, though they will not scruple to take living prey if the opportunity presents itself or if their regular food is denied them, perhaps by cemeteries being guarded too well or during plagues, when bodies are routinely cremated.

STR 80 CON 65 SIZ 65 DEX 65  
INT 65 POW 65  
DB: 1D4 Build: 1 Move: 9  
MP: 13 HP 13

Attacks per round: 2

Fighting 50% (25/10), damage 1D6+DB claw or bite 1D4 + DB bite. A wound from a bite often becomes infected, even more so than from the horrid claws.

Armor: Firearms and projectiles (arrows, darts, yari, etc.) do half damage, rounded down.

Skills: Dodge 30% (15/6), Spot Hidden 50%, Stealth 75%

Spells: A hotoke seldom knows any spells, 10% chance to know 1D3 spells.

Sanity: 0/1D6



## Mikoshi-nyudo

In order to prove they had slain an enemy, samurai were known for decapitating dead opponents and taking their heads, which would be paraded as trophies. As grisly as that is, even more fearsome is the mikoshi-nyudo, a demon (or *obake*) that delights in stealing heads, sometimes even before the original owner has finished using it.

The mikoshi-nyudo is able to reanimate those heads back in its lair where it satisfies its craving for secrets and gossip by conversing with the heads. Families fear the mikoshi-nyudo stealing the head of a deceased relative and thus bringing shame on the family because the loss of a person's head is often seen as a sign of a shameful death at the hands of an enemy.

Samurai have been known to seek out the lair of a mikoshi-nyudo though in order to question the heads of those that it has taken, searching for secrets that might have been lost with the death of the holder of those secrets.

STR 50 CON 50 SIZ 50 DEX 70  
 INT 65 POW 65  
 DB: +0 Build: 0 Move: 7/13 flying  
 MP: 13 HP 10

Attacks per round: 2  
 Fighting 45% (22/9), damage 1D6+DB clawed hands. A mikoshi-nyudo can also lift and carry away a single victim of its own Build or smaller, dropping them from great heights if they prove difficult.

Armor: None, but all piercing weapons do minimum damage.

Skills: Dodge 35% (17/7).

Spells: A mikoshi-nyudo has a 25% chance of knowing 1D3 spells, in addition to its ability to reanimate the heads of dead people..

Sanity: 0/1D6



## Umibōzu

Umibozu is a sea god worshipped, or perhaps placated is a better word, by fishing villages on the rugged coasts of Japan. Umibozu is large enough to destroy trading merchant vessels and warships. Evil cults will often sacrifice live victims to him, with each of his many heads large enough to swallow a person whole.

Umibozu has very occasionally done beneficial deeds, such as destroying pirate fleets and invading foreign ships with a Kamikaze (a “Divine Wind”).

STR 350            CON 260  
SIZ 525            DEX 65  
INT 105            POW 105  
DB: 10D6           Build: 11  
Move: 15/15 Swim  
MP: 21    HP 78

Attacks per round: 4  
Fighting 80% (40/16), damage equal to DB claw. Because he is so huge, he would have to grab a victim successfully before he could lift them to his head and bite or swallow them at the end of the next round. The mouths are so huge that a successful bite is immediately fatal to any living creature.

Armor: 10 point hide and blubber; regenerates 3 hit points per round.

Skills: Dodge 26% (13/5).

Spells: Umibozu knows 3D6 spells, but he is a god so give him anything he needs for the story.

Sanity: 1D6/1D20

