

# KITESUNE TRICKY SNEAKERS



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summer  
camp war

## MAGICAL KITSUNE SUMMER CAMP

**STORY:** Three magical foxes from Japan have come to America in search for their long-lost sister Saki. Through scrying and finding a VHS of the classic movie Meatballs 2 have they determined that her love American movies has driven her to experience summer camp firsthand. So, the three sisters use their Kitsune standbys of magic and trickery to find her! This is the first time they will have contact with so many humans at once and Americans to boot! Go Kitsune sisters for find that westabo!

The three Magical Kitsune Sisters are Natsu, Hitomi, and Tomoe. Natsu is the youngest and most daring of the three and that often gets her into trouble, Hitomi is the friendliest but also a massive busybody, and Tomoe is the most disgruntled. While they all have magic, they each find themselves talented in a different spell: The foxfire, the illusion, and spirit archery respectively.

**How Its Played:** Each player picks a Magical Kitsune and try to take challenges in the following pages. Some Kit-Girls will be better than others. All challenges will be rolled on a roll 20 die and bonuses and penalties will be rolled on other dice and added to that initial d20 roll. Penalties will be from that character's failings and flaws while bonuses will be from things, they are good at or victories in past challenges.

For each roll you can only use the bonus dice derived from one specific sister. The sister that is rolling is determined by who is primarily solving the problem or if the challenge favors their talent.

**PLAIN FORUMULA: D20+/- (BONUS DICE-PENALTY DICE)>= TARGET NUMBER=SUCCEES. "< TARGET NUMBER= FAILURE**

Tri Attack is the special technique the girl uses to seal away particularly evil spirits! You roll only 1 d20 die but add the bonus dice from each character.

In spirit of the tricky, mischievous nature of Kitsunes what qualifies as a penalty, or a bonus depends on how you interpret it and if the GM agrees with you about that.

*For Example: Hitomi enters a bakeoff. The plain answer would be for Natsu to actually try and cook well and only gain a 1d6. The player instead wants to use Natsu's power of food illusions to make visually astounding cookies out of leaves which gives her a bonus of 1d10. She gets a better bonus for succeeding the bake off because that is a tricky solution and falsely presenting food with magic is a skill of Hitomi's*

**Recommended to play 4 adventures with 2 daytime (green background) and 2 Nighttime (Blue background) after which proceed to Scenario 16: The final battle.**

## The characters:

*Note: All sisters can cast fox fire and illusions but do not gain the bonuses unless listed below or because of how cleverly the spell is used.*

**Natsu:** A magical Kitsune full of energy and determination. Being the youngest of the sisters she lets her zeal get the best of her and can be tricked or goaded if aggravated. One of her sisters has gone missing and she has determined to go and find her. She is the leader of this quest if only because she is the most motivated but that is also her weakness. She can be goaded into making mistakes or take wrong courses of action. Being so young she only has one tail but under the tutelage of her sisters and shrine maidens she is a stronger guardian than others her age. She loves of justice has gifted her with incredible karma and adds potency to the spell Fox Fire.

- Spell: Foxfire: Control 3 swirling balls of fire. Roughly the size of a blast from a roman candle or other fireworks. Useful for doing damage, lighting fires, or making eerie lights in the forest. +d10 to destroying things +d6 for trickery
- Love of Justice: Natsu gains an additional 1d4 if she is using her powers to defend someone else.

**Hitomi:** Hitomi believes life should be about having fun and being happy which tells you off the bat she is not a hard worker. She likes to be a busy body which has led her to the arts of fortune telling and scrying as well as honing her sensitivity to auras. Her hobbies are testing out the latest in superstitious fads and ghost hunting. She just celebrated getting her second tail.

- Food Illusion: Being a foodie, Hitomi has a special knack for creating illusion about food. She can make things appear as different food items and can even fool a person's sense of smell and taste but only enough for things to be a hint sweeter than they are. +1d8 to food-based illusions.
- Matchmaker: Hitomi is gifted at making relationship maps of any given group and can determine who is in charge, who is interested in who or what. +1d4 when dealing with humans.

**Tomoe:** A five tailed Kitsune with sharp eyes and black fur. She makes herself unapproachable by being a pessimist and prone to violence. She has little regard for humans because of bad incidents centuries ago when Kitsunes were killed unwittingly by foxhunters. Despite all her attitude she has accompanied Natsu and Hitomi to keep them safe. She practices the art of Spirit Archery which can be effective against spirits.

- Spirit Archery: +1d8 against ghosts or spirits. +1d6 against other supernatural creatures or regular targets
- Nippy doggo: Tomoe gains +1d6 when it comes to hurting people.

## SCENARIO #1: GOING TO CAMP

You and your sisters arrive at the summer camp. Yellow busses line up one after another dropping off girls in uniform. Some march in, some drag their feet, but all enter a wooden gate with the words WELCOME TO CAMP SUMMER CAMP arcing above them.

With your illusions of normal human girls casted you take a deep breath and enter the herd. Before even you first though you encounter an obstacle: A counselor. He was a burly man with dark skin and blonde frosted tips. His uniform had the word 'Enrico' with a rose drawn under in sharpie marker. He waves you to stop causally, focusing on the clipboard in his other hand.

"Hold up, ladies. You're not in uniform so I have to check the list. What are your names?" He was right. You hadn't assumed there would be uniforms. Your illusion was just of human girls wearing what you assumed women wore in this part of the world. Focus! You make up names.

"Natty, Tommy, and Candy." You replied. Yes, that sounded both American and human enough.

"Uh..." He said as he flipped through the documents. He clearly didn't see your names on the list but hadn't prepared yet to kick you out. You have to do something!

### BREAKDOWN:

In this book every page is a challenge. You as a magical Kitsune sister must your skills and magic to solve problems. The GM will decide what the rewards and penalties will be and remember, the core of the magical kitsune is trickery. The cleverer the solution the better your rewards. I will give you a few basic, unclever solutions for a few challenges but the rewards will be low. Think of solutions better than mine and be better rewarded.

One final note: There will be a big fight at the end of the book. The sisters will need all the bonuses they can get for that battle!

### Solutions:

Use an illusion to create your names on the papers: Reward: 1d4.

- Penalty: 1d6: He is literally reading the papers. He is looking right at them and has been over them many times.
- Use Fox Fire spell to set him on fire and sneak away while he is distracted: Reward: 1d4

If you succeed you infiltrate the camp and move into a lonely cabin. *Roll 1d8. Go to the adventure on the corresponding page.*

If you fail, you are chased off the grounds! Continue 2 adventures from 11-17. *Roll 1d8 and add 8. Go to that numbered adventure*

## SCENARIO #2 SEWING CIRCLE

Top of the Morning Tricky Guardians! You are greeted by trumpets, which Tomoe confuses for a duck having a convulsion, and are marched into the mess hall just as the sun begins to show. Natty likens it to a baby crawling from its sheets. A big giant orange baby made of hydrogen and fire. In American cuisine you discover that Americans love eggs. As a fox this fits you three down to the ground and get your fill. The pancakes you could take or leave. The counselors John and Victoria have been talking about something. You were distracted by John's mustache and eating eggs that you didn't pay attention. You're sure it wasn't important.

You are marched into a large empty room adjoined to the mess hall. Yarn and sticks lay in a pile surrounded by chairs. Victoria runs off. Slowly you all piece together that it's time to do some sewing. The nerds talk about what they would like to sew to take home, the mean girls scoff, and you and your kin figure this will be easy. Living on the outskirts of human society for centuries you all have had to learn a thing or two about putting cloth on cloth.

Then Victoria came back in with a box and a vicious grin. She dumped a pile of leather and metal tools over the pile.

"Alright girls, we are going off-range! Today you are going to be cobbling together things that will help you for our wilderness survival walk! I highly recommend arrow quivers and machete scabbards! And... Go!" She said dropping her hand down like she was striking a match.

The nerds where shocked, the mean girls dove in to get the good supplies and tools first and did so such that they clearly knew this was coming. You on the other hand have been caught flatfooted. You never worked with leather. Centuries of experience right out the window!

The girls are arguing now. The nerds had plans for the yarn projects but the mean girls, because they are the mean girls, want to bully the nerds to work with the leather knowing that it will not be as good as what they could make. Victoria is standing back and observing with an expression on her face that says that she wants this conflict to be a character-building moment for the girls. Victoria is a little 'hardcore.'

Solutions:

- Join the argument and argue the mean girls down to let the nerds and your party craft what you want. Reward: 1d4.
  - Penalty: 1d8. The mean girls are very good at yelling and arguing.
- Pick up a knitting needle and challenge Marsha, the head of the mean girls, into an African Tug of War!
  - Penalty: 1d6. Marsha is good at knife fighting, disturbingly.

### **Scenario #3: Swimming**

Today is good old swimming in the lake. The blinding sun is bouncing off the lake like a shimmering mirror... You expected. The lake isn't that reflective, the sun doesn't bounce off the water as you expected. You decide that's how bodies of water work in this country.

Head counselor John stands between you and the lake. He is in a firm power stance with warpaint made of sunscreen over his face. He gets into five seconds of his speech about safety when the campers rush him and dive into the water. He screeches through his whistle in vain as the campers' splash and dive about.

Suddenly a girl scream. Shouting about coyotes in the water and swimming right for them. You and your sisters pivot around and see nothing. You do happen to notice that your illusions have disappeared! Something in this lake breaks your illusions, that much is clear. You dive down quickly and pop up amidst the reeds.

Girls scamper up the side of the docks in terror while John hoists them up. He shouts for someone to get the 'coyote rifle' and swears very loudly that, "it's not going to happen again." You're not sure what coyotes are like around here but from everyone's reaction you assume that they have a dog's head and the body and power of a shark.

Hitomi things that this is all a terrible misunderstanding blames the feng shui of the cabin you have been crashing as to why your illusion has failed. Tomoe instead thinks that you are simply too weak or dumb to cast good enough illusions to work underwater. She is not sure if strength or keenness of mind is responsible for casting, but she is certain whatever it is you are lacking in it. You suspect she is just flustered by being compared to a wild dog.

Solutions:

- Sneak ashore and resume the illusion of being human girls (no penalty) R 1d4
- Create the illusion that John is a coyote and sneak off in the commotion. R 1d4

*After this adventure roll 1d8+8 for a nighttime scenario.*

#### **SCENARIO #4: The Jock Counsellor**

Before your day starts Hitomi has been doing some Tea reading to help in your investigation. To her shock the leaves tell her that someone in the camp is cursed and in a very bad way. Not a moment's rest when there is a rat-tat-tap on the cabin door. Taking a moment to make sure you all look like humans you open the door to greet... Counselor Enrico and he does not look happy.

The counsellor is going on about how you three should not be sleeping in this lodge and the others are available. He is also concerned about how all the technical problems and accidents that happen whenever he tries to find out if you are on the rollcall! This guy is being far too persistent for a bad cause, and he should just ignore the rules to let you do what you want!

How do you get him off your back?

- Create an illusion of a superior counselor to tell him that the matter is handled, and they should let you be (Hitomi gains 1d6 for using her relationship mapping and illusions).
- Tomoe should shoot him with a spirit arrow. A shot in his lowest chakra should

After success: Hitomi gets a good look at Enrico and sees that not only does he have the cursed aura she just detected but also that it's getting worse and that it's centered on a symbol sketched on his hand. You doubt that mortals can see this symbol just as they can't see his aura. If they did, they certainly wouldn't allow him around children! This scenario has you three unprepared so Hitomi suggests that you leave it be, perhaps a solution will present itself in time.

Fail: Enrico chases you out with a broom. Go immediately to a night event (1d8+8

## SCENARIO # 5 Archery

Haystacks with targets stand tall over the range like a defensive wall or garrisons dotting the countryside. Paces away girls knock arrows and string bows. Marsha, Phoebe, and Demi are happy to be there, especially Demi who is flaunting a badge with an arrow on it. It's odd to see Debi be the center of the Mean Girl formation, normally that's Marsha's position.

Tomoe for once is looking interested. She has been using a bow and arrow from practical and spiritual uses before it was even cool to do so. She prefers her own longbow but the 'cheap toys' as she puts it won't hold her back much. Hitomi abhors violence and exercise and so she is less enthusiastic.

The challenges warp a bit as Debi has been flexing on everyone by shooting farther and more accurately than whoever he gets pitted against. It started as simply shooting haystacks and now it has become the challenge of beating Debi or Debi beats you. The other mean girls are throwing fuel on the fire by heckling and taunting Debi's opponents and generally making sure their victims feel worse.

Tomoe likes the idea of a real challenge, Natsu hates the idea of letting the Mean Girls pick on other girls in one more aspect of this camping vacation. The two must discuss who will dunk Debi and make this right.

- Tomoe has superior archery and skill and will receive a bonus for that: 1d8
- Natsu has powerful Karma and is blessed when defending others: 1d6
- Debi may or may not be so good at archery there are rumors of her being an assassin for the mob: 1d8 Penalty
- Reward 1D8

## SCENARIO # 6: Mean Girl Attack

Today was a perfect storm. The weather was nicer than normal, Hitomi didn't do any readings today, Tomoe had woken up angry and wasn't focused. You should have seen this coming just because things were going so well at first. Not feet from the mess hall doors you turned the corner and was nose to nose with Marsha, and Marsha was smiling. Debi slipped from behind Marsha and blocked off our side and Phoebe flipped down from the roof to block our escape.

Phoebe whipped out her phone like switch blade knife and readied with a grin that looked more like a butcher's knife rack than a smile. Marsha whistled to distract us for a briefest of seconds while Demi grabbed your sister's skirts. You turn again to feel Marsha grabbing yours with both hands. Marsha shouts "now" and all three of your skirts are pulled down in unison while the goblin behind you furiously smashes buttons on her phone, clicking wildly.

What happened next was not part of their plan.

Our illusions broken and Marsha and Debi were crammed with faces full of fox tails. Finally we steeled ourselves for our counter. You give a quick back kick right in Marsha's knee, putting her on the ground. Tomoe gave an open palm strike on the back of Debi's head, putting her on the ground as well. Hitomi screamed and charged Phoebe forcing the two to tumble into the dirt like a haystack of fluff and screaming teenage girl.

You quickly are fabricating the lie that all three of you have a rare condition of rampant leg hair when the illusion again fails you. They see you now as three abnormally large and magical foxes and in the raging fires of their minds this means nothing. They have scores to settle with you and they aren't going to be satisfied until they are settled, and you know your place. This was in fact the worst thing to happen today: Humans never know their strength against the supernatural until bravery kicks in, or in this case, unrelenting hatred.

Solutions:

- Violence: 1d6 penalty. These girls have been training for situations like this. Well, like this.
- Non-violence: 1d10 penalty: These girls really do not care what you have to say.
- Additional 1d4 if encountered Event #3. They think you are the coyotes again!

## **SCENARIO # 7 SURVIVAL CLASS**

Today is time for the Survival Walk with Counselor Victoria. That is to say, the walk starts with Victoria then she gives a speech about self-reliance and abandons you in the woods. This goes entirely without incident since you are Magical Kitsunes and there are several reasons as to why you are doing exceptionally well in the woods for this challenge.

Soon night falls and you have lost track of the other campers. They should be fine you think. No, they will be fine because you know the habits of the things of the night, on account of you being one of those things, and the three of you decide this is an opportunity.

Hitomi feels the earth and feels that there are some rumblings. Actual physical rumblings. She points in a direction of something large causing a disturbance. Go to Event #10

Tomoe peers through the woods and sees the Mean Girls hacking and slashing a path. This would be a suitable time to exact some revenge! Go to Event #11

You let your eyes adjust and you see dancing lights along the shore. Whatever is going down you expect it to be a bit interesting! Go to: Event# 17

## SCENARIO #8 ENMAS HELL

One or more of you sisters died! While letting them go and complete the cycle of reincarnation would be the right thing to do you really could use the support right now.

Getting to hell is easy. Follow the darkest, filthiest, evilest spot you can and dig. Eventually you find yourself in a realm devoid of the sun and light. This realm is pitch black, but everything here can see you plenty. The ground is soft the air is putrid, every sound is a chitter or hiss in your direction. The only rules for this place are to not set any lights and not to panic. Both rules become exceedingly difficult when you feel the patter of thousands of little feet and something large brush against you.

It was not a joke when you thought that everything here can see you, and therein lies the trick: If your sisters' souls are here then they will come to you. All you must do is keep wandering around in the monster filled darkness... Of course, running away back to camp is always an option.

Note: Failure here means that you lose another sister and must go through this to get her back as well, if you wish it. If both sisters are dead and you fail here as well then you have been eviscerated by giant bugs which means your investigation of Camp Summer Camp cannot continue. GAME OVER!

Challenge:

- You must find your sister's soul and guide her to the land of the living. If you make too much noise or create a light a monster will attack you. But making noise and light will make it easier for her soul to find you instead. Penalty: 3d4. Success means you find your sister's soul and escape with haste. Failure means another fight!
- Battle with Giant Centipede: Penalty: 1d10: Bonus: Sister is restored along with her bonuses! The fight created the ruckus you needed to attract her, win win!

*After slaughtering the giant insect, it explains it accepts this fate for it has been attacking a lot of things wandering around here. It turns out that the bottom of this lake is particularly close to hell and lots of people have been pulled down here. It's been happening ever since an old land owner came down and swore revenge on anyone living on his land. This was of course a lengthy conversation as the bug ate his body. You escape before the insect goes on another yarn.*

## SCENARIO# 9 GHOST ON THE LAKE

The kits bear witness to an unusual sight! Blue flames skipping across the water! When they get closer a ghost bursts from the center of the lake in a puff of smoke. She is an old settler lady in a tight flower hat and billowing dress. She turns and sees you and with a rush of a hurricane she flies at you! Her hissing and decayed features are a sign she wants to eat your soul!

Whatever the reason for her being here she must be destroyed!

- Defeat it with Magic: Penalty 1d6
- Defeat it with hand-to-hand combat: Penalty: 1d10
- Try to escape: 1d8

*If you succeed in combat: The ghost says that there is a terrible ghost at the bottom of the lake. He is storing all souls he can capture in a jug to amass power. She says she recently escaped thanks to a fox.*

*She thanks you for defeating her as it has purged her the negative emotions binding her here. She passes on.*

## SCENARIO #10 BIGFOOT

Clock knock you hear from deep in the woods. You follow it feeling that this isn't just random noises that the forests makes but a deliberate signal. It isn't long before you find something unusual, a large tree stump with an aura!

You step closer and discover the truth. The tree stump upends and sheds to reveal that it was a giant creature who would use such a thing as a disguise! This mountainous giant animal could be nothing else but Bigfoot! It turns to you will piercing eyes for a long moment.

Hitomi thinks this is a very usual monkey but detects a kind soul. That is to say she is saying this as she ducks under a flying tree the creature throws at her.

Tomoe really isn't interested in it besides what kind of challenge it can provide in defeating it.

Fight or Die?

Penalty 1d10 if engaging. It is fiercer than its size belies and considering how it's a ten foot tall giant that is saying something!

Reward He will help you if you call to him giving you a 1d8 bonus.

*If you manage to defeat the Bigfoot it will explain that it came here from Anchorage when it heard that the sacred nature spots around the lake have been desecrated.*

*You ask when that happened, he says roughly two-hundred years ago. You say that was a long time ago and he retorts that you are not his boss and he works on his own timetable.*

### **SCENARIO 11 Ghost Prank**

In the woods you post the Mean Girls. They are hacking away at foliage without abandon, full of pride over the victories this last month at camp. But this isn't camp it's the middle of nowhere in the middle of the night, your territory. Its agreed that some mischief for a good cause would do wonders and you and your kin are trying to decide how to do it.

- Make strange lights and noises. That should scare them plenty P: 1d8, R: 1d4.
- Trap them in a ring of fire. That should scare them plenty. P none, R: 1d4. Will disturb the Bigfoot pg.11
- Shoot them! That will scare them plenty. P: 1d4, R: 1d4

### **Scenario 12: The dark lake**

You investigate the lake and discover that this place is an ink spot on the map of souls. That is to say, souls are pulled into the lake. The draw is subtle but anything living could be pulled down if they aren't aware or if they are weakened their very souls could leave their bodies early and be pulled into the water. Naturally something like this will attract the cursed and evil creatures.

Hitomi takes note that this has been the seventh consecutive full moon since you came to camp. That probably isn't a good sign.

Tomoe thinks we have better haunted lakes back at home.

- [investigate lake] Choose scenario: 9, 15
- [looked for cursed creatures] 13, 14,
- Return to camp: Roll 1d8 and choose that adventure:

### Scenario 13 Candy's Husbands Revenge

A cry of rage shoots through the forest! You are shocked but find yourself quickly. What you didn't anticipate was two more cries just as bitter and maddened as the first! Out comes three ghosts, three ghosts, hurling themselves at you with their weapons drawn!

They appear to be three Japanese men. One is a samurai, one is a merchant, and one appears to be a porter. Tomoe recognizes these men! Many centuries ago she seduced these men to marrying her in an illusion... Then she ate their livers.

These men must have met in hell and either through their shared hatred or through the strange paranormal nature of this place have entered the mortal realm.

Tomoe swears that falsely marrying men to eat them is wrong and that she doesn't do that sort of thing anymore.

[combat test]

S: You see them now! They are a samurai, a merchant, and a peasant. Tomoe is especially surprised because she knows these men personally!

"Dialogue about Tomoe, them and Hell"

- Fight the ghosts with fire spells and archery: P: 1d10, R: 1d6
- [S: tri test]
- [F: dies]

### Event 14: Wolf pt. 1

Sun sets in the 'boys' camp. For whatever reason you have joined several campers in a late night visit to an all boys camp across the lake. You have discovered that the camp has been abandoned for some time. You could clearly see the place was ruined during the day from your own camp but you thought that was just how boy camps where.

No sooner are you there then does a terrible howl feel the air. Everyone at camp had heard wolf howls before but this one was not the majestic cry of the local pack of Timberwolves but something different. Fear grips the campers and only you and Marsha keep your wits.

"We should hide in the cabins! This monster will never get us in there!" Shouts Marsha. Her gang heads to the darkest, most dilapidated You make a decision:

- [To fight]: Penalty: 3d6: The werewolf has unnatural strength and a worse temper.
- [To run] Penalty: 2d8: The werewolf loves to chase prey so that works fine for him. Success means a reward of 1d4 and moving to a day event of the DM's choice. Failure means
- [To trick Marsha into being eaten by wolves] No penalty.

S: Tri attack: You discover it is counselor Enrico! You see the dark aura has been an old gypsy curse! Dare you try to seal it away? What will happen if you fail? You're pretty sure he'll die.

F: You kill the wolf! Like one of those dinosaur sponges in reverse he shrinks until he becomes a human, Counselor Enrico! Now you must dispose of the body

- [dump him in the lake -1d4 final battle]
- [Eat him]
- [Blame Marsha: Illusion test]

*Note: If you have killed or framed Marsha then the DM is encouraged to make coughing noises whenever her name comes up in a story.*

## SCENARIO 15: Yokai Parade

Things have been disappearing all over camp. No one has complained but Natty has noticed. In her pursuit for Sari she has been checking the lost and found thinking somehow she would be in that box. This night you discover where they went. Rattling of drums and cheap lights lead you to a yokai parade but this time it's of the neglected things of the camp! Outdated Walkman, survival equipment that never got used, tacky clothing that was ditched in the woods, and all manner of things were dancing about in a conga line. The things are clumsy and awkward and most of them have sprouted random facial features to get by, they looked like the inbred cousins of the things you had seen at home. Just then they spot you!

You remark that Saki would love this stuff. Hitomi is interested in how many scrunchies she can wear at one time. Tomoe is wondering if the gyrating gizmos would be good target practice.

- Try to fit in: Natural roll. They are mostly harmless. Failure leads to combat P: 1d6
- Steal: Natural roll: +1d4 for any daytime adventure. Retro fashion is in.
- Kill them all P: 1d6. There are many, many discarded toys and gadgets here.

Roll 1d8 and go to corresponding daytime mission

## SCENARIO 16 THE FINAL BATTLE

The old man emerges from the lake with Sari trying to claw her way out of his giant whiskey jug. Ghostly and obscene he is tremendous with ghostly powers, baited by his hatred into bringing the supernatural into his lake and giving him more power. Now with Sari's power he is going to kill everyone that dares trespass on his lake!

His aura is terrible, and he summons himself as a terrible giant ghoul, every foul thing sitting at the lake congealing into his body. For all his might he can only manifest half his body leaving him looking like a corpse lounging in a pool too small for him to get out of.

He turns you looking like a dog seeing its next meal but forget that nonsense! You hear a familiar voice. It's Saki's voice! And it's coming from a jug the giant monster has around his waist! Finally, a lead! Finally, a target! Finally, something you can blow up and go home!

Penalty: 1d20

[Tri attack]: Roll all bonus dice, all sisters must be alive.]

*If successful: You defeat the giant ghoul and send him to hell where he can reflect upon his deeds as he is eaten by giant insects. You free Saki and all the things he had hoarded to get so spiritually swole. Congratulations, Camper Kitsunes!*

*If Unsuccessful: You meet Saki again but because you are trapped in the jug with her! Most unfortunate!*

Note: Thanks for playing! Please send questions or complaints to  
[3stat.system@gmail.com](mailto:3stat.system@gmail.com)