

**BUDDHA'S TEARS, Fanatical Cultists**

char.	Tears	Hands	Eyes	Mouths
STR	3D6	3D6	3D6	3D6
CON	3D6	3D6	3D6	3D6
SIZ	3D6	3D6	3D6	3D6
INT	2D6	3D6	3D6+2	3D6+6
POW	2D6	2D6+6	3D6+6	3D6+8
DEX	3D6	3D6	3D6	3D6
APP	3D6	3D6	3D6	3D6
HP	10-11	10-11	10-11	10-11

Move 8

**Av. Damage Bonus:** none.

**Weapons:** Fist/Punch 50%, damage 1D3+db  
Bow of Karma (crossbow) 50%, damage 1D4+2  
Other weapons as appropriate.

**Spells:** Tears, none; Hands, 1D2; Eyes, 1D4; Mouths, 2D4. Common ones would be those from *The Doctrine of Buddha's Tears* or *Kinki Kyōten*, especially Dance of Karma (Bestow Karma), Harmony of Oneness (Flesh Ward), Instant Enlightenment, and Prolong the Suffering (Healing).

**Armor:** none.

**Skills:**

- Tears—Cthulhu Mythos 01%, Dodge 37%, Hide 38%, Listen 33%, Lore (Buddhism) 06%, Meditation 10%, Sneak 53%, Spot Hidden 41%, Zoku (Otaku, Ronin, or choose one) 40%.
- Hands—Cthulhu Mythos 06%, Dodge 40%, Fast Talk 32%, Hide 47%, Listen 40%, Lore (Buddhism) 19%, Martial Art (Choose One) 40%, Meditation 22%, Occult 11%, Persuade 30%, Psychology 27%, Sneak 60%, Spot Hidden 50%, Zoku (choose one) 50%, Zoku (Yakuza) 40%.
- Eyes—Accounting 41%, Credit Rating 38%, Cthulhu Mythos 13%, Dodge 40%, Fast Talk 50%, Listen 46%, Lore (Buddhism) 34%, Meditation 35%, Occult 25%, Persuade 55%, Psychology 34%, Shōdō 15%, Sneak 50%, Spot Hidden 55%, Zoku (Yakuza) 50%.
- Mouths—Accounting 50%, Credit Rating 56%, Cthulhu Mythos 21%, Dodge 40%, Fast Talk 70%, Listen 59%, Lore (Buddhism) 61%, Meditation 47%, Occult 46%, Persuade 71%, Psychology 41%, Shōdō 42%, Sneak 50%, Spot Hidden 60%, Zoku (Yakuza) 60%.

The keeper may modify these skill lists as deemed appropriate.

**Beads of 108 Sins:** Tears carry a small collapsible hand crossbow made of sacred Japanese cypress, hinoki. The stout bolts are made also of hinoki and the fletchings of lotus paper. The tip of the shaft is a nasty silver tri-blade and along the length of the shaft is a sutra prayer, "The Truth of Samsara," taken from the text of *The Forbidden Sutra*. The Tear expends 10 magic points when firing. If the bolt slays a person, the soul is drawn into the Buddhist rosary on his wrist. Each bead with a trapped soul contains 1 point of POW, representing the last vestige of that soul's essence. The high priests of the cult, The Mouths of Buddha, use these rosaries to power their dark rituals. Preferably they desire fully enchanted rosaries, but nothing stops them from utilizing partial beads.

## THE LABYRINTH

What keeps Asahara Shinyama's sanctum safe is the diabolical eight-pointed-star labyrinth a person must navigate to get to the lower levels. After walking through the entryway, the investigators enter into a nondescript triangular room. On the far side of the room is a

rotating door. Beyond the door, a narrow hallway splits off in four directions at a 30 degree angle. The way is lighted by a fluorescent source 20 feet above.

### Into the Dragon's pit

Once the group enters the hallway, a pressure plate in the floor activates a hidden panel that rotates the entryway to the triangular room shut, locking the investigators into the eight pointed star labyrinth. The door back outside will only open again if the door to the central elevator shaft is open as well. Finding their point of origin in the maze can be done with Spot Hidden to find the seam of the rotating circular floor. A marker of some sort would also be a wise idea.

Keepers should closely guard the overall bird's eye composition of the labyrinth, forcing the players to roleplay it in first person. Building a map through verbal description and exploration provides the best fun.

The goal of navigating this labyrinth is to find the hidden door in order to enter the eight-sided room in the center containing the elevator to the lower four sub levels.

### Spelling it Out

An INT x5 roll will reveal that perhaps there is some key to navigating. If any investigators recalled cultists that entered, they had prayer books in hand. If one of the investigators had the presence of mind to grab one of the accordion-folded prayer booklets, a Luck or Education roll might garner a clue that the chant booklet has something to do with navigating the maze. On one page, a chant is in English with the first letter of each line capped. (see *Labyrinth Papers #4*, this page).

Let the players have fun trying to figure out if singing the chant opens the door or the number of syllables has something to do with or the word count, or what have you. The more creative the better.

The answer, however, is quite elementary: The first letter of each line is a route on the map. For example, a Capital "M" means you follow an m-shaped path in the maze. So . . .

**Key to navigate the Labyrinth to the door:** M M M H I I M M

The middle bit is tricky—"H" is I minus I or zero, the negation of the middle three letters, meaning you ignore "H," "I," "I" in navigation. Following this "map" by taking the "right-hand" path will lead a person quickly to the exit. (Knowledge of the overall design of the maze is helpful—investigators can choose to explore the maze first.)

### The Triangle Platform

At the correct place where the exit lies (marked as "E" on the map, the right-hand triangle), the investigators must use the key yet again. This time, they must hum the eight letters to open the coded biometric voice lock. (The lock opens to a certain sequence of the specific harmonic

#### Labyrinth Papers #4

My life is but a fleeting thing,  
My mind is weak and easily controlled,  
My Heart is moved, by the tears of the Buddha.  
He cries for us, blind are we to the suffering of this world.  
I will stop his tears, I will be his soldier,  
I will stop the turning of the wheel,  
My life is but a fleeting thing,  
My mind is weak and easily controlled.

—Mantra in *Doctrine of Buddha's Tears*.