

Under the dimly lit streets of your town is the yellow rot of the Eyes. Behind the cowl of the strange fortune teller and up the attic stairs, the Eyes lurk.

In Chorogaiden forces beyond the control and comprehension of mankind are ever-present and ever rising. Small town horror gives way to consequences that affect the entire world.



Chorogaiden is a game about small town Japanese horror in a race against eldritch annihilation. As the Investigators slowly uncover aspects of their Town they risk the Eyes slowly opening, glancing upon their activities.

And if they're unlucky, the **Eyes** will begin to open, bringing untold horrors upon the town as the Investigators race against the clock to find the opening into the world of **Eyes** and close it for good.

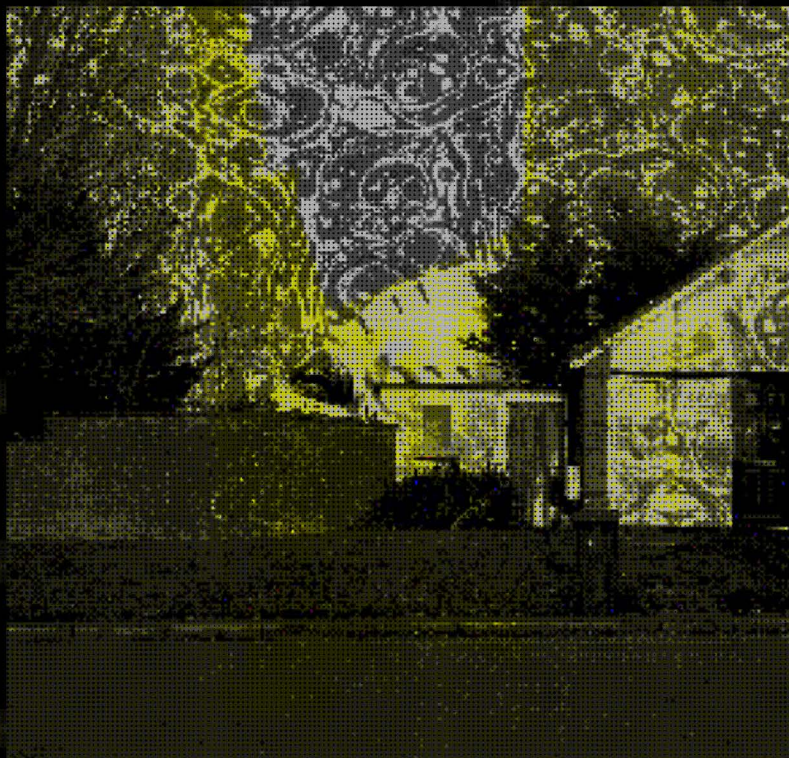
The Town

In Chorogaiden the main setting is a small Japanese town. The names, time period and locations are entirely up to the Weaver and they should prepare a readily built town map for their Investigators to explore.

However, the Town's specific locations are built as the Investigators play.

If an Investigator asks for a specific location nearby (e.g. a pet shop) the Weaver should be prepared to work that new location into the Town and update the map as this happens.

The only location that a Town must ALWAYS contain when built by the Weaver is the Gate, however this location should not be apparent to the Investigators.



目は見ている目は見ている目は見ている目は見ている
2は見