

MISTS OF 太くも太



FEUD PRIMORDIAL



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A FIFTH EDITION ADVENTURE FOR 1 TO 6 PCs OF 3TH LEVEL

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Heat beats down from the blazing summer sun and the adventurers are hot on the trail of a fugitive, ordered by the bengoshi Akia the Iron Shell to hunt down the charismatic cult leader Shinjirarenai. Soon after routing the foul oni-touched mage however the mystery deepens, forcing the PCs to chase across southern Soburin after cases of turtlewax cream until the true powers at work are revealed and the party realizes they are but pawns in an ancient conflict, pieces on a game board between two Imperial Siblings!

ADVENTURE SUMMARY

This adventure begins in *media res*, the party already in the middle of a mission on behalf of a powerful government official (a bengoshi) named Akia the Iron Shell. Her orders to them were simple: find the upstart apostate Shinjirarenai, kill him, sunder the cult following him, and recover the valuable goods he's stolen. After defeating the oni-touched sorcerer and his minions the PCs are approached by a soru hengeyokai named Bōeki, a traveling merchant that witnesses the daring battle. In the midst of praising them the monkey folk offers a fine price of 100 Imperial Pieces for the common goods the party has recovered, convincing them (if necessary) that surely their bengoshi benefactor *intended* for them to sell the lesser items ("why else would she have told them to return with the *valuable* goods?") and because the perishables will spoil before ever reaching market. Even if they resist his persuasions, as the adventurers rest Bōeki steals away part of the shipment—specifically its six casks of turtlewax cream.

Akia the Iron Shell is furious when the party do not return with this seemingly benign item, completely unconcerned with recovered gold, jewelry, and ancestral relics that they have brought back. The adventurers receive only part of their promised reward and are ordered to recover the turtlewax cream post haste. They know from conversing with him that Bōeki made for the city of Nesuto in Ikari Prefecture and the PCs begin their pursuit, their journey across intervening Yokuba Prefecture's wildernesses harried by oni, mercenaries commanded by the dangerous chain-wielder Phacer, and the ancient Mists of Akuma.

Once the adventurers arrive in Nesuto they receive a message from their bengoshi master that lists local informants in his network of spies but cursory investigation reveals that several have been brutally murdered! Tamahana the kyūyurei oni also seeks the turtlewax cream and the duplicitous

monster is paving her path to it in blood, pursued by the Gensosō monk Kazato Tetsunori (one of the Ikari Prefecture's capital's elite elemental-wielding defenders). Both Bōeki and his buyer (the mujina hengeyokai Yukawa Ikumu) have gone into hiding, and the badger-woman has hired a group of warriors to hunt down the murderer and obscure her. As the party clashes against these new rivals and the duplicitous bloodthirsty oni roaming through Nesuto, they close in on Yukawa Ikumu and the vaunted turtlewax cream, only for both to escape into the jungles while they face off against their new nemeses in one of the settlement's popular honor duels.

The adventurers plunge into the Zunkhasa Rainforest hot on the trail of mujina hengeyokai and the turtlewax cream, though along the way a mysterious old man begins following them at a distance—far too spry for his age. The mysterious arrival soon outpaces them and upon reaching the end of Yukawa's tracks, the party finds another enigmatic fellow in heated debate outside of a cave deep in the jungle. In moments the true identities of each are revealed—they are none other than Shūshō Ikari and Kanja Korusu, two of the ancient Imperial Siblings that first conquered Soburin millennia ago! An epic battle ensues and the PCs learn that Kanja has been pulling their strings all along, ordered by the turtle master to acquire the turtlewax cream inside the cavern while he occupies Shūshō. To succeed the adventurers must defeat foo lions summoned by his primordial rival and best traps prepared inside of the sacred space, but once they've done so the battle outside fades and they receive a once in a lifetime opportunity to wield the powers of the Gensosō monks of Nagabuki—and the Imperial Pieces that Akia the Iron Shell owes them for a job well done.

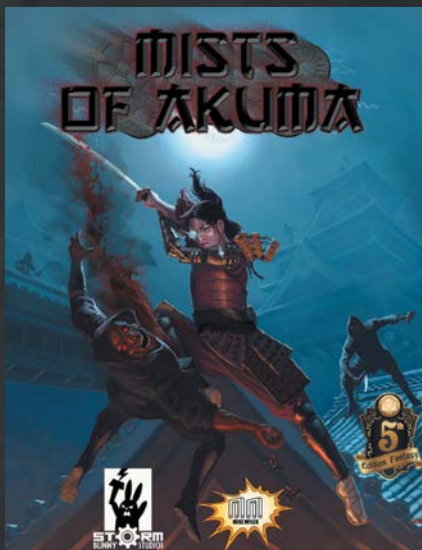
RUNNING THE ADVENTURE

Feud Primordial is set in *Mists of Akuma* but can easily be placed into any eastern fantasy setting, although GMs will need to make several adjustments if they transport it outside of Soburin. If you are running this in *Mists of Akuma*, you have a unique opportunity to showcase a number of key themes that are pivotal to the setting. These themes include: depravity and pragmatism (see the Dignity and Haitoku attributes), the heresy of science, the intrigue among the ruling caste and the peasantry, and a diverse array of races aligned with or arrayed against one another.

This adventure does an excellent job of bringing many of these themes into the fore and while it is certainly enough to be a worthwhile addition to an individual campaign, it truly shines when worked into the larger tapestry of *Mists of Akuma*. In addition to a preview available on distributor sites where the campaign setting book is sold, there are five free PDFs you can find via our website (www.mistsofakuma.com) for more information.

Before starting this adventure, GMs should note that *Feud Primordial* is not intended to be module where the adventurers achieve complete success. In the *Mists of Akuma* victories are pyrrhic and are only won after truly hard fought conflicts. The world around Soburin is decaying and doomed to fall, its peoples are paranoid and ruthless, and for all the talk of nobility there is sadly very little to be found. Though they do not play a crucial role in the module itself, the intrigues between the various clans are many, varied, and endless, and PCs from different prefectures should act accordingly (though to survive they will be forced to work together).

Though the Kengen Occupation may have come to an end a decade ago, the aftershock of the foreigner's oppressive rule—divisions among soburi natives, fear of technology, and the paranoia of untrustworthy neighbors—are strong still, coloring everyday life with a pall of darkness nearly as unsettling as the Mists of Akuma.



MAP OF SOBURIN

The map of the continent on page 51 (and every map for the setting) lacks specific distances—they are as large or as small as the GM requires. When struggling to conceptualize the world, do as usual with the setting: default to Japan.

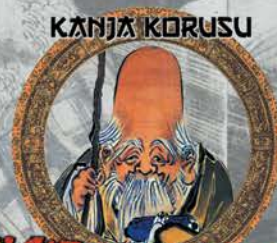


THE CAST

SHUSHO IKARI



KANJA KORUSU



SHE HAS ORDERED
THE PARTY TO
KILL THE SORCERER
THAT STOLE
HER SHIPMENT

SHINJIARENAI



AKIA THE
IRON SHELL



AN IMPERIAL SIBING
HAS ORDERED A
BENGOSHI TO ACQUIRE
A SPECIAL
TURTLEWAX CREAM

AFTER KILLING THE
APOSTATE SORCERER
THE TURTLEWAX IS
EITHER BOUGHT OR
STOLEN BY A
HENGEXOKAI TRADER

BOEKI



YOJINBO



WHEN THE ADVENTURERS REACH
MESUTO THEY FIND THAT AKIA'S
AGENTS IN THE CITY ARE BEING
HUNTED DOWN BY A MAD KILLER

TAMAHANA



KAZATO TETSUNORI



KNOWING ITS VALUE
THE TRADER HAS
HIRED MERCENARIES
TO PROTECT HIM
WHEN THE PARTY
GETS SELLER'S REMORSE

PHAGER



NAGAMINE ATASUKE



AKAGI HONA



JUNKO GENNOSUKE



DUB-SEV



FUNAI TAKEJIRO



INVESTIGATING HER SPIES
ULTIMATELY LEADS TO YUKAWA
IKUMU AND THE TURTLEWAX CREAM
BUT NOT BEFORE RUNNING INTO
A RIVAL ADVENTURING PARTY

RIAPA GREENWATER



MUSASHIBO



HISAKAWA NAIZEN



YUKAWA IKUMU



IVA JIMAN



GAKUTEN



ADVENTURE BACKGROUND

This adventure begins with the party's arrival in Zōkasuru during the hottest summer in recent memory, where a chance encounter with a relic of some power has spurred the oni-touched sorcerer Shinjirarenai into gathering a small and devoted following of fearful citizens. The cult would have gone unnoticed for a while longer, but has ignorantly stolen something of great value to a hidden Imperial Sibling, prompting Akia the Iron Shell bengoshi to hire the adventurers to track him down.

ACT 1: RITUAL IN ZŌKASURU

Read the following to begin the adventure:

It is the hottest summer in over a century and the sun beats down hard, making every footstep kick up puffs of grit and dust that scatter onto the grasses around the dirt path stretching behind you. In the distance, through the waves of heat, you can see your destination: the small village of Zōkasuru. The isolated settlement is rumored to be the last place the apostate sorcerer Shinjirarenai was seen and with a little bit of luck, he can be found here or nearby, quickly routed, and your journey can head north to a prefecture that isn't as unforgivably hot.

There is little of interest inside of Zōkasuru's 15 foot high stone walls save for Daisakenomi Teahouse, the homes of a couple traders, a school for local children, and modest dwellings of farmers with lands adjacent to the village. The townsfolk have no allegiance to Shinjirarenai and when it becomes clear that the PCs have come to deal with him, they plainly tell the adventurers that the sorcerer can be found in an abandoned mansion a few miles west of the settlement. For GMs that wish to make more mystery out of this section of the adventure, here are a few suggestions on how to do so:

- Some of Shinjirarenai's lackeys (2d4+2 [Cultists](#)) attack the inquisitive party in the Daisakenomi Teahouse (using the map on page 52) and then flee to him, leaving an easy trail to follow.
- Obara Daisakenomi (owner and server at the teahouse), Ibanaka Rinako (the local smith), Serizawa Sakue (the village's mason), or Iwasaki Yoichi (proprietor of the general store) can be bribed, persuaded, or intimidated into sharing the information.
- The PCs can visit with the various farmers around the village and after winning their trust, learn of a place some of their neighbors have been traveling towards or the identities of townsfolk that have been acting suspiciously as of late.
- Druids and rangers might converse with animals in the woods around Zōkasuru, learning that many humans gather in a secluded building west of town.

FACING SHINJIRARENAI

A little more than an hour of walking through the woods (which might include an encounter with the Mists of Akuma if the GM so wishes it) brings the adventurers to the abandoned mansion. Read the following as the party approaches:

A worn down mansion appears in the distance, the faded and untended carvings on its edges standing out against the trees of the forest. Its roof stands twenty hands high and is littered with broken shingles, the wooden beams on the building's corners rotted. Even at a distance a shrill but compelling voice can be heard inside, blaspheming ancestral spirits and the order imposed by Emperor Hitoshi Masuto—the ravings of a blasphemer.

The first several rooms of the house have had their walls hastily torn down and to make way for a stage in the northeastern corner, upon which **Shinjirarenai** ([page 36](#)) has prepared the magic circle for a fell ritual. His familiar (a **ryōmen**; [page 38](#)) sits attentive near the podium in the front but it has disadvantage on Wisdom (Perception) checks to see through the fogged windows and notice someone lurking outside. The shikome **Yōjinbō** ([page 37](#)) keeps within 10 feet of the sorcerer while still attempting to stay out of the sphere of attention, and otherwise there are a dozen [Commoners](#) and a dozen [Cultists](#) attentively

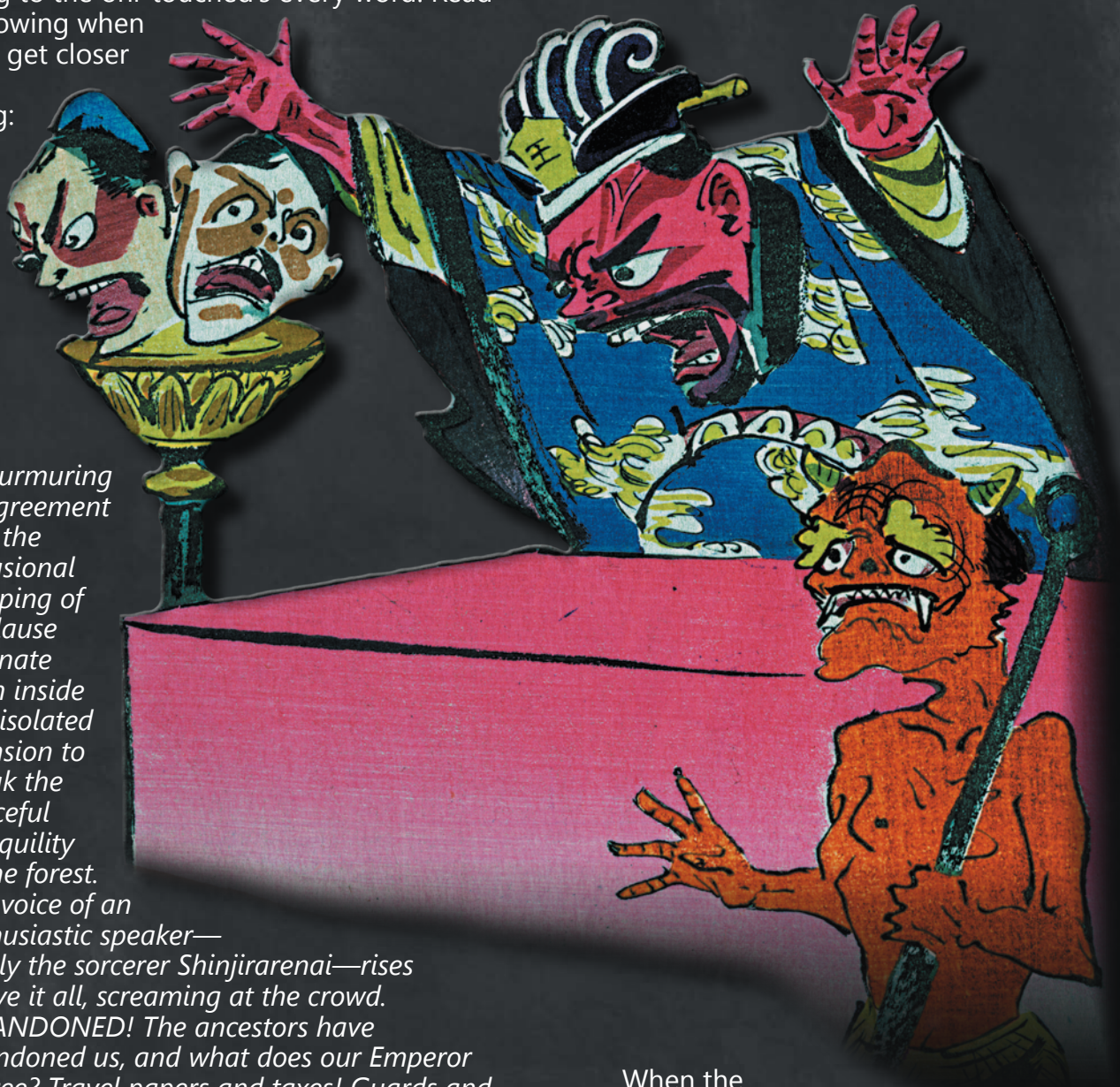
listening to the oni-touched's every word. Read the following when the PCs get closer to the building:

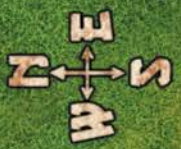
A murmuring of agreement and the occasional clapping of applause resonate from inside this isolated mansion to break the peaceful tranquility of the forest.

The voice of an enthusiastic speaker—surely the sorcerer Shinjirarenai—rises above it all, screaming at the crowd. “ABANDONED! The ancestors have abandoned us, and what does our Emperor decree? Travel papers and taxes! Guards and guns made by foreigners standing in the docks of Sanbaoshi! But the mists are not at the whim of Hitoshi Masuto, and he offers no respite to the wandering evil. My friends it is time to throw off the shackles of history, to embrace new ideas and new solutions!”

Shinjirarenai continues talking for 2d4 minutes after the party nears the building at which point he gets the crowd to chant in repetition (“Shisha o moyasu”). At the end of 1 minute of chanting his ritual completes and the Commoners in the room all gain 4 Haitoku, changing into Cultists and becoming utterly devoted to the sorcerer as Shinjirarenai increases to 7th level (gaining a new spell known, his first 4th-level spell slot, 1 sorcery point, and 1d6+1 hit points).

When the adventurers interrupt the gathering each PC makes a **DC 12 Charisma (Intimidation) check** (with advantage if they impressively crash through a window or door). Each success causes 1d4 Commoners to flee back to Zōkasuru, unwilling to face off against such dangerous foes. Any that remain join the Cultists in defending Shinjirarenai and form a line to defend the sorcerer as he flings spells at the adventurers. PCs that get close to the oni-touched are harried by Yōjinbō first but the shikome bodyguard is the only NPC that flees after the battle is joined, escaping when reduced to 8 hit points or less—everyone else that attacks the party is compelled by Shinjirarenai's dark relic (the *kokutan-niryoku*) to fight to the death.

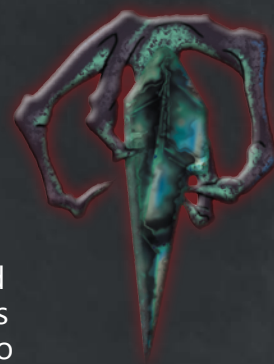




KOKUTAN-NIRYOKU

Wondrous item, very rare (requires attunement)

This curious trinket was once shorn from the leg of a man-sized avian, the calcified claw gripped inexorably around a powerful ebony gem. Inside of it is the soul of a mage that drew the ire of an Imperial Sibling, so foul was their crime that they are trapped within until the end of time (unless it can amass power enough to escape). Shinjirarenai is one of many "owners" of the *Kokutan-Niryoku*, picking up the dark charm off the forested ground amidst the Mists of Akuma. It has been carried by scores of creatures before him but unlike them, the oni-touched has resisted transformation into adeddo-oni and it lusts at this opportunity for power.



The *Kokutan-Niryoku* is strange trinket of an ebony claw grasping a gem that seethes with power. Every day that the wondrous item's urge to gather a following is not pursued, its wearer must make a DC 13 Charisma saving throw. On a successful save, the wielder takes 3 (1d6) psychic damage. On a failed save, the wearer is dominated by the wondrous item (as the *dominate monster* spell) and goes about the work of amassing a cult. The spell effect ends when one more soul has been recruited into its cult.

Magic Properties. While attuned to the *Kokutan-Niryoku*, every 24 hours your Haitoku increases by 1 (up to a maximum of 24). At the start of your turn, you can choose two creatures you can see and until the start of your next turn, any attacks these creatures make against you have disadvantage. In addition, you refuse to part with this magic item after you have attuned to it.

Sentience. The *Kokutan-Niryoku* is a sentient chaotic evil wondrous item with an Intelligence of 14, a Wisdom of 15, and a Charisma of 16. It has hearing and darkvision out to a range of 60 feet. The wondrous item communicates telepathically with its wielder and can speak, read, and understand Adeddo and Soburi.

Personality. Everything in existence is a means to the final end of all things, or so the *Kokutan-Niryoku* believes. Ultimately it seeks to cultivate or find a spellcaster powerful enough to bring about the true apocalypse, ready to sacrifice much of its own intellect to allow such a wearer to transform into adeddo-oni without becoming nearly mindless. The *Kokutan-Niryoku* truly despises anything holy or noble and savors the opportunity to bring destruction down on either.

OPPORTUNITY KNOCKS

After the battle the PCs find the merchant's stolen wares that Akia the Iron Shell wanted returned. Innocuous goods like barley, rice, tea leaves, ripening sudachi, candles, turtlewax cream, hemp kimonos, and on lamps—far too much for them to carry by hand—are in the southeast room, while more valuable items like jewelry, silks, rare herbs, expensive ritual components, ancestral relics, and scarce magical reagents lay in a chest in the northwest. The adventurers' search of the building is interrupted when a soru hengeyokai (**Bōeki**; **page 38**) boldly approaches them. Read the following:

Suddenly a simian the size of a man—clearly a soru hengeyokai—appears in the doorway, rapping his knuckles on the wood. "I am most sorry to intrude upon you, but I must congratulate the victors of such a rout!" He looks about, scrunching his monkey-like face but nodding approvingly.

"Magic is beyond my ken," he continues, "but it is clear that something malevolent would have occurred were it not for your intervention. On behalf of the Machibuse Traders please allow my humble self, Bōeki, to thank you for clearing it away from our trade route."

The monkey folk is part of a small horse-drawn caravan with a few other hengeyokai and soburi waiting on a roadway off in the distance. While Bōeki's timing is indeed miraculous his tale is true; he and the caravan were passing nearby, saw the commotion, and took an interest in what was happening. Unlike his companions however he's got nothing to trade but Imperial Pieces—and he is so very desperate not to arrive in Nesuto empty-handed. When Bōeki sees the various goods the party have just acquired, read the following:



Bōeki pokes his head into the southeastern room of the building and coos. "My, what a haul," he says, bobbing his head up and down slightly, "yet it is far too much to carry by hand, yes?" The hengeyokai sulks, his body dropping down as he continues, "It so happens that I am in a precarious situation as well. Back in the caravan I have cases of the tastiest daifuku in all of Soburin carried straight from Fuson Prefecture, but the foolish assistant pateshie in Detchtagi did not seal them properly and they have all dried!"

Consumed with anger Bōeki lashes out and strikes the doorframe with his tail only to grab it reflexively, wincing from the pain. "They are not nearly as valuable as they ought to be now, and I shall be made a laughing stock when we arrive in Nesuto. I have been saving coin for an emergency however." He looks at you all hopefully, anxiously rubbing his hands together, "perhaps we might help one another?"

Bōeki genuinely wishes to buy all of the stock goods and means well by the party, but a **DC 18 Wisdom (Insight) check** can prompt him to reveal that he is particularly interested in the turtlewax cream (though only because he knows a buyer in Nesuto that will pay a fine price, to use to experiment with shīranto sap). The hengeyokai trader has no desire for the more expensive valuables and should the PCs explain their orders from the Korusu bengoshi, he points out that they were to return with the *valuable* items stolen from the merchant—surely she did not intend for them to haul all of this back, and it makes little sense for so many perishable goods to go to waste before they can reach the marketplace. A **DC 10 Intelligence check** appraises the value of the stock goods at only 48 Imperial Pieces, but because the adventurers have just done a kindness for the Machibuse Traders and given his unfortunate situation, Bōeki offers them 100 Imperial Pieces (which he thinks he can make back).

PCs that are suspicious and unwilling to barter might be plied with the addition of dried daifuku to the deal (five cases worth that can easily be stuffed into a large sack), or if Yōjinbō fled the battle Bōeki claims to know which direction he went and will only reveal it on condition of the trade. Should these fail, after they

part ways the hengeyokai stalks behind them waiting for the right moment to drink a *potion of invisibility*, sneak to where the goods are, and steal the 6 cases of turtlewax cream using a *bag of holding*.

Fortunately for Bōeki an opportune moment presents itself fairly quickly—a trio of villager elders from Zōkasuru arrive at the abandoned mansion (or if the PCs have begun traveling again, catch them on the road) to congratulate the adventurers, thanking them for purging the evil from the land with a modest feast in their honor. It is considerably dishonorable to refuse this offer and any member of the party that does so reduces their Dignity by 3. When the PCs return to the village an excellent meal is prepared for their enjoyment and a fine dinner is had by all—until Akia the Iron Shell arrives.

Read the following:

The Daisakenomi Tea House is filled with the smell of delicious food as you return to Zōkasuru. Within you see that with the help of some of the farmers, the owner Obara has prepared a sumptuous meal. Grill yakimono, saucers of nikogori, bowls of rice, and even small dishes of umeboshi await you inside along with yuzu juice, beer, and sake. After a short speech by one of the elders the meal begins and it is as satisfying as it smells, the food hearty and filling, the drink pleasant and flowing.

Halfway through the meal a cadre of children caper inside, each donned in a hastily-made costume meant to mimic the lot of you. They put on a quaint show of beating the oni-touched sorcerer—a child nearly mummified in strips of hemp dyed red—and just as one of the miniature adventurers is about to strike, a cacophony sounds from the front of the building as the door explodes inward in a storm of splintered wood.

Akia the Iron Shell stomps over the broken timbers and screams, her voice raising well above the cries of the children in front of her. "WHERE ARE THEY!?" she yells, shrill and piercing. She spots you behind the table and points at each of you in turn, her withered old finger emerging from her armor and shaking furiously. "Baka! Baka! Baka! BAKA!"

ACT 2: UNFINISHED JOURNEY

The Korusu bengoshi has a wide network of spies and made for Zōkasuru when the PCs did, sure they would quickly handle the sorcerer and recover the stolen shipment—specifically the turtlewax cream that she truly wanted to be returned. Upon reaching the village she immediately checked for the missing goods and whether Bōeki bought the lot or stole the six innocuous casks, they are not in the party's possession and she is enraged. Akia immediately orders all of the villagers out of the Daisakenomi Teahouse and reprimands the adventurers for being foolish, unconcerned with the “valuable” goods that were recovered. When the party presents these to her, read the following:

Akia the Iron Shell stares you down, the fury in her gaze nearly scorching. After a few tense seconds of silence she calls out, “Chizia Toin! Enter!” A meek scribe—just a slight of a man, not yet fully grown and terrified—dejectedly shuffles into the Daisakenomi Teahouse, nervously looking about the central room. She turns to him and commands, “recite the message I gave you to send to these fools last week.”

Unsure and anxious, he bows deeply and pulls a scroll from beneath his robes and recites the message verbatim, albeit stammering. “Locate the upstart apostate Shinjirarenai near Zōkasuru, kill him, sunder the cult following him, and recover the valuable goods he’s stolen.”

“Let me see that!” Akia yells, snatching it out of his hands and quickly reading it. “Are you certain I said valuable?” she asks him, one eye squinting. “Are you quite certain?”

Clearly shaking, the scribe looks at the paper, then back at her, to the paper, to her—finally he nods. In a lightning fast motion a multi-barreled handgun appears in Akia’s hand and she fires, exploding the youth’s head in a cascade of blood and gore that washes over the teahouse.

TRAVEL ACROSS YOKUBA

Ignoring the dead body on the ground, Akia explains that the turtlewax cream absolutely must be reacquired and orders the adventurers to do so—no matter the cost. The bengoshi makes no mention of paying them for their troubles thus far and a cursory request is met with derision, but a **DC 13 Dignity (Culture), Haitoku, or Charisma (Persuasion) check** can get her to shell out 200 Imperial Pieces (from the 500 they are due). Either way she promises 200 Imperial Pieces more and their full payment should they recover the turtlewax cream, and her ire should they dare refuse her. After she has finished berating the party and they have accepted this new duty, Akia gives them travel papers with permissions to journey from Korusu Prefecture and into Yokuba Prefecture, from Yokuba Prefecture to Ikari Prefecture, and remittances to make the return trip.

Throughout this entire exchange in addition to a small retinue of Akia’s servants waiting outside there is another, far more significant figure disguised as a vagrant: the Imperial Sibling Kanja Korusu, the individual to whom the turtlewax cream truly belongs. Each PC attempts a **DC 20 Wisdom (Perception) check** as they are berated by the bengoshi to notice this new, slightly out of place stranger, but he vanishes into thin air just as soon as he is seen.

The party should easily recall that Bōeki was headed for Nesuto but a **DC 7 Intelligence check** is enough for



the GM to remind them directly. Reaching the settlement means traveling west-by-southwest over northwestern Yokuba Prefecture, across the Kaigi-Tekina Jungle, and through a pass in the mountains into Ikari Prefecture—a journey that takes 3 weeks by foot or 2 weeks by horseback, and there are no mounts to spare in Zōkasuru. Before leaving the adventurers might ask local merchants about Bōeki and the Machibuse Traders, learning that his organization is a semi-reputable cadre of hengeyokai traders spread across Soburin. A **DC 15 Wisdom (Insight) check** reveals that the merchants have a suspicion regarding them however; a little pressing gets the villagers to disclose that a group of toughs calling themselves the Kaisen Mercenaries passed through town not long before the PCs returned, leaving after asking about hengeyokai traders traveling nearby.

While the adventurers might assume they have nefarious intent, the mercenaries are actually on the job—hired to defend the caravan and now tarrying on the road behind Bōeki, told to slow down the party should they come the same way. The likelihood of combat with **Phacer Kaisen (page 39)** and her crew (4 **Berserkers**) is strong but other threats lurk in the wilderness.

There is a 50% chance twice every 24 hours that PCs have a random encounter though whether or not each of these automatically lead to violence is up to the GM. Aside from these, guerilla warfare from the Kaisen Mercenaries, and possibly the Mists of Akuma, nothing of note stops the party from reaching Nesuto except for the dangers of the wilderness.

BADLANDS ENCOUNTERS (WEEK 1)

Badlands Encounters (Week 1)

After deforestation and strip-mining by foreigners during the Kengen Occupation the lands of Soburin were in a poor state and the aftermath of the War of Kaiyo's end has made recovery an impossibility. The vast majority of the continent's wilderness has been reduced to badlands that are practically worthless for cultivation—and frequently home to vicious oni.

Threats (d20): **Bandits** (CR 1/8), **Poisonous Snakes** (CR 1/8), **Giant Lizards** (CR 1/4), **Giant Wolf Spider** (CR 1/4), **Scouts** (CR 1/2), **Giant Hyena** (CR 1), **Giant Spider** (CR 1), **Doppelganger** (CR 3), **Giant Scorpion** (CR 3), **Ishi Spirit** (CR 3; *MoA* page 148), **Onryō** (CR 3; *MoA* page 150), **Adeddo-Oni Samurai** (CR 5; page 138), **Baku** (CR 5; *MoA* page 140), **Wyrmling Sky Dragon** (CR 5; *MoA* page 123), **Oni** (CR 7), **Yaoguai** (CR 7; *MoA* page 162), **Ancestral Kami** (CR 8; *MoA* page 151), **Rokurokubi** (CR 9; *MoA* page 153), **Jinmenju** (CR 10; *MoA* page 146), **Adult Sky Dragon** (CR 11; *MoA* page 124)

JUNGLE ENCOUNTERS (WEEK 2)

Once common across the continent's southern reaches, whatever kindnesses the rainforests formerly offered have evaporated and only the fiercest animals have survived in the aftermath of the Kengen Occupation, making jungles a dangerous place to tread even for veteran warriors. In addition, there are a number of diseases that may afflict the PCs as they travel across such unforgiving wilderness.

Threats (d20): **Giant Rats** (CR 1/8), **Poisonous Snakes** (CR 1/8), **Giant Bats** (CR 1/4), **Giant Wolf Spiders** (CR 1/4), **Mushrooms** (CR 1/4; **Shrieker Fungi** and **Violet Fungus**), **Brown Bear** (CR 1), **Giant Spider** (CR 1), **Tiger** (CR 1), **Adeddo-Oni Hunchlings** (CR 2; page 34), **Ettercap** (CR 2), **Giant Boar** (CR 2), **Ki Spirit** (CR 2; *MoA* page 148), **Saber-Toothed Tiger** (CR 2), three **Awakened Trees** (CR 3), **Otyugh** (CR 5), **Shambling Mound** (CR 5), **Wyrmling Forest Dragon** (CR 5; *MoA* page 117), **Hebikontorōra** (CR 6; *MoA* page 144), **Giant Ape** (CR 7), **Oni** (CR 7).

Ikiseichū. Invisible to the naked eye, travelers know better than to drink from waters deep in the wilderness for fear of ingesting these stomach parasites. When a creature drinks or otherwise consumes water contaminated

by ikiseichū, the creature must succeed on a DC 12 Constitution saving throw or become infected.

It takes 1d4 days for symptoms of a stomach parasite to manifest in an infected creature. Symptoms include taut skin and sunken muscles.

Every week, the infected creature doubles the amount of food and water it needs to survive. An infected creature that does not receive enough sustenance regains no healing from short or long rests.



A creature can cure the disease with a *greater restoration*, or an attack or spell that deals 10 points of force damage per week of infection.

Jokku Kayumi. Wearing one's armor too long and going without washing has its consequences in humid environments. When a creature has gone a week without bathing or more than 3 days without cleaning a suit of armor they wear each day, the creature must succeed on a DC 8 Constitution saving throw or become infected. It takes 2d6 days for jokku kayumi's symptoms to manifest in an infected creature. Symptoms include itching and odor in the groin.

The infected creature emits a stench that gives it disadvantage on Charisma ability checks made against creatures within 10 feet. Every week, the infected makes a Constitution saving throw (DC 8 + 1 per previous save) or the range of its stench increases by 5 feet (to a maximum of 20 feet).

After 5 successful saving throws the creature recovers from the disease.

Urin-Netsu. Wounds infected by poisonous spores wafting through the air of the Kaigi-Tekina Jungle can carry dangerous toxins through the bloodstream, making it difficult to heal from injuries. When a creature is reduced to less than half of its hit points while inside of the Kaigi-Tekina Jungle during the night, it must succeed on a DC 13 Constitution saving throw or become infected. It takes 2d4 hours for urin-netsu's symptoms to manifest in an infected creature. Symptoms include lightheadedness and disorientation.

The infected creature only restores half as many hit points as normal from magical healing, when spending hit dice during a short rest, or after taking a long rest. At the end of each long rest, an infected creature must make a DC 13 Constitution saving throw.

After 2 successful saving throws, the creature recovers from the disease.

MOUNTAIN ENCOUNTERS (WEEK 3)

Monstrous hordes once contained behind the walls of oni warlord fortresses have spilled forth since the end of the Kengen Occupation, making the continent's slopes truly lethal.

Threats (d12): [Giant Goat](#) (CR ½), [Harpy](#) (CR 1), [Ogre](#) (CR 2), Adeddo-Oni Ninja (CR 3; page 35), [Basilisk](#) (CR 3), [Manticore](#) (CR 3), [Troll](#) (CR 5), Wyrmling Sovereign Dragon (CR 6; MoA page 126), [Wyvern](#) (CR 6), [Oni](#) (CR 7), Yuki-Onna (CR 11; MoA page 162), Adult Sovereign Dragon (CR 12; MoA page 127).

ACT 3: BLOODED CURRENT

With weeks of travel behind them the PCs finally reach a settlement nestled among islands in the Yökini-Sawagi River: Nesuto. Read the following:

Rushing water adds to the jungle's symphony and after a few moments as the ground starts taking a steady downward slope, it is joined by the din of people trading, working, and going about their lives in what must be the city of Nesuto. The settlement is anchored to islands jutting out of a wide river, the foliage of the Zunkhasa Rainforest thick and encroaching from both shores. Several artificial structures stand above the waterline, squat platforms of stone bricks topped by walled pagodas with armed guards waiting inside. There must be scores of homes, shrines, and shops here, all closely integrated—you only see a few low-clearance boats traveling in the interior waterways, most of the ships scooting around the city instead.

Shortly after the adventurers arrive in the city, a Sherukurakkā brazenly approaches them with a scroll bearing the seal of Korusu. On the parchment is a message from Akia the Iron Shell with four names, her spies in Nesuto and people the party can turn to help track down the turtlewax cream—provided they can be reached before the mysterious murderer roaming across the settlement strikes them all down. A cursory investigation quickly reveals that of the eight names they are given, four (her master spy the vagrant Dokuro Gengyo, baker Ayuzawa Chikao, guard Hada Aishun, and herbalist Toujou Yurisa) have already been brutally slaughtered by a figure known only as



the “Naitorippā”. The murderer has been at large for over a week and one of Ikari Prefecture’s best defenders is on the case: Kazato Tetsunori, a Gensosō monk from Nagabuki sure to gain an interest in the PCs as well. The remaining names on the list are:

Akagi Hona, a weapons trader on the north island constantly accompanied by a trio of bodyguards

Nagamine Atasuke, a retired soldier that hangs out in the Korao’s Banter teahouse on the south island.

Junko Gennosuke, a disreputable junk trader on the southeast island rumored to deal in technology.

Yukawa Ikumu (page 40), a mujina hengeyokai member of the Machibuse Traders and merchant of esoteric goods with no permanent residence in the city. Akia has not realized the badger-woman is a double agent truly working for Shūshō Ikari—another Imperial Sibling and an ancient rival of Kanja Korusu.

Bōeki skipped town and the rest of the Machibuse Traders (including Yukawa) went into hiding shortly after the Naitorippā murder spree began, but finding the other three (Akagi, Nagamine, and Junko) is easy enough. All were told to keep an eye out for merchants from the hengeyokai trading company and questioning these spies doesn’t draw any more attention to the adventurers, but when they start pressing Nesuto’s citizens for specific information about the Machibuse Traders they get noticed by Musashibō’s Marauders. After they cross paths with Kazato, the trifecta of the city’s mystery is in play and the race is on: the party, their rivals, and the Naitorippā (a kyūyurei oni being chased by the Gensosō) are all pursuing the turtlewax cream in Yukawa’s possession!

NESUTO, CITY IN THE RIVER

Little more than an odd village for more than a millennium, Nesuto's population swelled when the Mists of Akuma returned. Shipmaking is still an important trade in the city but the outer islands are no longer devoted just to the crafting of boats, now crowded by houses for factory workers and small woodworking shops of all kinds. Largely because refuse flows downriver, the richest citizens live towards the north (upstream) while those with less wealth live progressively further south (downstream). Vessels of all kinds are restricted to travel on the eastern side of Nesuto unless they are flat-bottomed boats (without sails) that are able to navigate under the city's bridges without incident.

The gulf between the rich and poor has always been tenuous here but aside from the rivalry of the city's teahouses (specifically the Oishī Sunset and Yori-Oishī Sunrise), the recent Shichō appointed by Lady Natsuko Ikari has done a fine job maintaining order and keeping the peace—until the arrival of the Naitorippā. Her request for aid brought the Gensosō Kazato Tetsunori up from Nagabuki and should the PCs approach her she directs them to him, too busy with matters of governance to micromanage the efforts of one of the prefecture's finest warriors to stop the murderer.

North Island. The settlement's initial island is now home to a market for fine goods (such as expensive magical reagents and rare foods), Nesuto's school, the Mozaro Mage tower (and its teleportation circle), and a few luxury services like the silk seamster Otonari Ekiken, the Tanoshī Theater, Akagi Hona's weapons shop, and the resplendent Oishī Sunset teahouse. The latter serves few things for less than a few silver but its owner Kuroki Agasa has strived to make her establishment as impressive as the finest restaurants in Sanbaoshi, frequently offering breakneck prices on her finest liquors when it can hurt the business of her rival Enokida.

Northeast Island. Masters of the docks, the office of governance representing the Ikari Prefecture, and the dwellings of their servants take up this sand barrier, all of them arrayed around a public shrine to the forces of nature.

East Island. The Zentōbu Warehouse is on the north part of this island and homes for many of the city's poor are towards the south near the Yori-Oishī Sunrise, a teahouse that serves sake for as little as a copper. Its owner Enokida Jinzaburo was spurned by the mistress of the similarly named restaurant on the North Island; he has made it his mission to undercut and destroy her business, and as a result he lives a meager life but there's almost nowhere else in Soburin with drinks as cheap as his.

Southeast Island. Two markets that focus on food and a cycling selection of wares (largely junk) are in the center of several homes, docks, small eateries, and Junko's Janku Shop.

South Island. The city's other original island has a large market with fresh foodstuffs every day and traders taking up temporary stalls as they pass through. There are half a dozen fishmongers, smiths, and other mundane services as well as Korao's Banter teahouse (where the sake isn't cheap, but it is affordable and worth the silver) ringed by houses of the fairly well-to-do.

Western Islands. Mostly workers live in these parts of Nesuto, close to the mass production treatment and assembly factories that have sped up the city's ship exports in the northwest, or the facilities for cutting and sorting timber in the southwest. Unlike in the technologically-lenient prefectures, only traditional soburi techniques are utilized here but centuries of expertise have made their work just as efficient as any machines in Supai or Uso.

GM Note: Throughout the adventurers' time in Nesuto, the Mists of Akuma may descend on the city as often as the GM likes. Citizens retreat into their homes and throw shīranto sap (page 20) onto the seams of doorways and windows, safely sealing themselves away from the supernatural haze by temporarily making their dwellings air-tight. PCs fighting while standing in the current of the streams between the settlement's island are protected from the Mists of Akuma, the air rushing off of the water keeping it away—but not the adeddo-oni. Unless an adventurer has a swim speed, they have disadvantage on ability checks and attack rolls while in the water, and they treat the waterways between islands as difficult terrain.



NESLUTO

UNRAVELING THE THREAD

Each of Akia's spies has a piece of information that ultimately points the party to Yukawa although should these fail, the Honor Duel at the end of this act reveals her as the culprit. While it is recommended that all of these NPCs become inaccessible after revealing what they know to the adventurers, at the GM's discretion they may survive an attack by Tamahana or choose to stay in Nesuto to help guide the party along towards the climax in Act 4.

AKAGI HONA

The weapons trader (use the statistics for a [Noble](#)) cannot be bribed, cowed, or easily deceived—she's quite wealthy, carries two fully-loaded dragon cannons, is confident that the Chinatsu Triplets (all [Veterans](#)) are competent defenders, and has been a cunning trader for over a decade. Read the following when they visit Akagi's shop:

Fine cherry oshima wooden beams make this weapon shop's doorway as resplendent as the interior, a host of weapons both technological and traditional hung along the walls, scattered on tables, or in half-buckets on the floor. A well-dressed woman stands behind a counter in the back, two armored bodyguards sitting on stools nearby.

What is troublesome for the party is earning her trust—even with the sealed letter from Akia the Iron Shell, unless she is further convinced to cooperate all she tells the party is general information about Nesuto and what they might have already found out in their investigations thus far (Bōeki has left town, the Naitorippā's murder spree, the gruesome fates of Dokuro Gengyo, Ayuzawa Chikao, Hada Aishun, and Toujou Yurisa, and that the Gensosō monk Kazato Tetsunori has traveled from Nagabuki to chase after the killer).

A **DC 17 Charisma (Persuasion) check** or a sufficiently entertaining tale of daring (eloquently told by an actual player in the group, made with advantage if mimicry and a physical performance are involved) gets Akagi to reveal her valuable clue. She believes that before leaving Nesuto, Bōeki sold the turtlewax cream to one of his Machibuse Trader friends because a tanuki warehouse manager from the eastern island (Hisakawa Naizen) complained to her in confidence about being

dismissed from a meeting between merchants of note, wondering if she was as well. Akagi keeps tabs on all the city's worthwhile commerce and is certain that if something else valuable was in play that she would have heard about it—surely this must have been what the clandestine summit was regarding.

Dragon Cannon (2). *Ranged Weapon*

Attack: +3 to hit, range 40/80, one target or all targets in a 20-foot cone or 40-foot line. **Hit:** 5 (1d8+1) fire damage at a single target or 14 (3d8+1) fire damage to all targets in the area. Akagi makes a separate attack roll for each object and creature in the area. After being fired at an area, reloading the dragon cannon requires 1 minute. Otherwise each shot expends 1 piece of ammunition (which costs 2 gold) and the weapon can hold up to 10 pieces. These firearms are quite valuable but they are marked in many places with Hona seals that drive the value down to 500 Imperial Pieces each.

Finding Hisakawa Naizen (a tanuki [Commoner](#)) is easy enough and he is as polite with the adventurers as he is with anyone else—which is to say he's gruff, complains abundantly, and acts like he doesn't have time for them but otherwise cooperates. Read the following when the party go to interrogate the raccoon folk manager of the Zentōbu Warehouse:

Even from a distance you can see which building must be the Zentōbu Warehouse—a stream of workers and customers go into and out of it, easily making it one of the busiest establishments you've seen in Nesuto. For all the commerce here it seems to be just for common goods but its bustling all the same, folks carrying baskets of rice, millet, hemp, produce, and all sorts of simple everyday necessities. Ships and wagons are moored and parked nearby, loading and offloading more goods for trade within.

Hisakawa acknowledges that the meeting happened, but he can't be sure what it was really about. Shortly after the discussion with him begins however an assistant (Nonaka) calls asking for his help with a customer, followed shortly afterward by the questions of a woman with a melodic voice. Barely a

minute passes before the tanuki's subordinate screams out in terror upon discovering Hisakawa's eviscerated body, the woman he was speaking to nowhere in sight. Nonaka can tell the party that she was quite beautiful, asked about a shipment of rice that the warehouse has no records of, and that she then requested her recently murdered boss by name.

Whether the adventurers ask her or not the party will overhear this information—Kazato Tetsunori arrives in time to stop an immediate pursuit after the murdering woman, suspicious of anyone that leaves the crime scene and putting out a warrant for their arrest. Though untrusting at first when he learns that the PCs are working on behalf of a Korusu bengoshi he acknowledges their authority, asking that if they discover anything about this murderer to immediately notify him or the settlement's guards. Adventurers that loop back to question Akagi Hona a second time find that she is gone, considering her duty to Akia fulfilled enough that it was more prudent to leave Nesuto and possibly face the wrath of the bengoshi instead of an ambush by the Naitorippā.



NAGAMINE ATASUKE

Perpetually drinking in Korao's Banter from when it opens before noon until the doors close at night. The retired soldier ([Gladiator](#)) is equally helpful and recalcitrant in turn, but he's too callous and disinterested to be persuaded or deceived—the PCs have to impress him to gain his trust. Read the following when the PCs enter the teahouse called Korao's Banter:

The Korao's Banter teahouse lives up to expectations made by the exaggerated sign outside the building and the closer you get, the louder the murmur within grows. Races of all kinds are inside drinking and cavorting in the midst of a dozen different palates—there at one table are a steamectic and a kappa, and you spot the hulking forms of an enjin and mutant crouched over the bar along the wall.

A **DC 17 Charisma (Intimidation), Dignity, or Haitoku check** does the job well enough but the adventurers might best him in a game of chance like burakkujakku or pōkā (played by player and GM), skill such as thrown darts (done with ranged attack rolls or a real board on the wall), or strength via wrestling contests (either opposed Strength checks or at the table).

Once he's been impressed by the PCs, Nagamine tells them that whichever hengeyokai merchant got the shipment that Akia wants, he thinks it is one of the rare sort—the itachi (weasel), hebi (snake), koi (carp), mujina (badger), or usagi (hare). A few weeks ago he overheard a cadre of Machibuse Traders in the tea house, talking loudly and berating one of their peers—the phrase that sticks out in his mind is, “oh her kind have the courage to hide for centuries, what's a few decades more!” The old warrior remembers that there wasn't anything remarkable about the talkative group save that they were all the more common types of hengeyokai and otherwise unremarkable.

The night after the PCs meet Nagamine he is murdered by the Naitorippā. Witnesses in the teahouse say that he was last seen with a beautiful woman named Tamahana before retiring to his rented room, and when looking over the body the adventurers might notice something missing. A **DC 15 Intelligence (Investigation) check** reveals that the war charms on his katana have been taken, something that the party might locate by using magic or finding the right fence (and hopefully find the kyūyurei oni in the process). Reporting this information to the guards of Nesuto affirms Kazato Tetsunori's trust in the adventurers or if they've become arrayed against one another, a step towards alliance that ends any fugitive status a PC might have gained from running away earlier.

JUNKO GENNOSUKE

While he might not be Akia's deadliest or wealthiest agent in Nesuto, Junko is a proper [Spy](#)—the sneakiest by far. Attempts to intimidate or persuade him result in deflections and disinterest, but deceiving him can get him to speak on something other than general topics about Nesuto and reveal the crucial information that he possesses. Read the following when the PCs approach Junko's Janku Shop:

Grease, rust, sweat, and oil mix into a heady aroma that wafts out of this hut scabbled together from recycled sheet metal. Inside it is surprisingly spacious, albeit crowded by discarded bits of machinery and doo-dads of trash—there's a katana with its blade snapped in half, the barrel from a rifle sticking up from behind the rigging for a small hikōsen airship, and a hundred other sights of things that might be useful in the right circumstances but ultimately have little real value. A spry old man shuffles

through it all, idly throwing items from one pile into another and organizing shelves with seemingly little logic to guide him.

Shiranto Sap. This sickly brown substance, typically stored in a brass urn, quickly sticks to surfaces and expands into foam when exposed to the air. A typical urn holds 8 ounces of shiranto sap.

As an action, a creature can use one ounce of shiranto sap to fill a hole 1-foot in diameter, seal a 3-foot by 3-foot window, or use two ounces to pack the seams of a human-sized doorway. The shiranto sap is vulnerable to all damage until it sets 30 seconds after being applied. Once it has, the seal must be destroyed (AC 11, 10 hp) or pried away with a combination of one DC 14 Strength check and one DC 14 Intelligence check before the sealed opening can be accessed.

One-ounce glass and ceramic containers also exist, which can also be used as a weapon. As an action, you can throw this shiranto sap up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the shiranto sap as an improvised ranged weapon. On a hit, the target becomes covered in rapidly expanding shiranto sap that inhibits movement. At the start of your next turn, the shiranto sap hardens, and the target must make a DC 10 Strength check or gain the grappled condition. At the start of each of its turns, the target receives another check to remove the grappled condition. The shiranto sap can also be destroyed (used in this way, it has AC 13, 6 hp).

A **DC 17 Charisma (Deception) check made in Thieves' Cant** or an extremely clever, intricate falsehood that appeals to him gets the party on to Junko's good side. This lie is made with advantage if at least 4 locations from Nesuto or along the party's recent journey and no less than 4 citizens that the junk trader would know of are part of the falsehood—the GM should give the adventurers an idea of how important it is to include genuine landmarks and shared acquaintances



in the tale to make it believable, but not exact details.

Junko heard from a friend in the guard (he has many of them) that a mujina hengeyokai was seen rolling casks of something into the waterway on Nesuto's eastern side sometime last week. Neither he nor his contact are sure of the animal folk's gender or if the perpetrator is part of the Machibuse Traders, but they were far too large to be a tanuki. He has suspicions that the other spies of Akia are being hunted and at least tells the party that he's leaving the city soon himself.

This is, of course, a lie detected with a **DC 15 Wisdom (Insight) check**. It's true that Junko disappears after meeting the party but he doesn't go very far, secreting himself instead in a hidden chamber dug out beneath his shop. A **DC 20 Intelligence (Investigation) check** finds the secret door beneath a heavy rug in one corner. Adventurers that return to the shop have a good reason to search, too—Tamahana came looking for him and wrecked the place in anger, possibly making it a good ambush site if the PCs are already on to her and make it back before the next sunset.

KAZATO AND THE NAITORIPPĀ

The Naitorippā has been a scourge for a week or so by the time the party arrives in Nesuto. All of the regular guards are hunting for the murderer but have been confounded thus far—except for a special defender of the Ikari Prefecture. Kazato Tetsunori is positive he knows the killer's monstrous identity, and though his assertions are more a hunch than anything else they have brought him from the capital of Nagabuki. Recently the Gensosō monk witnessed a sacred ceremony gone awry because of corruption and a deadly monster hidden as a beautiful woman was the cause. She escaped and was cast off by his peers as a random, traumatized victim of circumstance but he saw her reflection in a puddle during the tragedy and witnessed the true demon hidden beneath dark oni magic.

Until all of Akia's remaining spies have died or disappeared, the Naitorippā plagues Nesuto and casts a fearful pall over the city. The PCs might chase her down after speaking with the tanuki warehouse manager, ambush her in Junko's "abandoned" shop, or track her by using magic or guile to locate the slain Nagamine's warrior charms. Should she elude them throughout however the adventurers become her next targets, attacked as they sleep. At the end of the battle (or if the party is in danger of being wiped out and the GM feels merciful) Kazato Tetsunori arrives flanked by two [Guards](#).

If the PCs are fugitives after some cursory investigation and questioning he declares they are free to go, thanking them for killing the foul oni in the city's midst.

If the PCs are on neutral terms with Kazato they hear the story of how he came to be suspicious that an oni masquerading as a woman was the culprit, though only the details given above.

If the PCs have befriended Kazato he takes the adventurers aside and while he reveals no locations or names, they learn of the sacred rituals undertaken by the Gensosō. There are special caves in the Zunkhasa Rainforests, places where elemental power has been gathered by ancestral shrines said to predate the Imperial Siblings themselves. A new recruit performed the *Mizuno Ugoki* flawlessly (katas from the Stance of the Frozen Flower) and the shrine should have imbued her with the ability to manifest the elements as a weapon, but instead she was transformed into a creature made of sludge. The monster attacked the Gensosō in attendance (killing two before succumbing to death) and during the fracas Tamahana slipped away nearly unnoticed. No failed rituals have occurred in recent history, but had the cavern not been corrupted the order's sages say that the recruit may have been injured yet only that—certainly not hideously transformed or driven to madness.

MUSASHIBŌ'S MARAUDERS

The third sortie searching for the turtlewax cream are another adventuring party known as Musashibō's Marauders (pages 44–49): an umibo monk leader, pyon archer (Riapa Greenwater), soburi samurai (Funai Takejiro), ninja (Iya Jiman), steametic mage (Dub-Sev), and psonorous wu-jen (Gakuten). At every turn they are one step behind the PCs and if the GM wishes it, may even already be somewhere when the adventurers show up to question one of Akia's spies or report information on the Naitorippā to the guard—whatever their interactions, they should always be in a contest to establish and build a rivalry.

Once all of Akia's spies are dead, when the adventurers figure out that the mujina hengeyokai Yukawa Ikumu has the turtlewax cream, or sooner at the GM's discretion, Musashibō's Marauders publicly challenge the PCs to a special Honor Duel: a Kinsetsu. Read the following:

The air is hot and humid as you walk through Nesuto and spot the other adventurers that have already crossed your path while navigating through this city's secrets. They in turn see you and one of them points, their umibo leader sloshing in your direction. The monk raises one arm, their fist clenched together as they yell, "KINSETSU!" A cheer erupts from the citizens nearby and all attention is immediately drawn to you, a hush erupting as even the workers stop to join the crowd and hear your response to the challenge.

A **DC 10 Dignity (Culture) check** reveals what exactly a Kinsetsu Honor Duel is, but otherwise Funai Takejiro calmly explains it to the party. This combat has special rules beyond that of a regular Honor Duel and should any of them be broken, the offender is considered to have forfeit the fight. Honor duels are not uncommon but when someone of high social status is accused or challenged by someone of lower standing, they may substitute a champion to battle on their behalf. Interfering in an Honor Duel is tantamount to blasphemy and in some prefectures (like Ikari) an actual crime with requisite jail time or harsh penalties.

- Each team fields an equal number of participants that simultaneously engage in one-on-one combats against each other.
- No combatant in the Kinsetsu may directly interfere with the Honor Duel of another combatant (and as usual, no outsiders may interfere either).
- The individuals being challenged decide which opponents face off against each other and the party must choose who they will fight against: Musashibō the monk, Riapa the archer, Funai the samurai, Iya the ninja, Dub-Sev the mage, and Gakuten the wu-jen.
- The team with the most wins is declared the victor.

Refusing to take part causes an adventurer to lower their Dignity score by 5 (with no increase to Haitoku) and they are scoffed at by passerby in Nesuto for the remainder of their stay, but it does not disqualify their companions from participating. As the fight is about to start, read the following:

Workers, children, couriers, and sailors have gathered in the shadows of the buildings around you and Musashibō's Marauders as the rival adventuring party spreads out, squaring off against you. All of the city seems to be on hand to watch your Kinsetsu duel and you see more than a few exchanging Imperial Pieces as bets are wagered. "Nagabuki has nothing on us today!" one shouts, "Nobody can put that Gekido samurai down!" another yells. As tension mounts the crowd grows louder and rowdier, shouting out more encouragements and boasts until your opponents finally drop down into combat stances, ready for the fight.

When the combat has concluded (hopefully with the PCs victorious) there are several ways things can play out, but it ends with this revelation from the rival adventuring party: Musashibō's Marauders were made to prepare a wagon a few miles south (off the eastern shore of the Yōkini-Sawagi River) just yesterday, collected their last payment from Yukawa Ikumu (for harrying her pursuers to try and prevent her murder by the Naitorippā), and know she travels the upcoming sunrise for a cave east of there.

If all of the rivals or more rivals than PCs are defeated the rivals become lifelong enemies of the PCs. Musashibō and the rest are nemeses of the adventurers for years to come, keeping tabs on the PCs and interfering with the party in the future—probably until in a bloodier, more final conflict. Each adventurer increases their Dignity by 4 and reduces their Haitoku by 4. Musashibō's Marauders leave Nesuto in disgrace but not before sullenly revealing what they know of Ikumu.

If more rivals win than lose or all the PCs are defeated then Musashibō's Marauders are entirely disgraceful in victory—until learning that the party are working on behalf of a Korusu bengoshi. Iya Jiman immediately slips into the front of the discussion and is extremely contrite, rapidly apologizing for interfering with a government mission and telling the PCs absolutely everything ze and zir companions have learned about Yukawa Ikumu. The hebi hengeyokai ninja also suspects that their "dishonorable, deceptive former benefactor" is working for a mystic of some kind, but doesn't know anything else. Each PC loses 3 Dignity (no change to Haitoku) and Musashibō's Marauders flee Nesuto immediately, fearful of Akia the Iron Shell's wrath.

If the PCs lose and refuse to reveal who was employing them, each reduces their Dignity by 4 and increases their Haitoku by 4. At this point Iya and Dub-Sev are suspicious of their employer however, and PCs that follow them are led to Yukawa Ikumu and the turtlewax cream that evening before dawn. Musashibō's Marauders will escort her to the cave before departing, detecting the party and engaging in combat long enough for the hengeyokai trader to flee into the woods and reach the climax of this adventure (should the PCs go before dawn and the GM wish for it, this is an excellent opportunity for a chase sequence).

GM Note: If the PCs do not confirm Yukawa Ikumu's involvement and the location of the turtlewax cream from Musashibō's Marauders after the Kinsetsu Honor Duel, Kazato Tetsunori can intercede the following morning. He's heard from his contacts that Yukawa Ikumu was recently shamed by other Machibuse Traders and fled south along the eastern shore of the Yōkini-Sawagi River, and on a hunch he sent a scout to tail her that can meet the party on the way to where she's stashed her goods to give more details.

ACT 4: PRIMORDIAL FEUD

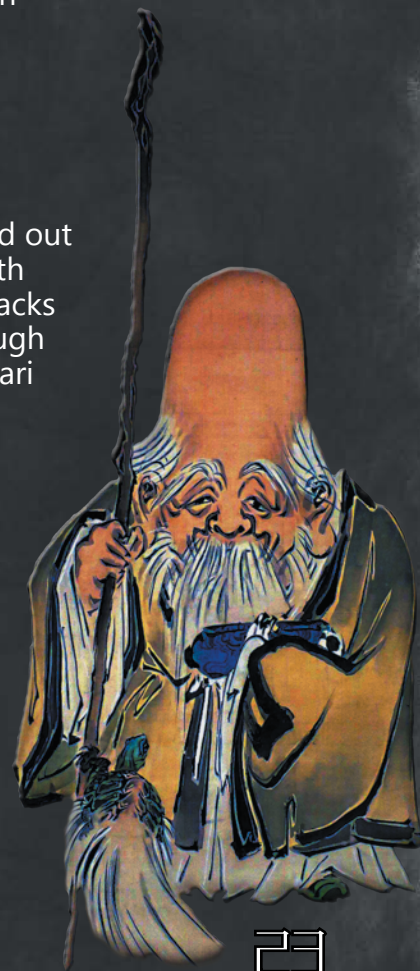
Whether through victory, honorable defeat, or an ally, the PCs have figured out that Yukawa Ikumu is near the eastern side of the Yōkini-Sawagi River south of Nesuto. Though she's gone by the time they arrive her wagon's fresh tracks are easy to locate with a **DC 7 Wisdom (Survival) check**. Following through the muddy paths of the Zunkhasa Rainforest ultimately leads to Shūshō Ikari awaiting outside of the Gensosō cave that she hid the goods in to mask them from Imperial Siblings.

RAINFOREST PURSUIT

As the adventurers take up the trail the fellow that has been pulling their strings all along (Kanja Korusu) makes himself known. When one of the adventurers makes a **DC 13 Wisdom (Perception) check** after they start the trek, they spot the ancient Imperial Sibling.

Read the following:

An inexplicable impulse motivates you to glance backwards and as you swivel your head you catch the glimpse of something—someone—in the trees behind you. The figure is gone as soon as you realize they were there but it strikes you as strange; it seemed as though you briefly saw an old man, a fellow easily a century in age, and to move that quickly would break his bones.



Sure enough if the party stops to check, the old man is nowhere to be found—until they are about to abandon the search and he appears in front of them, urging the PCs to continue forward. Read the following when the journey is ready to continue:

Looking ahead you see the crooked back of an old man with an enormous, oblong head. He looks back briefly and beckons at you, "she's this way!" before leaping forward with a spryness that defies his extremely advanced age. Vines and grasses part for him as he does so, flitting out of sight in the direction of Yukawa Ikumu's wagon tracks.

PCs that expend resources (such as *ki* points or spell slots) can briefly catch up to Kanja but he is coy, laughing in response and teleporting further ahead—curiously leaving a turtle in his wake each time. Any other attempts that require no such expenditures (like a rogue using Cunning Action to Dash) fail to match the Imperial Sibling's speed.

IMPERIAL SPAT

Once the PCs near a mountain and the Gensosō cave, the Mists of Akuma appear but only briefly. Read the following:

A panic quickly grasps at your hearts as you see the Mists of Akuma begin to encroach from the trees around you and the cackling of adeddo-oni echo through the rainforest. When it seems that the rapidly flowing fog is about to consume you all the old man steps out from behind a tree trunk ahead and waves his hands outward, yelling "Kaiko sa reta!" In an instant the dense haze evaporates to reveal the mouth of a large cavern amongst the greenery, but something else as well—another old man though this one is almost primal, as though he were a force of nature itself contained within the body of a human.

The two glare at each other and the orchestra of the wilderness is abruptly broken first by the crack of thunder in the distance but then the crashing of a massive wave in reply. Tension mounts and you notice another observer—a mujina hengeyokai is staked upon a broken branch 30 feet off the ground, her blood soaked garments marked with the symbol of the Machibuse Traders and her dead eyes staring silently down upon you. Your eyes are wrenched from the grisly sight as the stranger laughs, his voice booming outward while idly toying with a pebble in one hand. "Your precious pets are going to die, brother, and there's nothing you can do—"

Suddenly the more familiar old man's voice rings out into your mind. "Into the cave! Get the casks! GO!" and in a flash like lightning the two clash, a sonic boom cracking out from their limbs as they strike one another. Your footing is suddenly unsettled with the impossible forces each wields when the simple pebble thrown by the stranger collides into a tree beside you—it falls to the ground and you realize that were it not for the odd fellow that joined you on the way here, it would have meant instant, painful death.

Kanja keeps Shūshō occupied as the adventurers (if they are brave enough) rush into the Gensosō cave, but the Imperial Sibling of the Ikari Prefecture gestures and sends a mist following them. It rushes overhead before forming into **2 foo lions (page 50)** that attempt to stop the party from venturing into the heart of the cavern. Read the following:

Dashing into the safety of the cavern as chaos erupts outside, you realize you are not alone! A gold and white mist races above, the roaring of lions rushing along with it. The tunnel turns in front of you and the fog swirls into two shapes—massive lions formed from clouds, growling and pacing menacingly to bar passage deeper into the earth.



The PCs must pass these deadly divine creatures and they are fiercely protective of their territory, chasing down anyone they detect passing through it. Upon the death of a foo lion, any creature that dealt damage to the foo lion within the last minute reduces its Dignity score by 2 and increases its Haitoku score by 2.

SUSAMAJI CAVE

Once the adventurers have bested the conjured celestials, they can freely enter into the Gensosō cave though the echoes of thunderous impacts continue unabated and they can sense a growing sense of urgency in their hearts (provided by Kanja Kosuru) the longer they dally. Read the following when the PCs enter into the southernmost area of the map:

Soft orange light flickers from something to the east around the wall of this gargantuan cavern but you cannot see what without passing beneath the gaze of an imposing statue carved from mottled red stone. The stone warrior gazes on impassively but it is not alone—it stands across from an identical statue save that this one is blue in hue, and two more that are chalk white and rocky brown.

Each of the four statues is trapped with a lethal danger tied to its element. Passing beyond the threshold of the first obstacle (the flame statue) brings the Gensosō Shrine into view, and after making it past the air statue adventurers can see the casks of turtlewax cream inside the confines of a runed circle.

FLAME STATUE (NORTHWEST)

This trap is activated when an intruder steps on a hidden pressure plate shaped like a ring, 1 foot wide and running circular around the flame statue 30 feet from the wall. The DC is 17 to spot the pressure plate, as well as faint scorch marks on the floor nearby. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals auras of divination and evocation magic around the flame statue. The trap activates when more than 10 pounds of weight is placed on the pressure plate, causing the flame statue's head to turn and gaze at the nearest creature, its eyes flashing red. The creature must make a DC 15 Wisdom saving throw as the fire in their hearts is stoked into erupting around it, taking 33 (6d10) fire damage on a failed save, or half as much damage on a successful one. A creature that takes 25 or more fire damage catches fire, taking 1d6 fire damage at the end of each round until the fire is doused by water or an action and successful DC 12 Dexterity saving throw. Wedging an iron spike or other object under the pressure plate prevents the trap from activating but doing so without activating the trap requires a DC 12 Dexterity check. A successful *dispel magic* (DC 15) cast on the flame statue suppresses the trap's enchantment for 4d10 rounds.

AIR STATUE (SOUTHWEST)

This trap uses trip wires suspended from the ceiling to activate an enchantment within the air statue. The trip wires hang 2 inches off the ground and stretch drop down almost invisibly from the ceiling. The DC to spot the trip wires is 17. A successful DC 10 Dexterity check every 5-foot-square traveled parts the trip wires harmlessly, but DC 13 Dexterity checks are needed to disable and rebalance a cut trip wire on each of its sides. A character with thieves' tools can attempt this check with advantage using any edged weapon or edged tool. On a failed check, the trap triggers. When the trap is triggered, the air statue's head turns and gazes at the nearest creature, its eyes flashing white. The creature must make a DC 15 Constitution saving throw as it tries to suck the air out of their lungs, taking 21 (6d6) force damage on a failed save, or half as much damage on a successful one. A creature that takes 10 or more force damage gains one level of exhaustion per 5 points of force damage.

Once past the first two statues, the PCs only necessarily have to interact with either the area of the water statue's trap or the earth statue's trap. Read the following when the PCs reach the area between the four statues:

Two more statue stand between you and the source of light—to the east sits an ornate zenith of stone topped by a voracious flame that hungrily licks at the air, flanked on each side by four large braziers filled with smoldering ash. What next grabs your attention however is tucked away in an alcove on the northern wall: the turtlewax casks, stamped with the Korusu seal! The vaunted shipment is surrounded by a circle of runes that shimmer with magic, making it difficult to see beyond the field rising out of them.

WATER STATUE (SOUTHEAST)

This trap uses puddles on the floor to activate an enchantment within the water statue. The puddles are on a large plate covered in grit, sand, and water, specially calibrated to turn on the water statue's divination magic when it is made to recalibrate. A successful Dexterity (Acrobatics) check (DC 12 + 2 per previous check) every 5-foot-square traveled allows a creature to travel across the trapped area without activating the water statue's trap. There is no way to disable this trap. On a failed check, the trap triggers. When the trap is triggered, the water statue's head turns and gazes at the nearest creature, its eyes flashing azure. The creature must make a DC 17 Charisma saving throw or drown in self-doubt, gaining a random short-term madness. Failing the saving throw by 5 or more causes the creature to gain a random long-term madness, and failure by 10 or more causes the creature to gain an indefinite madness. On a successful saving throw, the creature is unaffected. After activating the trap requires 1d4-1 rounds (minimum 1 round) to recalibrate before it can activate again.

EARTH STATUE (NORTHEAST)

The area equidistant between the Earth Statue and Water Statue is a series of hidden 6-inch wide stone pillars suspending a magical tarp that is nearly identical to the floor around it. A successful DC 18 Wisdom (Perception) check discerns an absence of foot traffic over the areas of the floor not suspended by a stone pillar. A successful DC 18 Intelligence (Investigation) check is necessary to confirm where the trapped section of floor is actually the cover of a pit and not a stone pillar.

When a creature steps on the magical tarp instead of a stone pillar, it falls in around them, causing the intruder to spill into the pit below as the Earth Statue's head turns in their direction. The pit is 30 feet deep, dealing 21 (6d6) bludgeoning damage from falling. A creature has disadvantage on any checks made to reduce this damage and cannot use slow fall or cast spells with

somatic components, the tarp tangling around them as they drop. One round after a creature has fallen into the pit, the tarp regenerates itself and covers the pit in magical darkness. This trap cannot be deactivated or activated with inanimate objects, but a creature that has seen it activate gains advantage on Intelligence (Investigation) checks to pinpoint the location of the stone pillars. The magical tarp parts for a trapped creature that can fly or a trapped creature that makes a successful DC 16 Strength (Athletics) check to climb out of the pit, but it magically cuts any rope or ejects other items used to obstruct it as it regenerates (unless it is magically held open using *arcane lock* or similar magic).

THE TURTLEWAX CREAM

The casks are tucked into an alcove along the northern wall and encircled by a series of magical runes drawn with bubbling kaleidoscopic fluid, each of the protected barrels clearly marked "turtlewax cream" and stamped with the seal of the Korusu family. Getting past the barrier generated above the runes is impossible without breaking the magic circle itself with an adventurer making a **Dignity check against a DC equal to their Haitoku score**. On a success the ink is smeared and the enchantment ends. On a failure the magic circle resists, increasing the creature's Haitoku score by 1 and reducing its Dignity score by 1. A **DC 13 Intelligence (Investigation) check** looking through the casks locates a hidden sheaf of Imperial Scripts (that any ryokōsai or similar government official can have exchanged for 1,000 Imperial Pieces) but the adventurers will have to move quickly to find it—1d4 rounds after the PCs have broken the magic circle, Kanja Korusu's servants appear to carry the turtlewax cream away.

Read the following:

SUSANALI CAVE



Just as the magic circle breaks you hear a scratching from the caverns wall and part of it crumbles, falling away to reveal a small tunnel winding off into the darkness. Crabs shuffle out from the newly dug passage, standing off to each side as five turtles inexorably crawl forward, stacked on top of one another and tied together by a crimson ribbon. All of the creatures begin [humming a refrain](#) as one of the crabs leaps up and snips the cord, the other struggling a cask onto the back of a turtle. In less than a minute every shell is tied off to at least one cask—the heaviest of the unlikely couriers fitted with two—and they all return from whence they came. The crabs scuttle up the sides of the tunnel before collapsing it and though it is difficult to be certain, you think that they might have waved at you before scratching against the rock face and disappearing from sight.



GENSOSŌ SHRINE

Whether the PCs decide to approach this before attending to the turtlewax cream or after, with victory in his grasp Kanja finds the resolve to keep Shūshō busy for just a while longer—long enough for the party to investigate and possibly activate the Gensosō Shrine. A **DC 18 Intelligence (Arcana) check** or **DC 16 Dignity (Culture) check** reveals that the artifact bestows power to the Gensosō monks, but how to activate it is a mystery. Otherwise the adventurers know how to draw power from the Gensosō Shrine from befriending Kazato Tetsunori during Act 3—doing katas for the Stance of Fire's Eternal Vengeance (see Martial Arts Feats in the [Mists of Akuma core book](#) or free [Martial Arts Feats PDF](#)).

Enacting the Ritual Correctly. PCs that have taken the Stance of Fire's Eternal Vengeance martial arts feat once do not require a check to activate the Gensosō Shrine, only 1 minute of practicing their martial art in front of the artifact. Adventurers that do not have this feat but have witnessed its use (fighting with a companion that had it or against an opponent using it) may make a **simultaneous DC 10 Intelligence check and DC 12 Dexterity check** to emulate the katas of the martial arts stance. PCs have advantage on these checks if they are helped by an ally that has taken the martial arts feat twice. Adventurers that have only had one or two adventures in *Mists of Akuma* may each roll a d20 to randomly determine their exposure to the martial arts stance: on a 1 to 10 they have encountered it, on an 11-20 they have not.

When a PC successfully enacts the ritual, read the following:

As the kata completes the shrine's fire briefly flares into a jet, one flame dancing outward to briefly touch upon your chest. The suddenly feel the heat of the very sun scorching your soul but it quickly changes to a welcoming warmth that envelops you, filling your limbs with power.

An adventurer that correctly activates the Gensosō Shine gains the Scorch feature and the artifact continues to function normally.

Scorch. The adventurer deals 1d4 additional fire damage with melee weapon attacks and gains immunity to fire damage. As a bonus action, the adventurer can increase the reach of their unarmed melee weapon attacks by 30 feet until the end of their turn.

Incorrectly Enacting the Ritual. A Gensosō Shrine does not react negatively until 3 creatures have failed one of the checks required to activate it in the same 24 hour period. After the third creature fails one of its checks, the Gensosō Shrine radiates a wave of power that imbues all creatures in a 50-foot-radius with the Scorch feature for 1d4 days. Incorrectly activating the Gensosō Shrine permanently strips it of power, turning it into a mundane object—and the adventurers become enemies of Ikari Prefecture's elite warriors, hunted until either the Gensosō or the party are all dead.

Read the following when the Gensosō Shrine is activated incorrectly:

As the kata completes the shrine's fire flares into an inferno, flames dancing outward to briefly touch upon the chest of every creature in the cavern until all the light within is snuffed out. Suddenly you all feel the heat of the very sun scorching your soul but you soon learn to endure it as the unyielding warmth envelops you, putting a touch of power into your limbs.

EPILOGUE

With the turtlewax cream in Kanja Korusu's possession he gives up on the battle outside, briefly teleporting into the cavern to whisk the PCs away back to a pleasant grove in the wilderness west of Nesuto—but not before Shūshō curses them. Read the following after the adventurers have broken the enchantment around the casks and had an opportunity to try their hand with the Gensosō Shrine.

Without warning the oblong-headed old man suddenly appears inside of the cavern, stepping briskly from behind a fold in space and followed by half of a tree trunk that slams against the wall. His skin is littered with cuts and bruising in places but he politely bows to you all, a sense of thankfulness rising up in your minds. The peacefulness packaged with it is interrupted as the voice of the violent stranger booms from outside, "NUKASHI-TENDA, KANJA?!" The old man's eyes widen and his ancient arm waves outward, a bright white light building as more screams are accompanied by crashing from further up the passage.

Finally there is a flash and the last thing you hear is, "NOROWARETA!" before you are once again outside, the familiar symphony of the Zunkhasa Rainforest all around you and the familiar rush of the Yōkini-Sawagi River nearby. The old man—Kanja—chuckles, winking at you slyly before disappearing yet again.

Everyone in the party receives a randomly determined shukufuku as well as the ability to innately cast *speak with animals* at will without components (though they are only able to speak with tortoises and turtles). Once the adventurers have returned to Nesuto (only a half mile downstream), Akia the Iron Shell's messengers are waiting to find them and send the PCs to Korao's Banter. The bengoshi is finally happy to see them and gives them the remainder of their payment for the mission, even promising to put in a good word with Lord Ryuu Korusu on their behalf. Read the following when the adventurers get to the teahouse:

Once more a feast and Akia the Iron Shell await you at a teahouse, but this time you're welcomed by all—Korao's Banter is filled with a banquet that puts the meager offerings in Zōkasuru to shame. The Korusu bengoshi celebrates with you and much of the rest of the city late into the evening. Though no children put on a show, the actors of the Tanoshī Theater stage performances of a higher caliber. With your bellies and cups full, the people of Nesuto honor your names (even if many do so only for the revelry provided by your benefactor) and you know that tonight you are heroes.

As the adventurers go to rest after the festivities however, the curse of Shūshō Ikari begins to take hold. Their dreams are hounded with phantoms of the Imperial Sibling, chasing away pleasant reveries and relived memories. The next time the PCs take a long rest, read the following:

The reverie of your sleep is broken by a crack of thunder and the darkness around you rapidly fades away to reveal the jungle. You look around for your companions but are alone, company only to more booms from lightning far beyond your sight. Soon this too is interrupted, the hooting of apes joining the percussion as huge feral shapes lope across the ground and through branches in the trees, too fast and too numerous to track or gaze upon for more than an instant. Rustling behind you draws your attention and suddenly from nowhere the violent old man from outside the sacred cave has his hands dug into one of your arms and legs, lifting you above the ground and pulling you apart! The pain is incredible and you fight against him, desperate not to be torn asunder, but through the riot of your nerves you feel a disabling nausea and hear a ripping, a tearing—

Darkness returns on the heels of mind-numbing pain—but only for a time, the sequence repeating itself again, and again, and again...

For the rest of their days, whenever the PCs finish a long rest they must make a Wisdom saving throw (DC 10 + 1 per previous successful save) or wake up with the frightened condition for 10 minutes.

SHUKUFUKU

Shukufuku are intangible and can never be lost unless revoked by an Imperial Sibling (like Kanja Korusu, Shūshō Ikari, or Lord Tetsugmichiro Miyaki). Shukufuku are magical in nature but ignore *dispel magic* and *antimagic fields* or similar effects. While it is phenomenally rare for a character to receive more than one shukufuku it is not unheard of, but even then, multiple shukufuku that grant the same bonuses do not stack.

Shukufuku of Fortification. One nonmagic armor or shield you are wearing (or wielding) becomes a +1 *armor* or +1 *shield* whenever you wield it.

Shukufuku of Gazing. You gain the benefits of *eyes of charming*. You can use this shukufuku again after a long rest.

Shukufuku of Resolve. You gain a +1 bonus to AC and saving throws.

Shukufuku of Self. One of your ability scores increases by 2, up to a maximum of 22.

Shukufuku of Soul. You have advantage on saving throws against spells and other magical effects.

Shukufuku of Void. You gain the power to summon creatures from out of nowhere, as if you had used a *bag of tricks (tan)*. You can use this shukufuku again after a long rest.





MISTS OF AKUMA

The corrupting fogs that have thrown Soburin once more into turmoil can roll in at any time, forcing the PCs to move to high ground or get into a contained space where they can buffet the foul haze away from themselves.

Even before wholesale transformation exposure to the Mists of Akuma twists all it touches, leading to a special condition called misted. A creature inside a square occupied by the Mists of Akuma makes a Dignity saving throw (DC 8 + 1 per previous save in the last minute) at the end of each turn or accrues 1 point of Haitoku. This does not reduce a character's Dignity score and can increase a creature's Haitoku above 20.

NEW CONDITION: MISTED

Misted is measured in eight levels. An effect can give a creature one or more levels of misted, as specified in the effect's description. Creatures always have a minimum number of levels of misted condition equal to their Haitoku modifier. Kami, oni, and tsukumogami are immune to the misted condition.

Table: Misted Effects

Level	Effect
1	Mild auditory effect
2	Mild visual effect
3	Speed +10 feet during combat; Disadvantage on Dignity ability checks
4	Severe auditory effect
5	Severe visual effect
6	Visible physical mutation, providing +1 to two attributes, -1 to one attribute; Disadvantage on Dignity saving throws and you gain the hated condition
7	Ignore the first 3 points of damage from each attack or spell
8	Death and transformation into adeddo-oni (page 34)

Auditory and visual effects are not perpetual but they are frequent and obvious when they occur. Some example effects are:

Mild Auditory Effect. A disembodied voice repeats everything you say in a barely audible whisper.

Mild Visual Effect. Your fists and feet smolder with red energy during your katas, in battle or out.

Severe Auditory Effect. Whenever you draw your weapon a clap of thunder echoes around you.

Severe Visual Effect. Whenever your ire is raised (even slightly), your image stretches and distorts to make you appear look much larger and more demonic than you are.

NEW ATTRIBUTES: DIGNITY AND HAITOKU

In the lands of Soburin few people are truly honorable—most of those who claim to be hide their duplicitous ways behind hearsay, rumor, and the appearance of nobility. When playing in a game set in Mists of Akuma, two new ability scores come into play that are emblematic of the struggle against the overwhelming nature of the world that grinds down all the living souls within it: Dignity and Haitoku. These abilities function just like any other ability score, with the exceptions detailed below.

Characters begin with a Dignity score of 10 and Haitoku score of 10. Some backgrounds may decrease or increase a character's Dignity and Haitoku, and at the GM's discretion a PC may choose to have a starting Haitoku score of up to 15. Unlike normal, these attributes are not limited to a score between 1 and 20, and are directly related to one another. After character creation, most increases to Dignity reduce a character's Haitoku by the same amount, and most increases to Haitoku reduce a character's Dignity by the same amount (though the GM is not bound to this rule and may reward either attribute as they see fit). A character with a feat that has Dignity or Haitoku as a prerequisite does not lose the feat even if their attribute drops below the prerequisite.

When a Dignity or Haitoku check or saving throw is needed for a monster that does not have these attributes, substitute Charisma for Dignity and Wisdom for Haitoku.

DIGNITY

Dignity isn't an actual measure of a character's devotion to a set of principles or how virtuous they might be—it is an indicator of how well they carry their dutiful nature (if they have one) and how honorable others perceive them to be. The reputation of a character with a high Dignity carries weight and garners them recognition, both generally and with bengoshi or among other characters with high Dignity.

Dignity can be raised through normal ability score increases without lowering a character's Haitoku. Otherwise, the GM can choose to increase Dignity (lowering Haitoku) based on how a character acts (although they are not required to do so every time Dignity increases). At the end of a gaming session if a character was seen defending the law, protecting against wanton malice, or has otherwise distinguished themselves (such as finishing a mission for a bengoshi), the GM can increase the character's Dignity (assuming of course that at least one witness survived to spread the word).

Dignity Checks. Dignity checks can be used much like Charisma, when how honorable a character is plays an impact on a social situation.

The GM might also call for a Dignity check in the following instances:

- A character is unsure on how to act honorably and must respond quickly.
- A character is surrendering but attempting to retain the respect of their allies and enemies.
- A character wants to know another character's Dignity score (DC 10 – target character's Dignity modifier).
- A character wishes to utilize the appropriate etiquette in a social situation that is complex or tense.
- A character wants to influence another character through their social standing.
- A character wants to acquire travel papers from a torii gate when they would not normally be able to.

Dignity Saving Throws. Dignity saving throws are used against Haitoku-driven abilities and when a character is attempting not to dishonor themselves. The GM might also call for a Dignity saving throw in the following instances:

- A character is about to breach etiquette.
- A character replies to an enemy's insults or provocations in turn, dishonoring themselves.
- A character is about to be fooled by an enemy's ploy to breach their honor.

HAITOKU

Haitoku means “fall from virtue” and represents a character’s gradual embrace of the dark methods, immoral ethics, and fel powers that have encroached upon and consumed Soburin (and everyone within). Characters with a high Haitoku score do whatever is necessary to achieve their goals—endangering children and the infirm, sacrificing the lives of others, committing a settlement to bloody reprisal from a rival town, or even dooming a region by disrupting a powerful relic for their own gain—and it taints their soul. This severe disposition can be recognized by others who share a willingness to be cutthroat, and some truly embody their depravity to unlock powerful abilities beyond the ken of mortal men.

Haitoku can be raised through normal ability score increases without lowering a character’s Dignity. Otherwise the GM can choose to increase Haitoku (lowering Dignity) based on how a character acts (although they are not required to do so every time Haitoku increases). At the end of a gaming session if a character was seen breaking the law, engaging in wanton violence, or has otherwise committed an immoral act, the GM can increase the character’s Haitoku.

Finally, a character always has a number of levels of the misted condition (page 20) equal to their Haitoku modifier.

Haitoku Checks. Haitoku checks can be used much like Wisdom, when how despicable a character is plays an impact on a social situation. Generally if the Intimidate skill is applicable, Haitoku may be used with it.

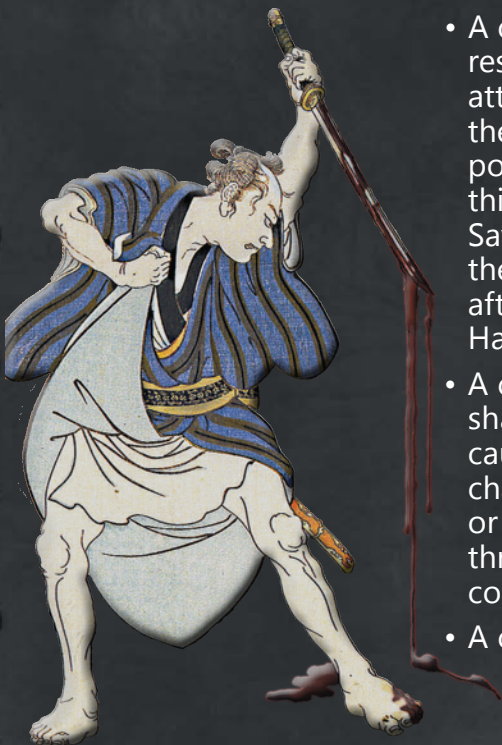
The GM might also call for a Haitoku check in the following instances:

- A character is unsure of whether they are going to endanger others with their direct actions.
- A character wants to know another character’s Haitoku score (DC 20 – character’s Haitoku modifier).
- A character wishes to unlock the secrets of a powerful item, activating it with the implacable and unending perseverance of their spirit.
- A character wants to influence another character by revealing how depraved they are willing to be and that no consequence or measure can stop them.

Haitoku Saving Throws. Haitoku saving throws are used against Dignity-driven abilities or when a character pushes their body and mind beyond their limitations.

The GM might also call for a Haitoku saving throw in the following instances:

- A character can resist death by dipping into their deepest reserves of unyielding resolve. As a reaction, a character can attempt a Haitoku saving throw (DC equal to the damage from the last attack). On a successful save, the character regains 1 hit point and a level of the exhausted condition. They may activate this ability even while unconscious (and before they make a Death Save). A character may resist death a number of times equal to their Haitoku modifier (minimum 1). Uses of this ability recharge after a long rest and when they do the character gains a point of Haitoku.
- A character encounters a truly unnatural horror that would shatter the mind of a less resolute being. When an effect would cause insanity (such as the symbol spell or to resist madness) a character may make a Haitoku saving throw in place of a Wisdom or Charisma saving throw. They may make this Haitoku saving throw with advantage by gaining a level of the exhausted condition.
- A character breathes the Mists of Akuma.



NPC CODEX

ADEDDO-ONI

The Mists of Akuma change people (page 24), transforming them into abominations with malevolent dead hearts that beat with a thirst for blood. Some scholars believe that the jabbering of adeddo-oni is more than the nonsensical chatter it sounds like and that despite their apparent mindlessness, the undead possess some level of intelligence. Military commanders agree with this assessment, convinced that the preternatural battlefield acumen shown by hordes of the creatures is a sign of a commanding presence among the adeddo-oni (and ancient legends tell of truly brilliant specimens though these have not been seen for centuries).

ADEDDO-ONI TEMPLATE

Giants, monstrosities, and any creature type other than beast or undead can become adeddo-oni. An adeddo-oni keeps its statistics, except as follows.

Alignment. Adeddo-oni are chaotic evil.

Type. The adeddo-oni's type changes to undead (oni).

Armor Class. Adeddo-oni gain a natural armor of 2.

Speed. Adeddo-oni increase all of their movement speeds by 30 feet and quadruple all jump distances.

Intelligence. Almost all adeddo-oni lose most of their memories and sense of self. An adeddo-oni's Intelligence score changes to 4 and it gains proficiency in Intelligence saving throws.

Resistances. Adeddo-oni gain resistance to cold damage.

Damage Immunities. Adeddo-oni gain immunity to necrotic, poison, and psychic damage.

Condition Immunities. Adeddo-oni gain immunity to the charmed, exhaustion, frightened, and poisoned conditions.

Senses. Adeddo-oni gain darkvision 120 ft. and can see through mists and fog without difficulty.

Vulnerabilities. Adeddo-oni are vulnerable to radiant damage and while in sunlight they are at disadvantage on all ability checks, attack rolls, and saving throws.

Languages. Adeddo-oni speak and understand Adeddo (a simple and instinctual language).

Magical Attacks. Adeddo-oni weapon attacks are magical and they gain a +1 bonus on melee attack rolls and melee damage rolls made with natural weapons and unarmed strikes.

Regeneration. Adeddo-oni regain a number of hit points at the start of their turn equal to their CR if they have at least 1 hit point and are not in sunlight.

Challenge Rating. Adeddo-oni increase their CR by 2 (if necessary, recalculate proficiency bonus).

ADEDDO-ONI HUNCHLING

Small undead (oni), chaotic evil

Armor Class 14 (natural)

Hit Points 7 (2d6)

Speed 50 ft. (quadruple all jump distances)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	4 (-3)	8 (-1)	8 (-1)

Saving Throws Int -1

Skills Stealth +6

Damage Vulnerabilities radiant

Damage Resistances cold

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 9 (sees through fog or mist)

Languages Adeddo

Challenge 2 (450+50 XP)

Nimble Escape. The adeddo-oni hunchling can take the Disengage or Hide action as a bonus action on each of its turns.

Regeneration. The adeddo-oni hunchling regains 2 hit points at the start of its turn if it has at least 1 hit point and is not in sunlight.

ACTIONS

Hammer. *Melee Weapon*

Attack: +2 to hit, reach 5 ft., one target.

Hit: 3 (1d6) magical bludgeoning damage.



ADEDDO-ONI NINJA

Medium undead (oni), chaotic evil

Armor Class 16 (leather, natural)

Hit Points 27 (6d8)

Speed 60 ft. (quadruple all jump distances)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	4 (-3)	14 (+2)	16 (+3)

Saving Throws Int -1

Skills Deception +5, Perception +6, Stealth +4

Damage Vulnerabilities radiant

Damage Resistances cold

Damage Immunities necrotic,
poison, psychic

Condition Immunities charmed,
exhaustion, frightened, poisoned

Senses darkvision 120 ft.,
passive Perception 16 (sees through fog or mist)

Languages Adeddo

Challenge 3 (700 XP)

Cunning Action. On each of its turns, the adeddo-oni ninja can take the Dash, Disengage, or Hide actions as a bonus action.

Regeneration. The adeddo-oni ninja regains 3 hit points at the start of its turn if it has at least 1 hit point and is not in sunlight.

Sneak Attack (1/Turn). The adeddo-oni ninja deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the adeddo-oni ninja that isn't incapacitated and the adeddo-oni ninja doesn't have disadvantage on the attack roll.

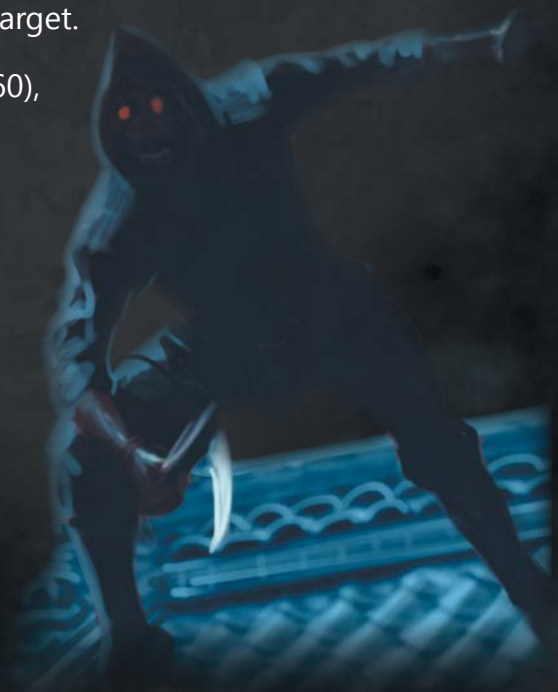
ACTIONS

Multiattack. The adeddo-oni ninja makes two melee attacks.

Ninja-To. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6+3) magical slashing damage.

Shuriken. *Ranged Weapon Attack:* +5/+5 to hit, range (20/60), one target. *Hit:* 4 magical piercing damage.



SHINJIRARENAI

Small humanoid (oni-touched), neutral evil sorcerer (ju-wai shu) 6

Armor Class 16 (mage armor)

Hit Points 27 (6d6+6)

Speed 30 ft. (40 ft. during combat)

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
8 (-1)	16 (+3)	12 (+1)	13 (+1)	12 (+1)	18 (+4)	9 (-1)	24 (+7)

Saving Throws Con +4, Cha +7

Skills Arcana +4, Deception +7, Perception +4, Persuasion +7, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Adeddo, Soburi (Common)

Challenge 5 (1,800 XP)

Calligraphy Staff. Shinjirarenai casts spells by carving magic from reality with his calligraphy staff; when he isn't using his calligraphy staff, he takes 1 point of damage per spell level of any spells he casts (count cantrips as 1st-level spells).

Corrupted. Shinjirarenai cannot die from or be transformed by exposure to the Mists of Akuma.

Dark Relic. Shinjirarenai has an ebony charm, the *Kokutan-Niryoku*. While on his person, at the start of his turn he can choose two creature he can see. Until the start of his next turn, any attacks these creatures make against him have disadvantage.

Hated. Shinjirarenai has disadvantage on Wisdom or Charisma checks against any humanoid that doesn't also have the hated condition but he cannot suffer disadvantage on Intimidation checks.

High Haitoku. Shinjirarenai ignores the first 3 points of damage from attacks and spells, but has shrunk to Small size, and suffers disadvantage on Dignity ability checks and saving throws.

Magic Talent. Shinjirarenai is able to cast the *eldritch blast* cantrip with only somatic components.

Sorcery Points (6/long rest). As a bonus action, Shinjirarenai can expend one spell slot and gain sorcery points equal to the slot's level. Shinjirarenai can transform unexpended sorcery points into one spell slot as a bonus action on his turn (2 for 1st-level, 3 for 2nd-level, and 5 for 3rd-level).

Metamagic: Heightened Spell (3 points). When Shinjirarenai casts a spell that forces a creature to make a saving throw to resist its effects, he can give one target of the spell disadvantage on its first saving throw made against the spell.

Metamagic: Subtle Spell (1 point). When Shinjirarenai casts a spell, he can cast it without any somatic or verbal components.

Spellcasting. Shinjirarenai is a 6th level spellcaster that uses Charisma as his spellcasting ability (spell save DC 15; +7 to hit with spell attacks). Shinjirarenai has the following spells prepared from the sorcerer's spell list:

Cantrips: *acid splash*, *eldritch blast*, *mage hand*, *message*, *minor illusion*, *prestidigitation*

1st-level (4 slots): *charm person*, *mage armor*, *magic missile*

2nd-level (3 slots): *alter self*, *suggestion*

3rd-level (3 slots): *fear*, *haste*

ACTIONS

Calligraphy Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) magical piercing damage.

REACTIONS

Reality Riposte (3/long rest). When Shinjirarenai is wielding his calligraphy staff and would be hit by a weapon or spell attack, he may spend his reaction to tear open a hole in reality between him and the attack, causing the attack to miss.

The oni-touched Shinjirarenai only recently discovered his corrupted heritage, his true parentage revealed in the panic when the Mists of Akuma descended on the village he once called home. When the supernatural haze next appeared they cast him out and while wandering in the choked forest, he came upon a dark trinket of ebony on the ground—the *Kokutan-Niryoku*. It spoke to him, promising secrets and power in exchange for souls. Shinjirarenai does what it asks and has lusted in its gifts, gaining a few followers and waylaying merchants to gather wealth and expand his cult.



yōjinbō

Medium humanoid (shikome), neutral evil monk (martial artist) 5

Armor Class 17 (Wisdom, martial arts stance)

Hit Points 32 (5d8+10)

Speed 40 ft. (50 ft. during combat)

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
13 (+1)	16 (+3)	15 (+2)	12 (+1)	17 (+3)	10 (+0)	11 (+0)	16 (+3)

Saving Throws Str +4, Dex +6

Skills Athletics +4, Perception +6, Stealth +6, Survival +6

Damage Resistances thunder

Senses darkvision 60 ft., passive Perception 16

Languages Adeddo, Soburi (Common)

Challenge 5 (1,800 XP)

Brave. Yōjinbō has advantage on saving throws against being frightened.

Corrupted. Yōjinbō cannot be transformed by or die from exposure to the Mists of Akuma regardless of how high his Haitoku attribute is.

Hated. Yōjinbō is at disadvantage when making Wisdom or Charisma checks against any humanoid that doesn't also have the hated condition but he cannot suffer disadvantage on Intimidation checks.

Ki (5 points). Yōjinbō can spend *ki* to fuel the following features:

- **Patient Defense (1 point).** Yōjinbō can take the Dodge action as a bonus action on his turn.
- **Step of the Wind (1 point).** Yōjinbō can take the Disengage or Dash action as a bonus action on his turn, and his jump distance is doubled for the turn.
- **Stunning Strike (1 point).** Yōjinbō can attempt to stun a creature he hits with a melee weapon attack. The target must succeed on a DC 14 Constitution saving throw or be stunned until the end of his next turn.

Martial Advantage (1/turn). Yōjinbō deals an extra 5 (2d4) damage to a creature he hits with a melee weapon attack if that creature is within 5 feet of an ally that isn't incapacitated.

Stance of the Bellowing Gale (1/turn). Yōjinbō may move a target he hits with a melee attack up to 10 feet directly away from him (regardless of the target's size).

ACTIONS

Multiattack. Yōjinbō attacks twice (if attacking with unarmed strikes he can spend his bonus action to attack a third time or his bonus action and 1 *ki* to attack a third and fourth time).

Unarmed. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 3 (1d6) thunder damage (this does not multiply on a critical hit).

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) bludgeoning damage.

REACTIONS

Deflect Missile. Yōjinbō can spend his reaction to strike a missile when he is hit by a ranged weapon attack, reducing its damage by 10 (2d6+3).

Slow Fall. Yōjinbō can use his reaction when he falls to reduce any falling damage he takes by 25.

The shikome Yōjinbō was a footsoldier in the armies of the oni warlord Iron Beard for decades before meeting Shinjirarenai. Life inside of the walls of the fortress was less than idyllic however and having been formed from a giant owl corrupted by the Mists of Akuma, the shikome yearned to roam the lands of Soburin once more—when sent out on a scout patrol ambushed by an adventuring party, he took his chances and escaped. Hated by nearly everyone he came across, when Yōjinbō met the oni-touched a companionship rapidly formed, the sorcerer's natural charisma getting him access to places the monk could never easily go (chiefly markets with fresh soburi foodstuffs). The bodyguard has developed a small affection for his spellcaster charge but not enough to recklessly risk his life and when push comes to shove, Yōjinbō is prepared to give up luxuries and go back to a life of solitude.



RYŌMEN

Tiny monstrosity (oni), neutral evil

Armor Class 12 (natural armor)

Hit Points 4 (1d4+2)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	8 (-1)	15 (+2)	11 (+0)	16 (+3)	14 (+2)

Saving Throws Int +2

Skills Perception +5

Damage Resistances poison, psychic

Condition Immunities charmed, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 20

Languages Adeddo, Soburi (Common)

Challenge 0 (10 XP)

Loud Talkers. The ryōmen constantly counsels and berates, causing it and any creatures within 20 feet to have disadvantage on Dexterity (Stealth) checks.

Twice the Eyes. The ryōmen has advantage on Wisdom (Perception) checks.

ACTIONS

Multiattack. The ryōmen attacks twice.

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



When conjoined twins are corrupted by the Mists of Akuma they do not change into adeddo-oni, transforming into ryōmen instead. Whatever love might have existed between them is stripped away and each head of this monster reviles the other, babbling endless insults and slights. A spellcaster with a Haitoku of 15 or higher adds ryōmen to the list of creatures that can be conjured using *find familiar*.

BŌEKI

Medium humanoid (soru hengeyokai), neutral rogue (thief) 5

Armor Class 14 (haramaki)

Hit Points 27 (5d8+5)

Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
11 (+0)	16 (+3)	12 (+1)	14 (+2)	13 (+1)	15 (+2)	15 (+2)	8 (-1)

Saving Throws Dex +6, Int +5

Skills Acrobatics +6, Deception +8, Insight +4, Perception +4, Persuasion +8, Stealth +6

Senses passive Perception 14

Languages Soburi (Common), Thieves' Cant

Challenge 3 (700 XP)

Acrobatic. Bōeki has advantage on Dexterity (Acrobatics) checks and doubles the distance of any jumps he makes.

Cunning Action (1/turn). Bōeki can spend a bonus action to take the Dash, Disengage, Hide, Use Object action, make a Dexterity (Sleight of Hand) check, or to use thieves' tools (to disarm a trap or open a lock).

Dexterous Tail. Bōeki can make Dexterity (Sleight of Hand) checks with his tail.

Natural Disguise (3/long rest). Bōeki can cast *disguise self* without the need for any components but he can only change into a specific human.

Nature Form (3/long rest). Bōeki can transform into a monkey as *polymorph* without the need for components. Unlike the spell he keeps his mental scores, the ability has

no duration, his hit points remain unchanged, his gear does not meld into his form, and he can still talk but not cast spells.

Second-Story Work. Climbing does not cost Bōeki extra movement. When Bōeki makes a running jump, the distance he covers increases by 3 feet.

Sneak Attack 3d6 (1/turn). Bōeki deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and Bōeki doesn't have disadvantage on the attack roll.

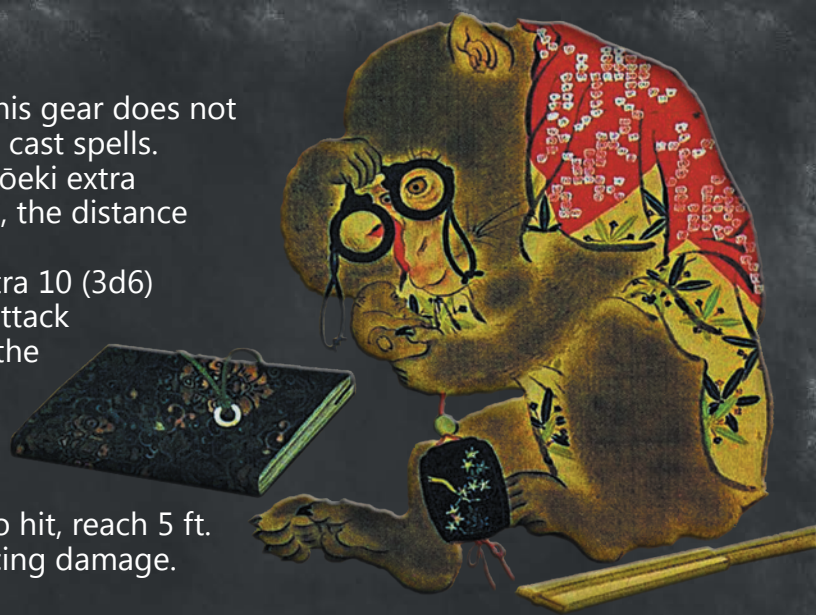
ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 5 (1d4+3) piercing damage.

REACTIONS

Uncanny Dodge. When an attacker Bōeki can see hits him with an attack, Bōeki can use his reaction to halve the attack's damage against him.

Word of a wealthy buyer for turtlewax cream reached Bōeki through the Machibuse Traders as he left Fuson. With his shipment spoiled he's prepared to spend all he has to acquire the odd goods.



PHACER KAISEN

Large humanoid (mutant), lawful neutral barbarian 6

Armor Class 15 (Constitution)

Hit Points 57 (6d12+18)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
16 (+3)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	9 (-1)	9 (-1)	14 (+2)

Saving Throws Str +6, Con +5

Skills Athletics +6, Intimidation +2, Perception +3, Stealth +5

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 13

Languages Soburi (Common)

Challenge 4 (1,100 XP)

Danger Sense. Phacer has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. To gain this benefit, he can't be blinded, deafened, or incapacitated.

Fast Healer. When spending hit dice during a short rest, Phacer heals twice the normal amount.

Hated. Phacer has disadvantage when making Wisdom or Charisma checks against any humanoid that doesn't also have the hated condition but he cannot suffer disadvantage on Intimidation checks.

Rage (4/long rest). On his turn, Phacer can enter a rage as a bonus action. His rage lasts for 1 minute. It ends early if Phacer is knocked unconscious or if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. Phacer can also end

his rage on his turn as a bonus action. When his rage ends, Phacer suffers a level of the misted condition. While raging, he gains the following benefits:

- Phacer has advantage on Strength checks and Strength saving throws
- When Phacer makes a melee weapon attack using Strength he gains a +2 bonus to the damage roll.
- Phacer has resistance to bludgeoning, piercing, and slashing damage.
- Whenever Phacer takes damage from a creature that is within 5 feet of him, that creature takes 3 necrotic damage.

Reckless Attack. When Phacer make his first attack on his turn, he can decide to attack recklessly. Doing so gives him advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against him have advantage until his next turn.

ACTIONS

Multiattack. Phacer attacks twice.

Chain. *Melee or Ranged Weapon Attack:* +6 to hit, reach 10 ft. or range 20/40, one target.

Hit: 7 (1d8+3) bludgeoning damage.

Although unforgiving, uncouth, and generally unlikable, Phacer Kaisen is the unchallenged leader of the Kaisen Mercenary Company and none of his crew dare to suggest otherwise. The mutant's word is his bond—he cannot be bought off and when forced to give up on a task, his vow to return and complete it is an absolute truth. All of his subordinates (4 [Berserkers](#)) are trained in guerilla tactics and know their routine by heart: one stays in back to make ranged attacks while the rest support Phacer by circling enemies until two of their allies have fallen and the withdrawn mercenary moves in to fill the space.

Handaxe (5). *Ranged Weapon Attack:* +5 to hit, range 20/60, one target.
Hit: 6 (1d6+3) slashing damage.

YUKAWA IKUMU

Medium humanoid (mujina hengeyokai), chaotic neutral bard 2

Armor Class 15 (haramaki)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
11 (+0)	18 (+4)	12 (+1)	19 (+4)	13 (+1)	18 (+4)	16 (+3)	13 (+1)

Saving Throws Dex +6, Cha +6

Skills Deception +6, Insight +3, Perception +3, Persuasion +6, Stealth +6

Senses passive Perception 13

Languages Soburi (Common)

Challenge 3 (700 XP)

Bardic Inspiration 1d6 (4/long rest). As a bonus action on her turn, Yukawa can choose one other creature within 60 feet who can hear her. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails.

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Berserker. When Yukawa takes more than 5 hit points from an attack or is reduced to 10 hit points or less, she goes berserk for 1d4 rounds. On each of her turns while



berserk, she attacks the nearest creature she can see. If no creature is near enough to move to and attack, Yukawa attacks an object, with preference for an object smaller than herself. While berserk and taking the attack action, she has advantage on melee attack rolls and can make an additional attack each turn.

Natural Disguise (2/long rest). Yukawa can cast *disguise self* without the need for any components but she can only change into a specific human.

Nature Form (2/long rest). Yukawa can transform into a badger as *polymorph* without the need for components. Unlike the spell she keeps her mental scores, the ability has no duration, her hit points remain unchanged, her gear does not meld into her form, and she can still talk but not cast spells.

Jack of All Trades. Yukawa adds +1 to any ability check she makes that doesn't already include her proficiency bonus.

Song of Rest. After a short rest, if Yukawa or any friendly creatures who can hear her performance regain hit points by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

Spellcasting. Yukawa is a 2nd level spellcaster that uses Charisma as her spellcasting ability (spell save DC 14; +6 to hit with spell attacks). Yukawa has the following spells prepared from the bard's spell list:

Cantrips: *light, minor illusion, vicious mockery*

1st-level (3 slots): *charm person, cure wounds, disguise self, sleep, thunderwave*

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

Although it is unlikely for the PCs to interact with her directly during this adventure, Yukawa Ikumu's statistics are included here in the event the GM allows adventurers to catch her between the end of Act 3 and the middle of Act 4. Thanks to a shukufuku from Shūshō, any successful attempts to find out who the secret buyer she represents only allow her to reveal that a hermit alchemist of some renown wanted the turtlewax cream for making a new type of shīranto sap. The mujina hengeyokai is one of the sneakiest of the Machibuse Traders, far more duplicitous and devious than her peers and known to traffic in illicit goods whenever the price is right—regardless of what those goods might belong to, as long as there's coin enough Yukawa is happy to sell them.



GENSOSŌ KAZATO TETSUNORI

Medium humanoid (soburi human), neutral

Armor Class 17 (Wisdom)

Hit Points 55 (10d8+10)

Speed 50 ft. (quadruple all jump distances)

STR	DEX	CON	INT	WIS	Dignity	Haitoku
14 (+2)	19 (+4)	13 (+1)	13 (+1)	16 (+3)	19 (+4)	13 (+1)

Saving Throws Str +5, Dex +7, Con +4, Cha +4

Skills Acrobatics +7, Athletics +5, Perception +6, Stealth +7

Damage Immunities fire

Senses passive Perception 16

Languages Common (Soburi)

Challenge 5 (1,800 XP)

Primal Power: Scorch. As a bonus action, the Gensosō can increase the reach of his unarmed melee weapon attacks by 60 feet until the end of his turn.

ACTIONS

Multiattack. The Gensosō makes three unarmed attacks or one elemental whirlwind attack.

Unarmed. *Melee Weapon Attack:*

+7 to hit, reach 5 ft., one target.

Hit: 8 (1d8+4) bludgeoning damage and 4 (1d8) fire damage.

Elemental Whirlwind. The Gensosō erupts with primal energies, doing 6d8 fire damage to all creatures and objects within 15 feet. A successful DC 15 Dexterity saving throw reduces this damage by half.

Kazato Tetsunori witnessed a sacred Gensosō site corrupted by a duplicitous oni and hunts her in Nesuto, sure that she escaped the catastrophe she made of his order's hallowed ritual. He knows her true nature is revealed by reflections and carries a mirror on him at all times, checking every person he talks to using its burnished surface.



TAMAHANA THE KYŪYUREI

Medium monstrosity (oni), chaotic evil

Armor Class 15 (natural armor)

Hit Points 97 (15d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	15 (+2)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Str +8, Dex +6, Cha +6

Skills Athletics +8, Deception +6, Insight +4, Persuasion +6, Stealth +6

Damage Vulnerabilities radiant

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Adeddo, Aklo, Soburi (Common)

Challenge 6 (2,300 XP)

Breaking Facade. When the kyūyurei is reduced to 43 hit points or less, her demonic appearance is revealed and she goes berserk for 1d4 rounds. On each of her turns while berserk, she attacks the nearest creature she can see. If no creature is near enough to move to and attack, the kyūyurei attacks an object, with preference for an object smaller than herself. While berserk and taking the attack action the kyūyurei gains the following benefits: she can make an additional attack each turn, her reach with all melee weapon attacks increases by 5 feet, and she deals an additional 9 (2d8) necrotic damage with a melee weapon attack once each turn.

Innate Spellcasting. The kyūyurei's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The kyūyurei can innately cast the following spells, requiring no components material or otherwise:

3/day: *command*

1/day each: *charm person*, *enthrall*, *false life*

Master of Duplicity. The kyūyurei has advantage on Wisdom (Insight) and Charisma (Deception) checks.

ACTIONS

Multiattack. The kyūyurei attacks twice.

Wicked Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) magical slashing damage.

Formed when the Mists of Akuma come upon the recently executed corpse of a man or woman that has murdered out of avaricious vanity, a kyūyurei is consumed with hatred over the curse of living after their own deaths and never seeing the beauty they so dearly loved before shuffling off the mortal coil. To the eyes of all others the oni appears as beautiful as ever, but reflections—whether from mirrors or liquid—reveal the monster hidden beneath, a grotesque thing hideous to gaze upon. So it is that kyūyurei seek to cure their affliction by any means possible, the impulse to avoid an eternity of revulsion of themselves overriding all other desires.

Tamahana is no exception. Recently she attempted to subvert the power of a sacred Gensosō cave but after that failure while wandering in the Zunkhasa Rainforest, she noticed Bōeki in his flight from Nesuto—already captured by Akia the Iron Shell's master spy Dokuro Gengyo. The soru hengeyokai was being relentlessly tortured for information and after learning of this apparently highly-sought turtlewax cream, the kyūyurei subdued the captor and made both her victims tell her many, many secrets. Before ending their lives she learned of all of the Korusu bengoshi's other agents in the city and she is carving a path through Nesuto drenched in their blood, obsessed with attaining the casks for herself to hopefully cure her appalling true appearance.



MUSASHIBŌ

Medium humanoid (umibo), lawful neutral monk (martial artist) 4

Armor Class 17 (Wisdom, martial arts stance)

Hit Points 27 (4d8+8)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
13 (+1)	17 (+3)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	16 (+3)	13 (+1)

Saving Throws Str +3, Dex +5

Skills Acrobatics +5, Insight +5, Perception +5, Stealth +5

Damage Vulnerabilities psychic

Damage Resistances force

Condition Immunities prone

Senses passive Perception 15

Languages Soburi (Common)

Challenge 4 (1,100 XP)

Amphibious. Musashibō can breathe both air and water.

Ki (4 points). Musashibō can spend *ki* to fuel the following features:

- **Patient Defense (1 point).** Musashibō can take the Dodge action as a bonus action on their turn.
- **Step of the Wind (1 point).** Musashibō can take the Disengage or Dash action as a bonus action on their turn, and their jump distance is doubled for the turn.

Malleable Form. When not wearing any armor or carrying any equipment, Musashibō can move through a space as narrow as 1-inch wide without squeezing.

Stance of the Stout Boar. Musashibō ignores nonmagical difficult terrain and terrain movement costs so long as all their movement is in a straight line and ends with their making a melee weapon attack. In addition, Musashibō has advantage on saving throws against effects or spells that would cause them to move.

Watery Heritage. Musashibō knows the *create or destroy water* and *fog cloud* spells. They are able to cast these spells without the need for any components and without having to concentrate, using Charisma as their spellcasting attribute.

After casting one of these spells, they require a long rest before they can cast it again.

ACTIONS

Multiattack. When attacking with unarmed strikes Musashibō can spend their bonus action to attack a third time, or their bonus action and 1 *ki* to attack a third and fourth time).

Unarmed. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d4+1d6+3) bludgeoning damage.

Shuriken. *Ranged Weapon Attack:* +5|+5 to hit, range (20/50), one target. *Hit:* 4 slashing damage.

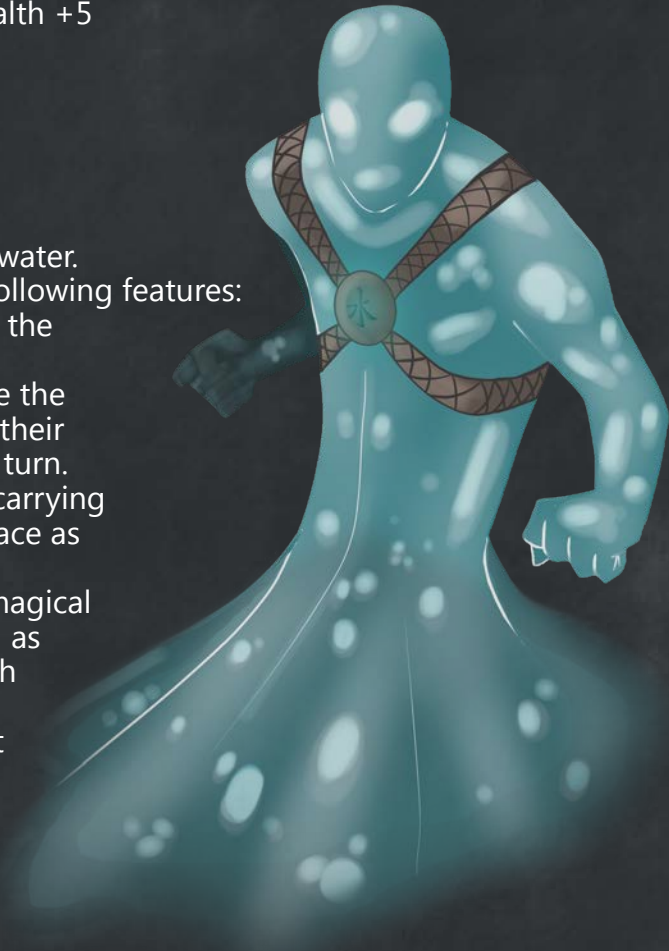
REACTIONS

Deflect Missile. Musashibō can spend their reaction to strike a missile when they are hit by a

ranged weapon attack, reducing its damage by 9 (1d4+1d6+3).

Slow Fall. Musashibō can use their reaction when they fall to reduce any falling damage they take by 20.

As leader of the rival adventuring party, the umibo Musashibō always attempts to act honorably and thus is often the "face" for his companions, though just as frequently the lead scout and taking a step behind to allow Funai Takejiro the interact with nobility and the like. They hate bakemono and shikome nearly as much as they hate ceramians, still angry over the Kengen Occupation.



RIAPA GREENWATER

Small humanoid (pyon), neutral fighter (champion) 4

Armor Class 16 (haramaki, defense fighting style)

Hit Points 30 (4d10+8)

Speed 25 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
11 (+0)	18 (+4)	15 (+2)	10 (+0)	13 (+1)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Str +2, Con +4

Skills Acrobatics +6, Athletics +2, Perception +3, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Soburi (Common)

Challenge 3 (700 XP)

Action Surge (1/short rest). On her turn, Riapa can take one additional action on top of her regular action and a possible bonus action.

Amphibious. Riapa is able to breathe both air and water.

Improved Critical. Riapa's weapon attacks score a critical hit on a roll of 19 or 20.

Natural Jumper. Riapa doubles the distance of any jumps she makes.

Poison Resistance. Riapa has advantage on saving throws to resist poison.

Second Wind (1/short rest). Riapa can use a bonus action to regain 1d10+4 hit points.

Sublime Archery. Riapa does not have disadvantage when making ranged weapon attack rolls at long range, and she ignores half cover and three-quarters cover with her weapon attacks.

ACTIONS

Katana. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range (600), one target. *Hit:* 8 (1d8+4) piercing damage. Riapa can deal 10 additional damage with this attack by taking a -5 penalty to her attack roll.



The pyon village where Riapa Greenwater grew up was overwhelmed by the Mists of Akuma and despite being told to stop following them, the youngling archer refused to let Musashibō get too far ahead of her on the trail until she proved her worth by joining the fight against ambushing bandits. The two have been steadfast companions since and as their oldest friend, Riapa is suspicious of newer members to the group (especially Iya Jiman).

FUNAI TAKEJIRO

Medium humanoid (soburi), neutral paladin (samurai) 4

Armor Class 18 (lamellar half plate, swordmaster)

Hit Points 30 (4d10+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
14 (+2)	15 (+2)	14 (+2)	9 (-1)	13 (+1)	14 (+2)	15 (+2)	6 (-2)

Saving Throws Wis +3, Cha +4

Skills Arcana +1, Athletics +4, Culture +5, Medicine +3, Religion +1

Condition Immunities diseased

Senses passive Perception 11

Languages Soburi (Common)

Challenge 4 (1,100 XP)

Divine Sense (3/long rest). As the paladin class feature.

Divine Smite. When Funai hits a creature with a melee weapon attack, he can expend one spell slot to deal 2d8 radiant damage to the target, in addition to the weapon's damage. The damage increases by 1d8 if the target is an undead or a fiend.

Iaijutsu Strike (1/short rest). As an action, Funai can draw his weapon and attack with it. This attack deals 9 (2d8) additional damage.

Lay on Hands (20 points). As an action, Funai can touch a creature and restore a number of hit points to that creature, up to the maximum amount remaining in this pool. Alternatively, he can expend 5 hit points to cure the target of one disease or neutralize one poison affecting it.

Magical Savant. Funai knows the *sacred flame* cantrip, using Wisdom as his spellcasting attribute (spell save DC 11).

Spellcasting. Funai is a 4th level spellcaster that uses Charisma as his spellcasting ability (spell save DC 12; +4 to hit with spell attacks). He has the following spells prepared from the paladin's spell list:

1st-level (3 slots): *cure wounds*, *detect magic*,
divine favor, *expeditious retreat*, *heroism*, *shield of faith*

ACTIONS

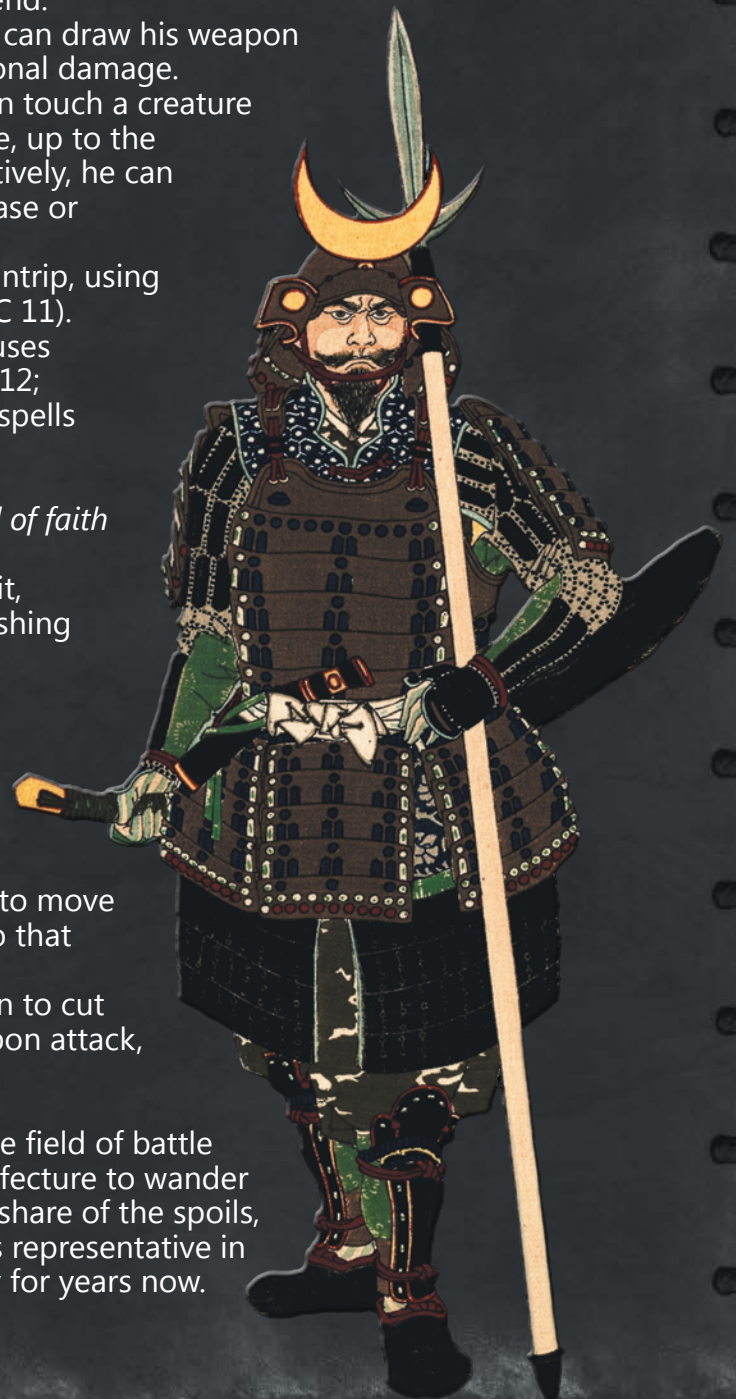
Ancestral Katana. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) magical slashing damage. When attacking a target wearing armor, Funai gains a +2 bonus to the attack roll. When Funai scores a critical hit that kills his opponent, he may make another attack against a target within his reach as part of the same action.

REACTIONS

Swordmaster. When an enemy would provoke an opportunity attack, Funai may spend his reaction to move up to his speed, ending his movement adjacent to that enemy (or as close as possible).

While wielding a katana, Funai can use his reaction to cut a missile in twain when he is hit by a ranged weapon attack, reducing its damage by 9 (1d12+3).

Refusing to slay a rival noble's unarmed son on the field of battle made Funai Takejiro ronin, exiled from Gekido Prefecture to wander Soburin. First for pay and now for his share of the spoils, he's been the Musashibō's Marauder's representative in acts of honor or when visiting nobility for years now.



IYA JIMAN

Medium humanoid (hebi hengeyokai), chaotic neutral rogue (ninja) 4

Armor Class 16 (studded leather)

Hit Points 30 (4d8+12)

Speed 30 ft. (40 ft. in combat)

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
13 (+1)	18 (+4)	17 (+3)	13 (+1)	12 (+1)	10 (+0)	6 (-2)	18 (+4)

Saving Throws Dex +6, Int +3

Skills Acrobatics +6, Athletics +3, Deception +4, Investigation +3, Perception +3, Stealth +6

Damage Resistances poison

Senses passive Perception 13

Languages Common (Soburi), Thieves' Cant

Challenge 4 (1,100 XP)

Basic Ninjutsu. Iya has advantage on checks made to create or maintain a disguise.

Cunning Action (1/turn). Iya can spend a bonus action to take the Dash, Disengage, or Hide action.

Kontorōra Transformation. When exposure to the Mists of Akuma would transform Iya into adeddo-oni, ze is changed into a hebikontorōra instead.

Natural Disguise (3/long rest). Iya can cast *disguise self* without the need for any components but ze can only change into a specific human.

Nature Form (3/long rest). Iya can transform into a snake as *polymorph* without the need for components. Unlike the spell ze keeps zir mental scores, the ability has no duration, zir hit points remain unchanged, zir gear does not meld into zir form, and ze can still talk but not cast spells.

Poisonous. Iya has advantage on saving throws against poison. When a creature hits zir with a bite attack, that creature makes a DC 13 Constitution saving throw or gains the poisoned condition for 1 minute.

Sneak Attack 2d6 (1/turn). Iya deals an extra 7 (2d6) damage when ze hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Iya that isn't incapacitated and ze doesn't have disadvantage on the attack roll.

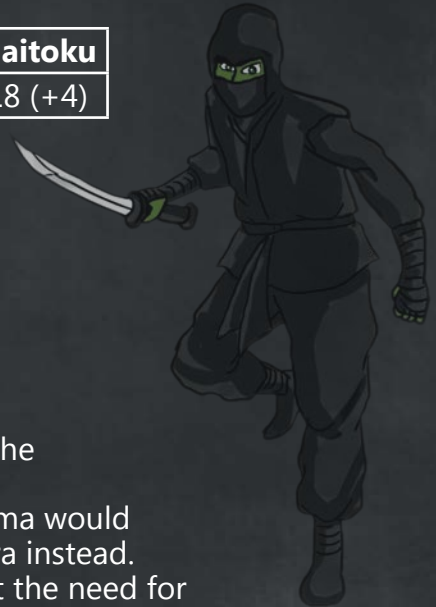
ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage. On a critical hit, the target makes a DC 13 Constitution saving throw or is poisoned for 1 minute or until that damage is healed.

Wakizashi. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Shuriken. *Ranged Weapon Attack:* +6/+6/+6 to hit, range (20/50), one target. *Hit:* 5 slashing damage.

Very little is known about the ninja Iya Jiman save that ze is a consummate shinobi—not even zir companions know where ze grew up, the origins of zir family, or even exactly what zir race is.



DUB-SEV

Medium humanoid (steametic), lawful neutral wizard (clockwork mage) 4

Armor Class 15 (mage armor)

Hit Points 26 (4d6+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
10 (+0)	15 (+2)	16 (+3)	18 (+4)	13 (+1)	11 (+1)	11 (+0)	10 (+0)

Saving Throws Int +6, Wis +3

Skills Arcana +6, Athletics +2, Investigation +6, Perception +3

Damage Vulnerabilities lightning

Damage Resistances poison; bludgeoning

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Soburi (Common)

Challenge 3 (700 XP)

Arcane Recovery. Once per day when Dub-Sev finishes a short rest, they can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 2nd-level.

Automated. Dub-Sev does not need to eat or breathe. They still need to drink, and they require a resting period that emulates sleep in order to recharge their inner workings.

Clockwork Components. Dub-Sev is proficient with augmetics (as a tool kit proficiency) and can cast spells marked with ^c using clockwork devices that do not need verbal or material components. These spells and their effects are immune to *counterspell*, *detect magic*, *dispel magic*, and other spells that affect magic.

Spellcasting. Dub-Sev is a 4th level spellcaster that uses Intelligence as their spellcasting ability (spell save DC 14; +6 to hit with spell attacks). They have the following spells prepared from the wizard's spell list:

Cantrips: *acid splash*, *mage hand*, *mending*, *ray of frost*, *prestidigitation*

1st-level (4 slots): *burning hands*, *charm person*^c, *mage armor*, *magic missile*

2nd-level (3 slots): *enlarge/reduce*, *misty step*^c, *scorching ray*, *web*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range (20/60), one target. *Hit:* 4 (1d4+2) piercing damage.

Musashibō's Marauders came across an inert steametic last year and took the lifeless metal to a technologist—with a little tinkering Dub-Sev woke up and recognizing their debt, pledged themselves to the adventuring party. The wizard is calculating and tactical, using their magic to empower allies before casting offensive spells.



GAKUTEN

Small humanoid (psonorous), neutral warlock (wu-jen) 4

Armor Class 15 (studded leather)

Hit Points 26 (4d8+8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
9 (-1)	16 (+3)	14 (+2)	11 (+0)	13 (+1)	18 (+4)	13 (+1)	7 (-2)

Saving Throws Int +2, Wis +3, Cha +6

Skills Arcana +2, History +2, Nature +2, Religion +2

Senses darkvision 60 ft., passive Perception 11

Languages Soburi (Common), telepathy 30 ft.

Challenge 3 (700 XP)

Focused Telepathy. Gakuten is able to send and receive messages from her companions via telepathy beyond its normal range as long as they are within 2 miles. Sending messages is an action, and receiving messages is a reaction.

Spellcasting (Recharge on short rest).

Gakuten is a 4th-level warlock that uses Charisma as her spellcasting ability (spell save DC 14; +6 to hit with spell attacks). She can cast the following spells from the warlock's spell list:

Cantrips: *acid splash*, *eldritch blast*, *mage hand*, *minor illusion*, *prestidigitation*, *ray of frost*, *sacred flame*, *true strike*

2nd-level (2 spell slots): *charm person*, *expeditious retreat*, *faerie fire*, *mirror image*, *shatter*

ACTIONS

Shamisen. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.

Hit: 1 (1d4-1) bludgeoning damage.

Heated Eldritch Blast. *Ranged Weapon Attack:* +6 to hit, range (300), one target.

Hit: 9 (1d10+4) fire damage.

The newest member of Musashibō's Marauders was found in Sutefanī when the adventurers came to protect the tiny village from a predatory monster hounding its citizens. Wanting to end the scourge on her home, Gakuten joined the party in hunting down the oni beast and found its lair, slaying the foul thing's offspring just as the mother returned. Though the creature was defeated upon returning to the settlement the psonorous found everyone she knew murdered by the monster, killed in her absence. The whispers of Natsu Itā came to her and Gakuten has embraced the entity that ate summer, growing in power as she continues to travel with her new companions.



FOO LION

Large celestial, chaotic good

Armor Class 17 (natural armor)

Hit Points 120 (16d10+32)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	15 (+2)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Wis +6

Skills Perception +6, Stealth +7, Survival +6

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities poison, radiant

Condition Immunities disease, poisoned, paralysis

Senses darkvision 60 ft., passive Perception 16

Languages Celestial, Common

Challenge 8 (3,900 XP)

Faith in the Pack. When two or more foo lions are within 30 feet of one another, they both gain the benefit of a *protection from evil and good* spell (against evil only). This effect can be dispelled and does not require concentration.

False Appearance. While the foo lion remains motionless, it is indistinguishable from a marble statue and gains 20 temporary hit points. These temporary hit points disappear when the foo lion moves.

Incorporeal Movement. The foo lion can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The foo lion's innate spellcasting ability is Wisdom (spell save DC 14, spell attack +6). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *detect evil and good*, *detect magic*, *sacred flame*

3/day each: *clairvoyance*, *cure wounds*, *healing word*

2/day each: *spirit guardians*

Pack Tactics. The foo lion has advantage on an attack roll against a creature if at least one of the foo lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

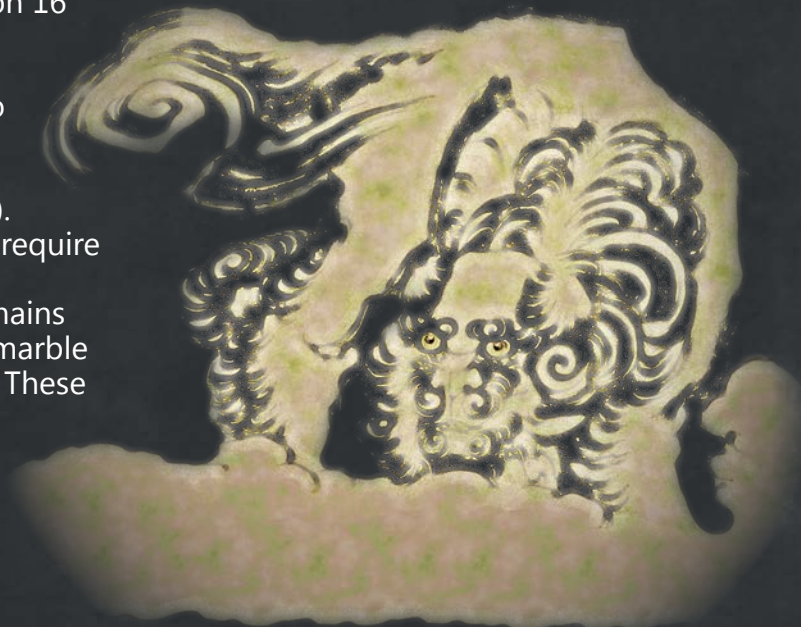
ACTIONS

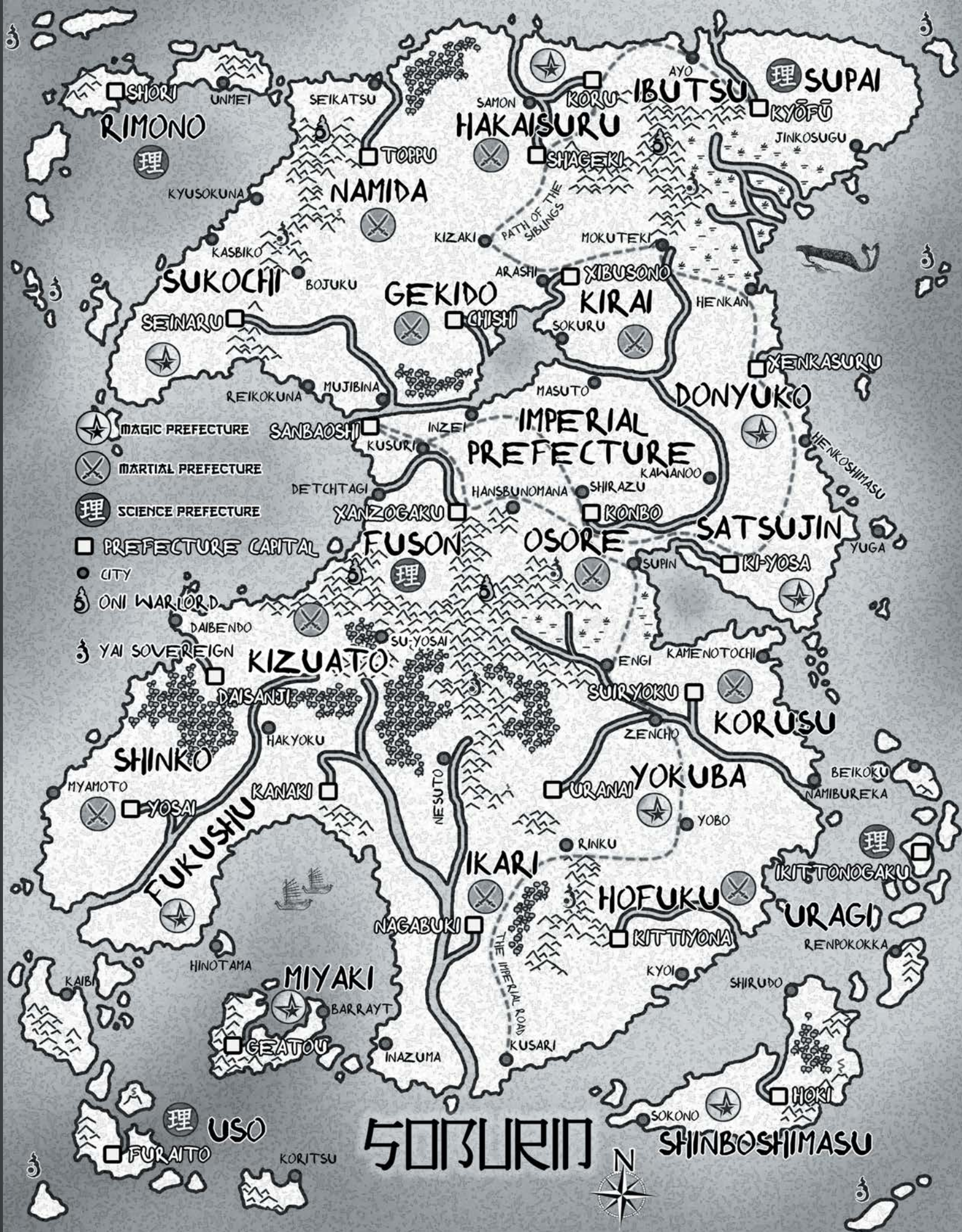
Multiattack. The foo lion attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) magical piercing damage plus 7 (2d6) radiant damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) magical slashing damage plus 7 (2d6) radiant damage.

This divine creature floats through the air either as a golden cloud or in its true form as a foo lion, changing from one of substance to a ghostly mist and back. Only its gaze is constant, an utter intensity consuming its eyes. When a truly dignified, honorable, proud warrior dies while within the Mists of Akuma by way of treachery, they return as one of these powerful celestials to protect others from the same fate. The Imperial Siblings have been known to summon foo creatures and it is said they are fueled by the willpower of the ancestors, and that to strike one down is to invite dishonor and shame into one's life.

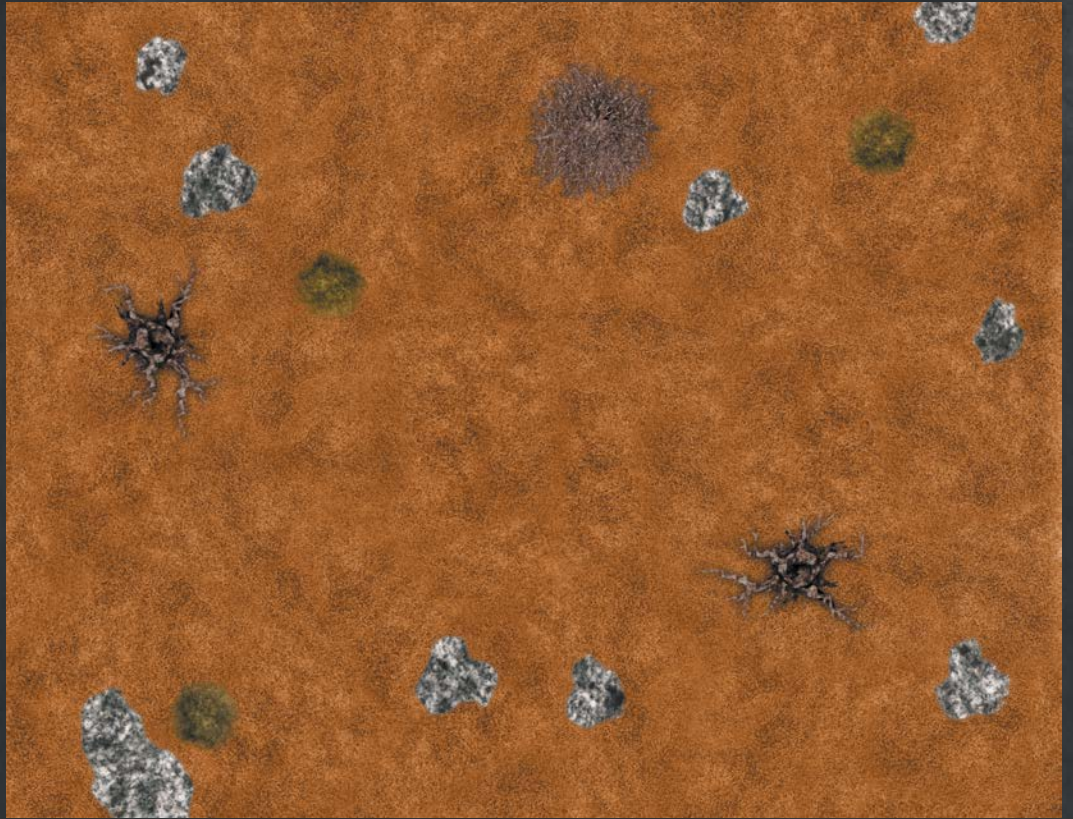






TEA HOUSE MAP

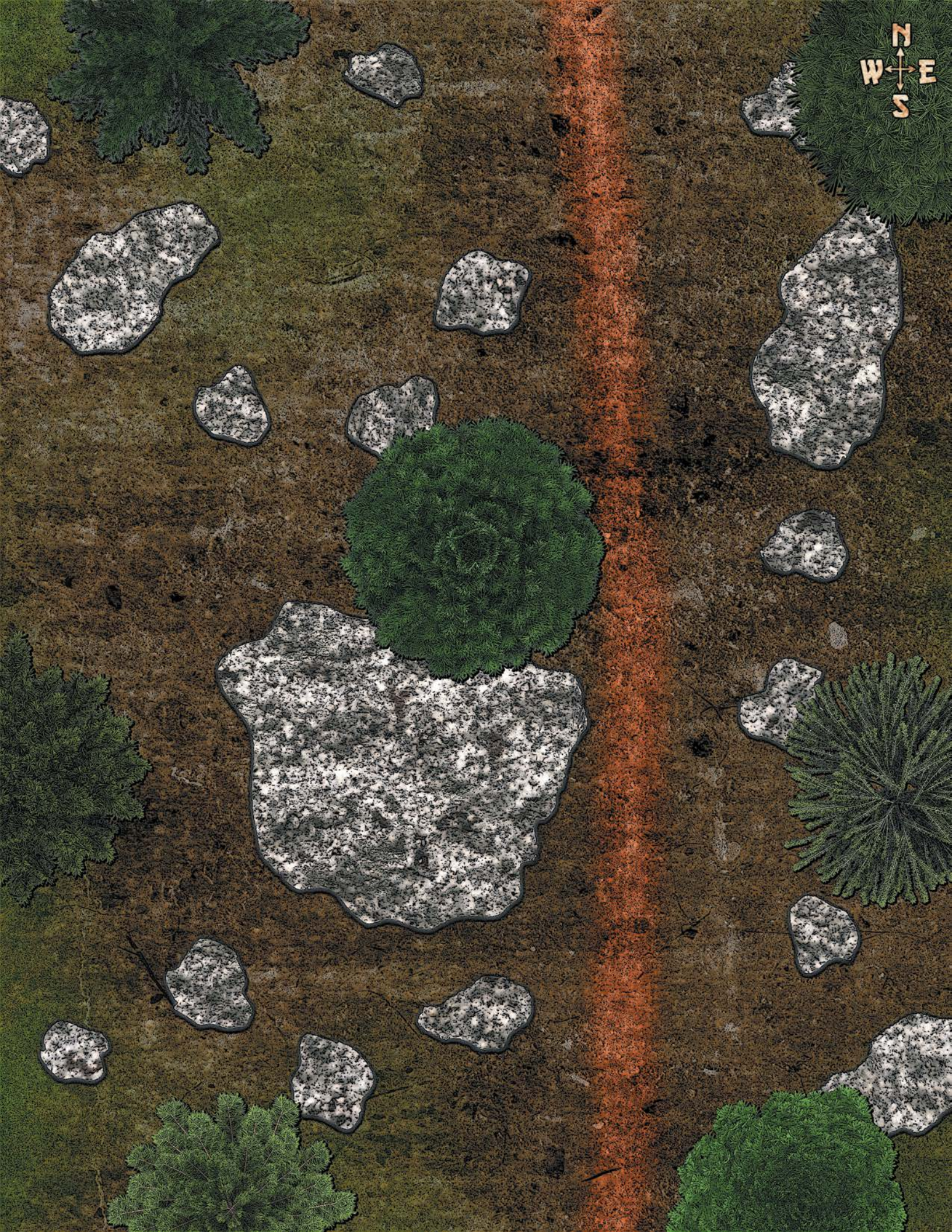
BADLANDS MAP



JUNKO'S SHOP









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