





CONTENTS

| | |
|---------------------------------------|-----------|
| INTRODUCTION | 1 |
| BACKGROUND | 1 |
| Summary | 2 |
| Adventure Hooks | 2 |
| NPC | 2 |
| HAKURYOKOKU VALLEY | 3 |
| KNOW THY ENEMY | 4 |
| Clue 1: Booming Blooms | 5 |
| Clue 2: Water's Weakness | 6 |
| Clue 3: Wyrmscale | 6 |
| THE BATTLE AHEAD | 8 |
| The Fourth Shrine | 9 |
| Vulnerable Areas | 9 |
| Phase 1 | 11 |
| Phase 2 | 11 |
| Phase 3 | 12 |
| Finale | 13 |
| AFTERMATH | 15 |
| TREASURE | 16 |
| Harvesting and Crafting | 16 |
| Harvesting | 16 |
| Crafting | 16 |
| APPENDIX A - MAGIC ITEMS | 17 |
| APPENDIX B - SPELLS | 20 |
| APPENDIX C - CREATURES | 24 |
| Koi Dragons | 24 |
| Behaviours & Vulnerable Areas | 24 |
| River Elementals | 29 |
| APPENDIX D - FAMILIAR | 31 |

CREDITS

Writing: Yo Shionoya-Frank, Max Wartelle

Mechanical Writing: João Araújo, William Earl

Editing: Phylea, Yo Shionoya-Frank, Max Wartelle

Formatting: Sally Kay Clark

Proofing: Jessica Gombart

Art Direction: Mohammed "Aggi" Bellafquih

Layout: Sally Kay Clark

Cover Illustrator: Ognjen Sporin

Interior Illustrators: Mohammed Bellafquih, Martin

Kirby-Jackson, Rastislav Le, Ryan McCowan,

Richard Nguyen, Mukhlis "Sinlaire" Nur, Ognjen

Sporin, Chaouki "Ciao" Titouhi, Souhaib Zekri

Cartographers: Cze & Peku

INTRODUCTION

The Ascendant Cascade is a 5th-edition hunt intended for 3 to 7 characters and is optimised for a party of 4. This adventure can be run at different levels of difficulty, and is best suited for an average party level (APL) of **9**, **15**, or **20**. Characters who complete this hunt should earn enough experience to progress one-third of the way to 10th level or two-thirds of the way to 16th level.

Variable DC, Modifiers, and Damage. To allow GMs to adapt this adventure for groups of different levels, this adventure uses the abbreviations **VDC**, **Vmod** and **Vdam**, standing for variable DC, variable modifier, and variable damage. The level at which you run this adventure dictates the values for these statistics. For example, if you are running the adventure for a party with an APL of 9, you will use the 9th level **VDC** (15) for all saving throws marked as **VDC**, the 9th level **Vmod** (+7) for all modifiers marked **Vmod**, and the **Vdam** (3d6) for all damage marked **Vdam**.

VARIABLE STATISTICS

| Hunt Level | VDC | Vmod | Vdam |
|------------|-----|------|----------|
| 9th | 15 | +7 | 10 (3d6) |
| 15th | 17 | +9 | 21 (6d6) |
| 20th | 18 | +10 | 28 (8d6) |

In this adventure, the players must uncover the cyclical nature of Bakuryo (瀑瀧), the koi dragon, and brave churning, mud-filled waters to defeat or assuage the enraged water spirit.

After a river changes direction to flow uphill and floods an entire valley, the party must venture to several shrines in search of the water spirit responsible. In these shrines they learn of the spirit's history, giving them insight into how to resolve the conflict nonlethally, should they be so inclined. The ability to deal cold, lightning, radiant, or thunder damage is crucial in the encounter. Resisting the latter two damage types and having proficiency in the Nature or Religion skills also provides a great boon.

KAIJU FIGHTING

The battle against Bakuryo utilises the new Kaiju Fighting mechanics from *Ryoko's Guide*, crafted to facilitate epic combat against gargantuan creatures. A lite version of these mechanics are freely available to playtest and use for running this adventure at heliana.lt/RyokoKaijuLite.

BACKGROUND

As with all waterways in the Yokai Realms, the Hakuryu (白龍) river, the pulsing heart of the Hakuryokoku (白瀧谷) valley, is embodied by a yokai spirit: Bakuryo. Those of a more poetic persuasion describe the river's many tributaries as Bakuryo's arms, fingers, and claws; its central, sinuous lake her belly; and the raging gorge her tooth-filled maw. Whether Bakuryo is the soul of the river, its physical avatar, or just another river-dwelling yokai is a source of eternal debate. Regardless, most locals agree that Bakuryo is a gentle and noble patron of the valley—most of the time, anyway.

For nigh on a millennium, Bakuryo has regulated the river's flow, inciting rains in times of drought, gouging the earth to hasten the flow during floods, and shepherding the small Beasts that create the upland wetlands responsible for the river's regular and reliable current. When Bakuryo discovered that her shrines had been liberated of all their gold, she sought to find the wrongdoer. Torime (鳥目), an especially avaricious dodomeki, had heard of the valley's wealth and travelled there to eat its riches. Gorging herself on the koi dragon's gold, Torime grew fat and slow, and Bakuryo was able to follow the yokai's deep footprints to a small cave where the greedy monster was dozing in a gold-induced torpor.

Bakuryo snapped shut her fanged maw, waking the fiendish yokai, who ran deeper into the cave in terror. Bakuryo pursued, but was unable to navigate the twisting labyrinth and soon wedged herself between damp stone walls. With a wrench, Bakuryo pulled herself free and, in the process, flipped a chevron-shaped scale under her chin. She changed entirely, her personality, ego and id alike, becoming its exact mirror. Nobility became malice, gentleness became fury, and down became up as the Hakuryu river changed direction.

Flooding. Chaos. Disaster. The paddies were drowned under muddy waters, the flow of goods downriver was halted, and inundated tributaries split the valley into a patchwork of disjointed islands split by roiling, turbulent water. Now the locals have fled their flooded homes and cling to ancient caves hewn from the steep-sided mountains.

But this is not the first time. Whether it be playing in a beaverfrog's dam, surfing down a mountainside's first snow, or searching for rare mushrooms in a damp cave, Bakuryo has flipped a scale more than once in the past. Although such events quickly fade to myth and legend, the shrines' murals recount these events and contain a hidden secret.

The floor of each shrine contains a mosaic. Within that mosaic, a single, chevron-shaped scale is designed to flip upwards when the waters rise high enough. Pushing that scale back down casts the *calm water* spell (see Appendix B) allowing the river to be forded. Moreover, the act of replacing the scale is a reminder of how to solve this disaster: flip Bakuryo's scale. The only trouble is finding her.

SUMMARY

Here's a summary of this hunt's information:

- **Which Monster?** Bakuryo, the Cascade.
- **Monster's Motivation.** An unfortunately flipped scale has reversed Bakuryo's personality.
- **Monster's Previous Actions.** Bakuryo's river has changed direction, flooding villages, drowning crops, and halting trade.
- **Where's the Monster?** Bakuryo can be found at the last of her shrines to contain any riches.

ADVENTURE HOOKS

The rising river is a terrible omen, and Bakuryo's wrath is legendary. The flooded valley radiates danger, and none are foolish enough to trespass there without cause. Here are some hooks with which you can motivate your players to seek out a solution to this catastrophe!

- **Curiosity: Graviturgy.** Kayo (佳代), a karasu tengu wizard with an interest in graviturgy is fascinated by the news of a river flowing uphill. She is desperate to unlock the secret of flight for her people and will pay a handsome reward for a sample of whatever is responsible for this occurrence.
- **Morality: Displaced.** A desperate plea for help has come from Hakuryokoku valley: their homes are lost and supplies of mountain goatfowl are running low. All their stories tell of great heroes coming to do battle with the river spirit and restore order to the valley—will any heed their call?
- **Compensation: A Drain on Trade.** A powerful trade covenant, the Silk Purse or Kinuzaifu (絹財布), is anxious about possible knock-on effects if the breadbasket of the area, the Hakuryokoku valley, stops producing food. They'd rather not find out and are looking for investigators to reinstate the equilibrium so profits can be made.

HUNT REWARDS PER PLAYER CHARACTER

| Hunt Level | Gold | XP* |
|------------|-----------|--------|
| 9th | 2,300 gp | 6,325 |
| 15th | 6,750 gp | 17,750 |
| 20th | 12,250 gp | 56,250 |

*Includes all monsters, traps, and puzzles, averaged for a party of four.

NPC

The leader of the local community is Soji (惣治), a young and lively male halfling who is wise beyond his years. A graduate of the College of Hanabi, Soji is famed for his pyrotechnic invention, *roaring thunder*, a firework of vibrant orange hues that depicts a great koi dragon roaring a challenge before transforming into a river of flowing dust in the rarest incendiary colour: blue.

Soji's pyrotechnic marvels are a proud facet of any local celebration, and a small portion of the community relies on his enterprise for their living: bat farmers for the saltpetre content of their guano, miners for rare colouring ingredients found under the mountains, and boating merchants who sell the product downriver. Despite the loss of his workshop and priceless materials, Soji is motivated to restore the Hakuryokoku valley and dispatched many *animal messengers* to distribute flyers and summon help.

Information. After Soji graduated from the College of Hanabi and returned to the Hakuryokoku Valley, he began studying the area's history and relationship to Bakuryo. Eventually, this study manifested in his celebrated creation, *roaring thunder*, and the information gained along the way may be of use. Though his notes are lost, Soji has the following information to share:

- This is not the first time the river has changed direction.
- The river's dragon spirit, Bakuryo, is regarded as holy, verging on divine, by many of the residents. But defeating it is the only way to restore the valley.
- Murals in the four shrines throughout the valley tell of previous interactions with Bakuryo. The best starting point to find her is there.
- The shrines are generally near the river, always on high ground, so he doesn't think they'll be flooded. From their vantage on the mountainside, he can point out islands of green showing their approximate location.

Roleplaying NPC. Soji is intelligent and charismatic—a natural leader. His affability and interest in the valley's history endeared him to many of the older residents who, despite his youth, voluntold him to be their leader.

Request. Evaluating the party to be of some competence, Soji has a sidequest. The seeds of dragonlilies (see Clue 1, page 5) have remarkable pigment qualities (the seeds of blue ones are his secret for blue fireworks, though he does not divulge this). If the party can bring him back even one seed pod, he will reward them with a copy of his invaluable firework: *roaring thunder*. He also shares that dealing the right damage type to a glowing bloom prevents it from exploding and leaves the seedpod intact (see Clue 1).

SOJI

Lightfoot halfling, pyrotechnician (bard), hel/him

Personality. Charming, motivated, and bright.

Appearance. Diminutive, smiling, face and leather apron covered in soot and pigment stains.

Desire. To restore his birthplace to prosperity.

Fear. That the secrets of *roaring thunder* may be divulged.

"Welcome! Sorry about the smell... that's the bat guano."

HAKURYOKOKU VALLEY

The Hakuryokoku Valley is a breadbasket for the surrounding peoples. Its heavy, clay-laden loam is fashioned into steps and basins that retain the regular rains in shallow paddies, fostering the ideal habitats for silkmoss, sugargrain, and prized verdant shrimp. The gorge through which the valley is accessed is narrow and easily protected, the high mountains that surround it are a natural barricade from raiders, and its people grow plump, making rich offerings to the spirit of their river: Bakuryo, the Cascade. But, with irregular cyclicity, the river switches direction, and a chaos of churning muddy waters ensues.

UNIQUE FLORA & FAUNA

Floss Spider. Named after their similarity in appearance to a local delicacy, sugarfloss, these tiny creatures are neither arachnids nor used to clean teeth. With thin, gangly legs that resemble spun sugar, these insects utilise water tension to dance along its surface, skipping between the sugar-rich blooms. A floss spider must drink almost twice its body weight in nectar each day to fuel itself and it's one of the few insects to have evolved a heart and vascular system, a necessary trait for a creature that takes a hundred tiny steps a second.



Clutches of floss spider eggs wait to hatch until a strong wind blows. The air is then filled with thousands of juveniles, often mistaken for pollen or seeds by travellers, which waft on the winds until they are hopefully deposited somewhere wet and full of flowers. It is posited that this trait evolved so that the territorial floss spider doesn't have to compete with its own offspring for access to blooms.

Dragonlilies. Dragonlilies are a species of water lily endemic to the Hakuryokoku Valley with an explosive method of seed dispersal. Their broad, plate-like leaves—patinated like the scales of a koi fish—allow them to float on the water's surface where their primary pollinator, the floss spider, can access their nectar.

Post pollination, they do not shed their flowers, but grow a tall vertical seed pod about a foot in length which, upon maturation, positively thrums with stored destructive potential. When a herd of waterbears approaches—thinking to eat the juvenile flowers—the dragonlilies detonate. A burst of elemental energy softens the bears' thick hide so that their shrapnel-like seeds can puncture into the ill-fated Beasts. The creatures quickly scatter and succumb to their wounds, providing a hearty compost from which the next generation can grow.

A *pouch of Plant (dragonlily)* seeds can be harvested from a dragonlily with a component DC of 15. For further information, refer to the Harvesting and Crafting lite rules - coming soon!

Waterbears. With six short limbs, a tiny face hidden by a mound of bulbous flesh, and an awkward, shuffling gait, these semi-aquatic herbivores have more in common with overweight walruses than ferocious bears. Docile, except during mating season, they meander through waterways in matriarchal pods, their buoyant, fatty epidermis doing double duty as floatation device and bulwark against attack.

Their favourite food is the flower of the plumlily, cousin of the dragonlily. The dragonlily and plumlily are quite different in colouration and easily distinguished by novice foragers. Unfortunately for the waterbears, they are at a distinct disadvantage in this arms race: they are famously colourblind and unable to discern which flowers are safe.

KNOW THY ENEMY

During their investigation of Bakuryo's shrines, the party encounters dragonlilies and river elementals. These encounters provide clues that can help the party prepare for the battle ahead:

- While Bakuryo's breath weapon is charging, her fins (a vulnerable area) are prone to overcharging if hit with the right damage type.
- Water creatures can be frozen by cold damage, which makes them more susceptible to bludgeoning, piercing, and slashing damage.
- A scale below Bakuryo's jaw governs her mood; flipping it can quell the raging river.

Shrines. There are four shrines the party must visit to search for Bakuryo. She is always found at the fourth shrine the party visits. At each shrine, there are dragonlilies whose self-destructive mechanism provides foresight about Bakuryo's fins and breath weapon (Clue 1). At the third shrine, the party have a hostile encounter with some enraged river elements, allowing them to learn about Clue 2. All the shrines have a mosaic depicting Bakuryo's cyclical behaviour; piecing these together reveals Clue 3.

When the party approaches the first shrine, you can read the following:

The road drops towards a bloated river seemingly at war with itself. The current drives uphill, brown water thick with sediment churning into turbulent whirlpools against the rivulets which rake through the trees and flatten the tall grass. Large water lilies bob calmly above the tumult, placid life rafts for the assorted insects who shelter on their patinated leaves.

Nestled amongst the trees is a small structure flooded by the kerning brown waters. Perhaps fifteen feet wide, a steady light reflects off the colourful stone tiles lining the walls within.

Inside the Shrine. The shrines are lit by an eternal flame in a paper lantern floating inside. Removing the lantern from the shrine causes it to extinguish and fall to the ground. Three of the four walls are covered in a colourful mosaic, depicting a scene with Bakuryo (see Clue 3). The altar on which pilgrims would have placed offerings is drowned by the heavily obscured, waist-high water. A successful **DC 12 Intelligence (Investigation)** check finds idols and beads carved of semi-precious stone strewn about, but not one piece of gold (as would be usual in such a shrine).



CLUE I: BOOMING BLOOMS

When Bakuryo is charging her breath weapon, her fins glow orange (if she is charging thunder damage) or yellow (if she is charging radiant damage). While her fins are glowing, they are a vulnerable area and can be damaged by the damage type which they are charging. The same mechanic is present in the many dragonlilies of the Hakuryokoku Valley, the same lilies which Soji asked the party to collect. Interacting with them can reveal clues about Bakuryo.

Dragonlily. When a creature moves within **10 feet** of a dragonlily, the flower begins glowing one of four colours: blue, yellow, orange, or white. On initiative count 0 (losing ties), a glowing dragonlily detonates, dealing **Vdam** piercing damage and an additional **Vdam** damage of a type depending on the colour the bloom was glowing. You can use the table below to randomly allocate colours, but it is advised to show the orange and yellow colours most often, as these are the colours and damage types Bakuryo uses.

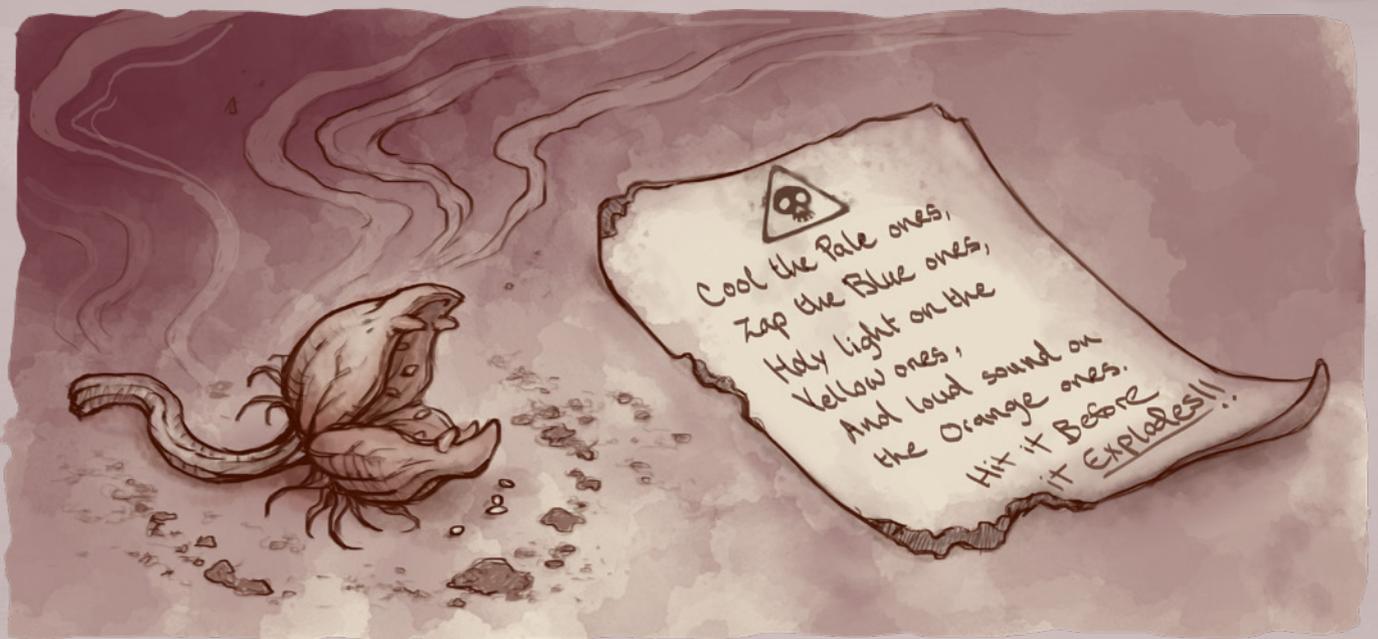
DRAGONLILY BLOOM COLOUR

| d4 | Colour | Damage |
|----|--------|-----------|
| 1 | White | Cold |
| 2 | Blue | Lightning |
| 3 | Yellow | Radiant |
| 4 | Orange | Thunder |

While glowing, the dragonlilies are immune to all damage except the damage type associated with their colour. The party member with the highest Intelligence score recalls Soji's insight that dealing the right type of damage to these plants while they are glowing causes them to turn to ash, leaving the seed pod intact (give the party Clue 1.1).

Harvest. A *pouch of Plant (dragonlily)* seeds can be harvested with a component DC of 15. For further information on the crafting system, refer to the Harvesting and Crafting lite rules - coming soon!

River Elementals. When fighting the river elementals (see Clue 2), you can have a blue and white dragonlily detonate and affect the elementals to show the effects of cold and thunder damage on water elementals.





CLUE 2: WATER'S WEAKNESS

While Bakuryo is in her Water Form, cold damage slows her and removes her immunity to bludgeoning, slashing, and piercing damage. If the players make this connection, show them Clue 2.

RIVER ELEMENTALS

The river elementals share these properties with Bakuryo, and fighting the elementals can help reveal them. After the fight, any creature with proficiency in the Arcana or Nature skill realises the facets of this clue. When the party approaches their third shrine, you can read the following.

Between the ever-placid water lilies, the water begins to broil. Its turbulent frothing ejects the dirt, sticks, and pebbles entrained in its current until several vaguely animalistic forms of unadulterated water rear up with tempestuous abruptness. The water pauses, then surges in your direction.

Composition. Consult the table below to determine the composition of enemies. The water elementals have the Freezable trait found in the brook bizarre stat block.

RIVER ELEMENTAL COMPOSITION

| APL | Composition |
|------|--|
| 9th | 5 brook bizarres*, 1 creek creep* |
| 15th | 5 creek creeps*, 1 white water weirds* |
| 20th | 7 white water weirds* |

*See Appendix C

Dragonlilies. When fighting the river elementals, you can have blue and white dragonlilies (see Clue 1) detonate and affect the elementals to show the effects of cold and lightning on water elementals.

CLUE 3: WYRMSCALE

Bakuryo has a scale under her chin that has been flipped, causing a drastic change in her behaviour. Mosaics on her shrines' walls and floor reveal that by flipping this scale back, her mood can be changed.

Walls: Bakuryo's Story. Inside each shrine is a mural depicting the cyclical nature of Bakuryo's rage: she flips a scale, she becomes enraged and causes the river to change direction, the scale is flipped back, and Bakuryo calms, returning everything to normal. You can read aloud the following when the party visits a shrine.



1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 1. BAKURYO'S THIRD
SHRINE

Three intricate murals adorn the walls of the temple, accompanied by ornate calligraphy. The first mural shows a cream and orange koi dragon wending her way through drowned trees as curiously following a floss spider. Beside a calm river, she wends her way through foliage, eventually becoming stuck between two trees. The accompanying text reads:

Curious dragon—

Through spring growth she dances free
'till bark grips like iron.

The second mural shows Bakuryo breaking the trees as she wrenches herself free. She appears to be overcome with rage and the river, now tumultuous, has changed direction. Her scales glow orange and yellow and there is an odd discolouration beneath her chin as she roars. The text reads:

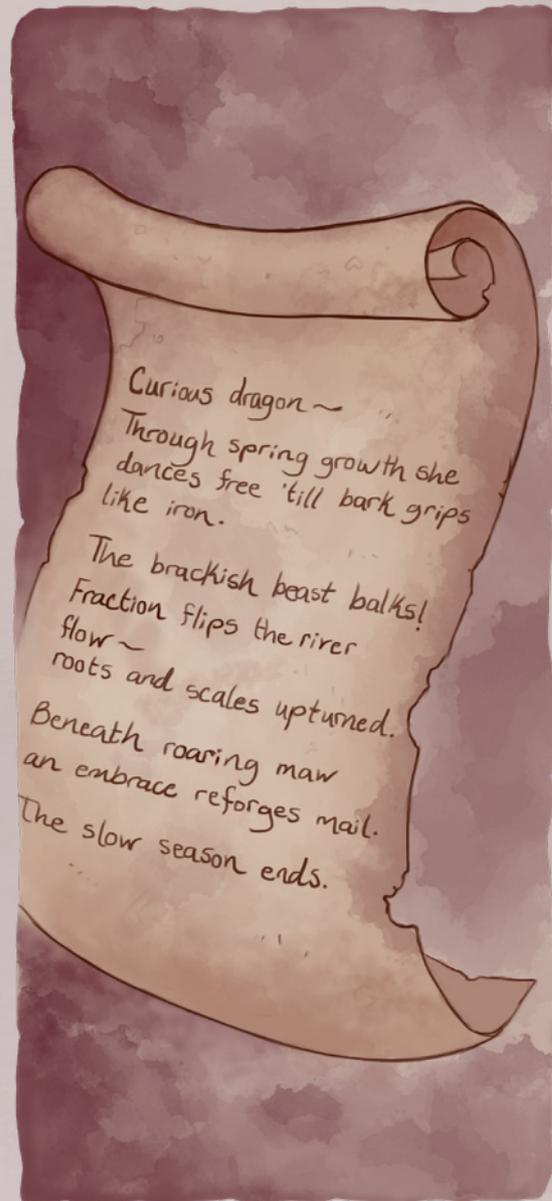
The brackish beast balks!

Friction flips the river's flow—
roots and scales upturned.

In the third and final mural, an anonymous hero has climbed Bakuryo's snout and appears to have squeezed her maw shut with thick, muscled arms. The river is calm again and Bakuryo appears bashful and confused.

Beneath roaring maw
an embrace reforges mail.

The slow season ends.



Floor: Calm the Current. On the floor of each shrine, hidden by the muddy flood water, is a mosaic depicting Bakuryo soaring through a thunderous rainstorm. This mosaic has one scale-shaped tile that has been flipped upright by the surging waters. A creature that succeeds on a **VDC Intelligence or Wisdom (Investigation or Perception)** check finds this tile. If the tile is flipped back, the river calms a little, and the water level drops such that the mosaic can be seen in full.

HELPING HAND

If the characters don't find the upturned mosaic scale and are leaving the third shrine, you could have one of them accidentally kick it with their foot. They trip and fall into the water. The river recedes as if they had intentionally flipped it, allowing them to see the mosaic and Bakuryo's righted scale.

THE BATTLE AHEAD

Regardless of the order in which the party visits the shrines, Bakuryo is always at the fourth shrine they visit. This gives the party time to uncover the three parts of Bakuryo's story and learn that the scale under her chin can be flipped (see Clue 3, page 6).

This battle utilises the Kaiju Fighting Lite mechanics which are freely available online at heliana.lt/RyokoKaijuLite. The fight is split into three phases in which Bakuryo uses different tactics:

- **Phase 1, normal behaviour:** Bakuryo keeps her distance and uses ranged actions. Characters are likely unable to scale her.
- **Phase 2, water form:** Bakuryo comes into melee range, aiming to overwhelm creatures.
- **Phase 3, post-water form & death throes:** Bakuryo stays in melee range, flying only to attack more vulner-

able targets. Characters can more easily scale her and access the Upturned Scale vulnerable area. The scale can be flipped back to resolve the encounter nonlethally.

Rest & Preparation. Encourage your party to take a long rest before heading to the fourth shrine. During that time, they can pool what they've learnt about Bakuryo, plan tactics, prepare useful spells, attune to new items, and recover expended resources.

THE FOURTH SHRINE

When the party arrives at the fourth shrine, you can read aloud the following:

The top of this wooded knoll appears like an island of calm in an ocean of muddy turmoil. Songbirds flit between the trees around the edge of a series of clear, blue ponds, the water of which seems content to remain placid and immobile, even as it defies gravity.

A trail of sorts leads northward towards a shrine. But, before its secrets can be divulged, a serpent of cream and terracotta scales rises into the air, swimming out of a pool far too small to hold it. Its flesh forms from the crystal clear water, droplets tinkling upwards to make vicious claws and streamlined fins.

If the party is concealed, have them make a **Dexterity (Stealth)** check against Bakuryo's passive Perception (see Appendix C). On a success, Bakuryo doesn't notice them for the next minute or until they reveal themselves. On a failure, Bakuryo attacks.

GENERAL FEATURES

Light. During the day, everything is brightly lit and the trees cast shadows directly downward. During the night, the sky is clear; the open areas are dimly lit and the areas below the trees are cast in darkness.

Ground. The ground surrounding the fourth shrine is firmer than down the hill and is normal terrain.

Water. The shallow water (light blue on the map) is 2 feet deep and is difficult terrain to walk through. The deeper water (dark blue on map) is 10 feet deep.

Downed Trees & Roots. A creature standing behind a downed tree has half cover against attacks and effects originating on the other side of it. A prone creature has three-quarters cover instead.

Trees. A creature standing near the centre of a tree can use a bonus action to hunker behind the trunk. It has three-quarters cover against attacks and effects originating on the other side of the trunk.

Cliffs. The cliffs are 10 feet high and easily climbable using the normal climbing rules.

LAIR ACTIONS

Within and near the fourth shrine, Bakuryo can exert her influence to manipulate the environment to take lair actions. The saving throw DCs and damage of the lair actions depend on the level of the hunt.

VARIABLE STATISTICS

| Hunt Level | VDC | Vmod | Vdam |
|------------|-----|------|----------|
| 9th | 15 | +7 | 10 (3d6) |
| 15th | 17 | +9 | 21 (6d6) |
| 20th | 18 | +10 | 28 (8d6) |

Lair Actions. On initiative count 20 (losing initiative ties), Bakuryo takes a lair action to cause one of the following effects. She can't take the same action two rounds in a row. See the table above for the damage, roll modifiers, and save DCs.

Apokoilypse. Unnaturally large koi fish swim to the water's edge, spraying water and gravel at creatures. Each creature of Bakuryo's choice within **15 feet** of any body of water near the shrine must succeed on a **VDC Dexterity saving throw** or be **blinded** until initiative count 20 of the following round.

Mireball. A ball of mud launches up, landing on any point within the lair. It explodes with the effects of the *mireball* spell (see page 21). Use the **VDC** for the save DC.

Water Whip. Up to three tendrils of water whip at nearby creatures. Each tendril makes a melee spell attack (+**Vmod** to hit) against different creatures within **30 feet** of one of the bodies of water on the map. On a hit, a creature takes half **Vdam** slashing damage and, if it is Large or smaller, must succeed on a **VDC Strength saving throw** or be pulled **25 feet** towards that body of water.

VULNERABLE AREAS

Bakuryo has three vulnerable areas: her Fins, Upturned Scale, and Water Form. Be sure to track the damage for each vulnerable area separately to know when each is exploited. The vulnerable areas have different statistics depending on Bakuryo's challenge rating, which changes according to the hunt level: CR 14 for a 9th-level hunt, CR 21 for a 15th-level hunt, and CR 27 for a 20th-level hunt. A brief explanation of each of Bakuryo's vulnerable areas and tactics is presented below. The full statistics, as well as Bakuryo's evolving behaviours, can be found alongside her stat block in Appendix C (page 24).



1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 2. BAKURYO'S
FOURTH SHRINE

CZE & PEKU

FINS

This vulnerable area, present along the length of Bakuryo's body, has immunity to all damage. It can be targeted by ranged attacks by any creature that can see Bakuryo, and by melee attacks by any creature mounted on her body. While the Fins are glowing, they lose their immunity to the type of damage Bakuryo is charging, and so can be damaged and the vulnerable area exploited. Be sure to emphasise the colour the Fins begin glowing at the end of each of Bakuryo's turns when she uses her Breath Weapon Charge bonus action. Narrate how they glow brighter and brighter until she unleashes her Breath Weapon on her next turn.

UPTURNED SCALE

This vulnerable area, present under Bakuryo's chin, can be targeted by ranged attacks by any creature that can see Bakuryo, and by melee attacks by creatures mounted on Bakuryo's head. In addition, after Bakuryo's Upturned Scale vulnerable area has been exploited, and as long as she's not in her Water Form, a character within reach of the underside of Bakuryo's jaw can make a **Strength** check to re-right the scale. The DC for this check is **VDC + 10** in phase 1, or **VDC** in phase 3.

If this check is successful, skip to the Bakuryo Restored section (page 15).

WATER FORM

This vulnerable area encompasses Bakuryo's entire body while she is in her Water Form (see stat block in Appendix C). Any damage dealt to Bakuryo while she is in this form is dealt directly to this vulnerable area. This vulnerable area has immunity to all damage types except cold, force, and lightning, but dealing sufficient cold damage can freeze the dragon in this form (see Bakuryo's Freezable trait).

PHASE 1

When combat starts, Bakuryo's fins are already charged and glowing yellow with radiant energy. When Bakuryo notices the party, she immediately attacks and you can read the following.

The sound of a thousand-foot waterfall hammering your eardrums bellows from Bakuryo's gaping maw. Her sinuous form undulates into violent motion as water shoots like geysers up from the pools around you. Her fins grow progressively brighter. Roll for initiative.

TACTICS

Bakuryo keeps her distance, making great effort to make sure no creature can reach or scale her.

Action. Bakuryo starts combat with her radiant Breath Weapon charged. She manoeuvres to an advantageous location before using Rapture to immobilise creatures, giving them disadvantage on the saving throw against her Breath Weapon. If Bakuryo doesn't take the Breath Weapon Charge bonus action, she spends her action to Dash away from enemies or grapple those that are scaling her and throw them to the ground.

Bonus Action. If a creature is mounted on Bakuryo, she uses her Shake Off bonus action at the start of her turn, and uses her movement to get away from the shaken off creature. Otherwise, at the end of each of her turns, she uses her Breath Weapon Charge bonus action. After she takes this bonus action, her Fins vulnerable area can be targeted with the damage type she is charging (orange for thunder or yellow for radiant). She alternates damage types.

Legendary Action. Bakuryo is a blur of movement, using her Hurricane Spiral legendary action to keep distance from the player characters and, just before her turn, manoeuvre into an advantageous position for her Breath Weapon.

END OF PHASE

Once Bakuryo's Chaos Threshold reaches 0, she immediately enters her Water Form, ending phase 1.

PHASE 2

Bakuryo enters her Water Form, becoming a melee of white water. You can read the following:

The leaves shake with Bakuryo's roar of frustration, the sound quickly turning into a drowned gurgling as the dragon's form becomes water. She is a torrent of white foam and cruel currents, a being of pure liquid.

Water Form Vulnerable Area. In this form, Bakuryo is **immune** to all damage except by cold, force, and lightning damage. However, dealing enough cold damage (see the relevant stat block for the exact value) causes her to freeze, removing her immunity to bludgeoning, piercing, and slashing damage, just like the river elementals in Clue 2.

Elemental Assistance. When Bakuryo enters this form, she conjures a number of aquatic elements to assist in the fight.

Hunt Level 9. 1 creek creep (CR 6)

Hunt Level 15. 1 white water weird (CR 9)

Hunt Level 20. 2 white water weirds (CR 9)



TACTICS

Bakuryo moves to close range, aiming to encapsulate a low-Strength creature with her Whelming Force trait. Bakuryo can't be scaled or use her Breath Weapon in this form. Her Fins and Upturned Scale vulnerable areas also can't be targeted.

Action. Bakuryo uses Rapture, if available, and focuses her melee attacks on creatures that failed the saving throw against it. Otherwise, she prioritises those creatures that deal cold or lightning damage.

Bonus Action. Bakuryo has no relevant bonus actions during this phase.

Legendary Action. Bakuryo uses her Attack legendary action as much as possible, resorting to Hurricane Spiral only if no creatures are within reach.

END OF WAVE

When Bakuryo's Water Form vulnerable area is exploited (see Bakuryo Vulnerable Areas Overview table, page 24), she reverts to her normal form and phase 2 ends.

PHASE 3

Phase 3 begins when Bakuryo's Water Form ends. You can read aloud the following:

An invigorating splash of cold water marks the eruption of Bakuryo's liquid form. Then, in a rush or sparkling droplets the water coalesces into the seething, blue-eyed stare of the enormous koi dragon. "No one can tame the Ascendant Cascade," she whispers in a menacing growl "Not you, not gravity, no-one!" She finishes in a crescendo with the timbre of roaring white water.

DEATH THROES

When Bakuryo's third vulnerable area is exploited, she enters her death throes. She immediately falls **prone** and loses her flying and swimming speeds. She can then be killed by taking enough damage in a single turn (a 'finishing blow'). The amount of damage depends on the hunt level.

BAKURYO FINISHING BLOW

| Hunt Level | Damage in a Single Turn |
|------------|-------------------------|
| 9th | 30 |
| 15th | 50 |
| 20th | 70 |

A Nonlethal Option. After Bakuryo's Uprturned Scale vulnerable area has been exploited, and as long as she's not in her Water Form, a character within reach of the underside of Bakuryo's jaw can make a **Strength** check to re-right the scale. The DC for this check is **VDC + 10** in phase 1, or **VDC** in phase 3.

TACTICS

In phase 3, Bakuryo stays within melee range, using her movement to target the characters she deems most threatening. Bakuryo's exact tactics depend on whether her Fins vulnerable area is exploited.

Action. If her Fins are not exploited, she uses her Breath Weapon when she can reliably target two or more characters. Otherwise, she uses Multiattack, targeting the characters she deems most threatening (typically those able to deal radiant and thunder damage).

Bonus Action. Bakuryo uses Shake Off if two or more creatures are scaling her. Otherwise, she uses Breath Weapon Charge or, if her Fins vulnerable area is exploited, Hollow Roar.

Legendary Action. Bakuryo prefers to use her Attack legendary action, using Hurricane Spiral only if two or more creatures are scaling her, or to move closer to her intended target in preparation for her turn.

END OF WAVE

Phase 3 ends when Bakuryo is killed by a finishing blow, or a creature succeeds to re-right her Uprturned Scale.

FINALE

If Bakuryo's scale is righted, read the Bakuryo Restored section. If she is dealt a finishing blow, read the Bakuryo Slain section.

BAKURYO RESTORED

Silence.

Leaves cease their shaking, the ground stops trembling, and the air hangs still, thick with iridescent water droplets that fall through the now-still air with a down-soft descent. The dragon's huge sky blue eyes pan across the clearing, as if seeing their surroundings for the first time.

"...Where is that damnable Dodomeki?" grumbles a voice like grinding glaciers. "I followed it to a cave, got a little stuck and..." she scratches under her chin. "I almost made it to a millennium this time. Is everyone alright?"

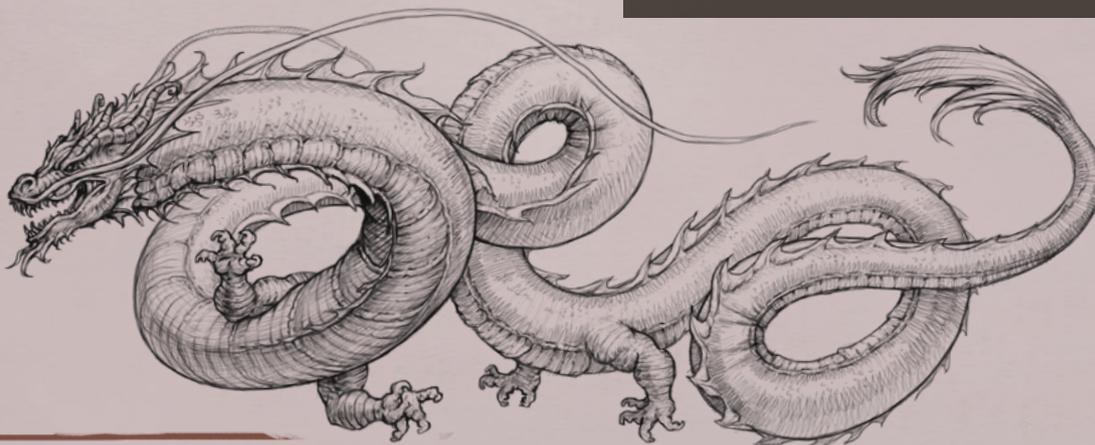
Bakuryo explains that she sometimes (every few centuries or so) has 'little accidents' when she gets stuck, like the incident with Torime, the dodomeki that ate her gold. She thanks the party for 'abstaining from lethal solutions' and offers to fly them back to the mountainside where Soji and his kith are taking shelter, but not before she gives them a gift. She takes the party through a grand waterfall into a water-hewn cave where she gifts the party components that she shed and magically preserved:

- One *dragon (koi) horn*
- One *pouch of dragon (koi) claws*
- One *pouch of dragon (koi) scales*

BAKURYO SLAIN

Silence.

Leaves cease their shaking, the ground stops trembling, and the air, thick with iridescent water droplets slowly begins to accelerate towards the koi dragon's breast. The water from the ponds follows suit, and soon the river, many metres downhill, surges towards the dragon thick with silt, sticks, and stones.





Each party member must succeed on a **VDC Dexterity saving throw** or take **Vdam** bludgeoning damage as they are hit by the rocks in the river's flow. The party then has one turn each to react before you can read aloud the following:

A bright, comet-like sphere bursts from Bakuryo's breast as the accumulated debris body erupts in a storm of muddy water. A thunderous shockwave rips leaves from trees and turf from bedrock as the heavens break down into a chorus of thundering cries and weeping rains. The sky mourns the loss of the caretaker of Hakuryokoku Valley.

Each party member must make a **VDC Constitution saving throw**, taking **Vdam** thunder damage and being deafened for **1d6** days on a failure, or taking half as much damage and being deafened for **1d6** hours on a success. A creature that fails the saving throw by 10 or more is permanently deafened and can be restored after receiving **1d6** castings of the *regenerate* spell, each at least **24 hours** apart.

AFTERMATH

What occurs after this hunt is completed depends on if the party restored Bakuryo, slew her, or failed to best the dragon. A few outcomes are independent of player characters' actions. Use the following as inspiration to sew Bakuryo's legacy into your world.

- If Kayo is given one of Bakuryo's components, she rewards the party with two spell scrolls of new spells he is working on: gravity repulsion and gravity smash (see Appendix B). She is very excited to see where this takes her research.
- A few months later, Kayo invents the 'lift'. An antigravity platform that can move people upwards or downwards at high speed.
- Torime, hergreed unsated, causes mischief elsewhere. The party is tasked to capture her. Perhaps the plot thickens, and Torime is an agent of a faction within the Silk Purse aiming to gain further power?

BAKURYO RESTORED

- With Bakuryo's help, the locals round up their livestock and salvage their farms and homes. Times are hard, but the community quickly rebuilds and incorporates architectural safeguards in case such floods happen again.
- The Silk Purse is impressed by the party's exploits and looks to them first whenever more conflicts arise. They pay the party.
- If Kayo makes her lift, the Silk Purse invests in a series of lifts to take goods over the mountains, reducing transport costs by avoiding the dangerous gorge at the mouth of Hakuryokoku valley.

BAKURYO SLAIN

- Though the steep-sided valley itself drains the water, the unending rain causes numerous rockslides and many locals fall to the hostile elements.
- Eventually, the people rebuild, incorporating architectural safeguards in case such floods happen again. This rebuilding comes through loans from the Silk Purse who oust Soji as valley leader.
- Decimation of the Humanoid populace and a boom in the aquatic population avoids starvation.
- Immense flooding occurs downstream, devastating the planes and cities. The Silk Purse is unimpressed by the party but agrees that, by the terms of their contract, it is fulfilled.
- Eventually, unscrupulous elements within the Silk Purse make shrewd investments and gain great influence in the Realms. Capitalism and greed become greater virtues than honour and altruism.

BAKURYO WINS

- The Silk Purse does not pay the party.
- Over the following year, the valley continues to fill with water until it is entirely drowned. Those who have lived and thrived on the land for generations lose their homes.
- Water stops flowing from the valley to the lands downstream, causing widespread drought and starvation.
- Eventually, unscrupulous elements within the Silk Purse make shrewd investments and gain great influence in the Realms. Capitalism and greed become greater virtues than honour and altruism.
- Bakuryo retains all the water that falls within her valley. A great vertical wall of water at the valley's mouth becomes a tourist attraction for the wealthy.

TREASURE

Once the party has overcome Bakuryo, they can attempt to harvest components and craft unique items using her remains (either from her defeated corpse or as discarded gifts she gives them).

HARVESTING AND CRAFTING

Ryoko's Guide will include a lite version of the Harvesting and Crafting rules introduced in *Heliana's Guide*, which allow you to harvest components from fallen monsters and craft powerful magic items. These mechanics will be freely available to playtest and use for running this adventure - coming soon!

Dragonlily Seedpods. If the party manages to properly harvest and preserve the seedpod of a blue dragonlily and bring it to Soji, he rewards them with a magic item: *roaring thunder*. The rarity of the item depends on the adventure level.

ROARING THUNDER RARITY

| Hunt Level | Rarity |
|------------|-----------|
| 9th | Rare |
| 15th | Very rare |
| 20th | Legendary |

HARVESTING

The following unique components can be harvested from the remains of Bakuryo (and other koi dragons), in addition to those normal for a dragon.

| Component DC | Components |
|--------------|--|
| 10 | <i>Pouch of claws</i> (4), <i>pouch of scales</i> (50) |
| 15 | <i>Horn</i> (2) |

CRAFTING

The following unique items can be crafted from Bakuryo and other koi dragons.

BAKURYO CRAFTABLE ITEMS

| Item | Type | Rarity | Attunement | Components | Essence | Value* |
|--------------------------------|---------------|-----------|------------|-------------------------------------|---------------|-----------|
| <i>Ascendant dragon armour</i> | Armour (any) | Uncommon | Required | <i>Pouch of Dragon (koi) scales</i> | <i>Frail</i> | 510 gp |
| | | Rare | | | <i>Robust</i> | 2,040 gp |
| | | Very rare | | | <i>Potent</i> | 10,680 gp |
| | | Legendary | | | <i>Mythic</i> | 60,340 gp |
| <i>Koibuto</i> | Wondrous item | Rare | Required | <i>Dragon (koi) horn</i> | <i>Robust</i> | 3,090 gp |
| | | Very rare | | | <i>Potent</i> | 10,550 gp |
| | | Legendary | | | <i>Mythic</i> | 59,420 |
| <i>Roaring thunder</i> | Wondrous item | Rare | — | <i>Plant (dragonlily) seedpod</i> | <i>Robust</i> | 1,160 gp |
| | | Very rare | | | <i>Potent</i> | 5,460 gp |
| | | Legendary | | | <i>Mythic</i> | 25,600 gp |
| <i>Talons of Bakuryo</i> | Weapon (claw) | Uncommon | — | <i>Pouch of Dragon (koi) claws</i> | <i>Frail</i> | 430 gp |
| | | Rare | | | <i>Robust</i> | 1,540 gp |
| | | Very rare | | | <i>Potent</i> | 6,640 gp |
| | | Legendary | | | <i>Mythic</i> | 41,680 gp |

*This is the 'off-the-shelf' purchase cost and can vary significantly from the crafting cost.

APPENDIX A - MAGIC ITEMS

ASCENDANT DRAGON ARMOUR

Armour (medium or heavy), rare (requires attunement)
Component: pouch of Dragon (koi) scales

Does a koi dragon create a river, or is the dragon a spirit created by a river's presence? Are these revered creatures Celestials in dragon form, or dragons with a divine demeanour? Such are the mysteries of the Yokai Realms. Either way, the scales of such a creature are rejuvenated by fresh water and those that wear armour made from those scales find themselves fortified after taking a cold plunge.

Soothing Droplets. You are reinvigorated by fresh water. While in rain or in a body of fresh water, you gain **1d4** temporary hit points at the start of each of your turns.

Ascendant Cascade. As a bonus action while wearing this armour, you can create a waterfall that occupies a **20-foot radius, 40-foot-high cylinder** centred on a point within **30 feet** of you. The waterfall lightly obscures the top **5 feet** of the cylinder, and it lasts for **1 minute** or until you use a bonus action to make the waterfall dissipate. Choose one of the options below. Once an option has been used, that option can't be used again until the next dawn.

- **Babbling Brook.** You create a light shower that puts out nonmagical fire in the area.
- **Raging River.** You create a torrent that puts out nonmagical fire in the area. Spells of 3rd level or lower that deal fire damage, such as *fire bolt*, can't extend into the area of the torrent. If the area of the torrent overlaps with magical fire created by a spell of 3rd level or lower, such as *fireball*, that spell is dispelled. The area is lightly obscured for the duration of the torrent. As a bonus action on subsequent turns or as part of the bonus action used to create the waterfall, you can call down a ray of refracting light at a creature in the area. That creature must make a **DC 15 Dexterity saving throw**, taking **4d6** radiant damage on a failed save, or half as much damage on a success.

Uncommon variant: Reduce the **DC** to **13** and the radiant damage to **2d6**. The Raging River option only affects spells of 1st level or lower.

Very rare variant: Increase the **DC** to **16**. The Raging River option affects spells of 5th level or lower. You gain a **+1 bonus** to AC while wearing this armour.

Legendary variant: Increase the **DC** to **17**. The Raging River option affects spells of 7th level or lower. You gain a **+2 bonus** to AC while wearing this armour.

ASCENDANT
DRAGON ARMOUR



ROARING THUNDER

Wondrous item, rare

Component: Pouch of Plant (dragonlily) seeds

Along the Hakuryu river, seasonal celebrations are often marked with pyrotechnic displays, and contests are held to determine which settlement can create the most dazzling fireworks. The first *roaring thunder* was made by Soji, an up-and-coming craftsman who to this day maintains that his five-year victory streak was more than worth a couple of lost fingers.

Draconic Fireworks. As a bonus action, you can light this firework and release it. It rises up to **500 feet** into the air (you decide the height when you take the bonus action), where it detonates harmlessly, creating an illusory image of a roaring dragon in a **15-foot square**. When you light the firework, choose one of the options below:

- **Terrifying Display.** Each creature within **60 feet** of the dragon must succeed on a **DC 15 Wisdom saving throw** or be **frightened** of the dragon until it disappears. The dragon's image lasts for **1 minute**.
- **Shattering Cry.** The dragon lets out a piercing roar and immediately vanishes. Each creature within **60 feet** of the dragon must make a **DC 15 Constitution saving throw**, taking **8d6** thunder damage on a failed save, or half as much damage on a successful one.

If the firework's vertical path is obstructed and it can't reach **30 feet** into the air, it drops back down and explodes on you. You take **4d6** fire damage.

Very rare variant: Increase the **DC** to **16**. The item has the *Lilystars* property.

Lilystars. Regardless of which option you choose, when the firework detonates as per the *Draconic Fireworks* property, four pyrotechnic stars whizz through the air, each one making a ranged spell attack against a creature of your choice within **60 feet** of the dragon (**+8** to hit). On a hit, each star deals **2d4** damage of one of the following damage types, depending on the colour of the dragonlily from which the firework was crafted: cold (white), lightning (blue), radiant (yellow), or thunder (orange).

Legendary variant: The item has the *Lilystars* property. Increase the **DC** to **17**, the attack bonus to **+9**, and the number of pyrotechnic stars to **eight**.

RYUKAKUKAN

Wondrous item, rare (requires attunement)

Component: Dragon (koi) horn

Koi dragons are the souls of rivers, their limbs, fingers, and claws the tributaries that feed their trunk. They are noble yokai that find invigoration in success against the odds, often rewarding toiling farmers with bountiful harvests. A helm fashioned from a koi dragon's terracotta-coloured horn is the embodiment of these facets, empowered by perseverance and able to imbue its wearer with the fluid wrath of a raging torrent.

This helmet can hold a maximum of **4 charges**.

RYUKAKUKAN



Swim Upstream. While wearing the helmet, you can cause it to gain **1 charge** by doing either of the following:

- Making a successful attack roll with disadvantage against a hostile creature of CR equal to or higher than your level.
- Making a successful saving throw with disadvantage against spell or other effect created by a hostile creature of CR equal to or higher than your level.

Soul of the Dragon. While wearing the helmet, you can use a bonus action and expend **4 charges** to temporarily embody the aspect of Bakuryo, transforming your body into water and gaining the following benefits for **1 minute**:

- You have **resistance** to all damage types except cold, force, and lightning.
- Your melee attacks deal an extra **1d8** thunder damage on a hit.
- You can move through the spaces of hostile creatures. When you do, the creature must succeed on a **DC 15 Strength saving throw** or be knocked **prone**. A creature can only be forced to make this saving throw once on each turn. A Huge or larger creature automatically succeeds on this saving throw.

Once this property of the helmet has been used, it can't be used again until the next dawn.

Very rare variant: Increase the **DC** to **16**. You gain a **+1 bonus** to AC while wearing this helmet.

Legendary variant: Increase the **DC** to **17** and the thunder damage to **2d8**. The Soul of the Dragon property grants you **immunity** to fire damage, as well as nonmagical bludgeoning, piercing, and slashing damage, for the duration. You gain a **+1 bonus** to AC while wearing this helmet.

TALONS OF BAKURYO

Weapon (claw), rare

Component: pouch of Dragon (koi) claws

From claws that can rend a river's banks, these weapons grant their wielder more than just a razor-sharp slash. A twist of the wrist or flick of the fingers can create an island of calm in a raging torrent or send wyrms of water to rupture and rip.

They have **5 charges** and regain **1d4 + 1** expended charges daily at dawn.

Bakuryo's Will. While wearing both of these claws, you can cast the *water whip** cantrip. In addition, you can expend 1 or more of the claw's charges to cast one of the following spells from it (**save DC 15**, +7 to hit with spell attacks): *calm water** (**2 charges**), *riptide** (**2 charges**), *water wyrm** (**3 charges**), or *white water wall** (**5 charges**).

Uncommon variant: Reduce the **DC** to **13**, the attack bonus to **+5**, the charges to **3**, and the recharge to **1d3**. Remove *water whip* and *white water wall* from the list of spells in Bakuryo's Will.

Very rare variant: Increase the **DC** to **16**, the attack bonus to **+8**, the charges to **6**, and the recharge to **1d4 + 2**. Add *Bakuryo's blessed blizzard** (**5 charges**) to the list of spells in Bakuryo's Will. While wearing both of the claws, you gain a **+1 bonus** to attack and damage rolls made with these magic weapons.

Legendary variant: Increase the **DC** to **17**, the attack bonus to **+9**, the charges to **7**, and the recharge to **1d4 + 3**. Add *Bakuryo's blessed blizzard** (**5 charges**) to the list of spells in Bakuryo's Will. While wearing both of the claws, you gain a **+1 bonus** to attack and damage rolls made with these magic weapons.

*see Appendix B



TALONS OF BAKURYO

APPENDIX B - SPELLS

BAKURYO'S BLESSED BLIZZARD

5th-level conjuration

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S, M (a snowflake made of mithral, worth at least 500 gp)

Duration: Concentration, up to 1 minute

Classes: Bender (water), Cleric, Druid, Paladin, Wizard

You invoke the tenets of the heavenly dragon, Bakuryo, rewarding those who struggle and punishing the dishonourable. A freezing storm radiates from you in an aura with a **20-foot radius**, covering allies in icy armour and freezing foes. The aura lasts for the duration, and it moves with you, centred on you.

When you cast this spell, and when a creature you can see enters the area for the first time on its turn, you must decide whether you wish to bless the creature. If you do so, the creature gains a **+2 bonus** to its AC while in the aura. Once you bless a creature, it remains blessed until the spell ends.

If you choose not to bless the creature, it must make a **Constitution saving throw**. On a failure, it takes **4d8** cold damage and its speed is reduced to **0 feet** while in the aura. On a success, it takes half as much damage and its speed is halved while in the aura.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d8** for each slot level above 5th.

CALM WATERS

2nd-level transmutation

Casting Time: 1 bonus action

Range: 120 feet (60-foot cube)

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bender (water), Druid, Ranger, Wizard

With a calming gesture and soothing Aquan word, you still the water in a **60-foot cube** within range. In the area, a tumultuous stream becomes swimmable, a stormy ocean gains a moment of reprieve, and the effects of the *riptide* spell and similar water-based spells of an equal or lower level are suppressed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the level of water-based spells suppressed by this spell increases.

GRAVITY REPULSION

4th-level evocation

Casting Time: 1 action

Range: Self (20-foot-radius sphere)

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

You emit waves of gravitational energy, distorting the trajectories of incoming projectiles and making movement difficult. For the duration, ranged weapon attacks made against you have disadvantage. In addition, the area within **20 feet** of you is difficult terrain for creatures of your choice that you can see.

Gravity Pulse. When you cast this spell and as a bonus action on your subsequent turns, you can create a gravity pulse, forcing one Huge or smaller creature of your choice that you can see within **20 feet** of you to make a **Strength saving throw**. On a failure, the creature is pushed **10 feet** in a direction of your choice and falls prone, taking **3d6** force damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the difficult terrain increases by **5 feet**, and gravity pulse's damage and range increase by **1d6** and **5 feet**, respectively, for each slot level above 4th.

GRAVITY SMASH

5th-level evocation

Casting Time: 1 action

Range: 120 feet (40-foot-radius, 100-foot-high cylinder)

Components: V, S

Duration: Concentration, up to 1 round

Classes: Sorcerer, Warlock, Wizard

You strike the ground, choosing a point you can see within range to begin accumulating gravity. A **40-foot-radius, 100-foot-high cylinder** centred on that point becomes difficult terrain until the start of your next turn. When the spell ends, the gravity reaches a critical magnitude, smashing all creatures in the cylinder downwards; each creature in the area must make a **Strength saving throw**. If the spell lasts its full duration and ends at the start of your next turn, then, on a failed saving throw, a creature takes **8d10** force damage and is knocked **prone**. If the spell ends before the start of your next turn, a creature takes **4d10** force damage on a failure instead. On a successful save, a creature takes half as much damage and isn't knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, both damage values increase by **1d10** for each slot level above 5th.

MIREBALL

3rd-level conjuration

Casting Time: 1 action

Range: 150 feet (15-foot-radius sphere)

Components: V, S, M (a tiny ball of guano and mud)

Duration: 1 minute

Class: Bard, Druid, Sorcerer, Warlock

A blob of gloopy mud splunks from your pointed finger to a point you choose within range, where it splooges with a wet burp into an explosion of sludge. Each creature in a **15-foot-radius sphere** centred on that point must make a **Strength saving throw**. On a failed save, a target takes **3d10** bludgeoning damage and is knocked **prone**. On a successful one, it takes half as much damage and is not knocked prone.

In addition, all surfaces within the area become covered in unpredictably slick and sticky patches of mud for the duration. The first time a creature moves through the muddy area on its turn it must succeed on a **Dexterity saving throw** against your **spell save DC** or fall **prone**. A creature moving through the area at half speed doesn't need to make the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d10** for each slot level above 3rd.

RIPTIDE

2nd-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bender (water), Druid, Sorcerer, Warlock, Wizard

Choose one creature you can see within range that is in at least **2 feet** of water and choose a direction. Turbulent currents wrap around the creature. For the duration, the target must make a **Strength saving throw** at the start of each of its turns. On a failure, it is dragged **30 feet** in the direction you chose, and its swimming speed is reduced to **0 feet** until the start of its next turn. On a success, the creature can move normally until the start of its next turn.

As a bonus action on your turn, you can change the direction of the underwater currents. The spell ends early if the creature is ever out of the spell's range, or is no longer in water at least 2 feet deep.

WATER WHIP

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Bender (water), Druid, Sorcerer, Wizard

Choose a source of water that you can see within range that has a volume of at least 4 pints. Make a melee spell attack against a creature within **30 feet** of the source of water. On a hit, the target takes **1d6** slashing damage and, if the creature is Large or smaller, you can force it to make a **Strength saving throw**, pulling it up to **10 feet** towards the source of water on a failure.

The spell's damage increases by **1d6** and the distance it can pull a target increases by **5 feet** when you reach 5th level (**2d6** and **15 feet**), 11th level (**3d6** and **20 feet**), and 17th level (**4d6** and **25 feet**).

WATER WYRM

3rd-level conjuration spell

Casting Time: 1 action

Range: Self

Components: V, S, M (a dried tadpole)

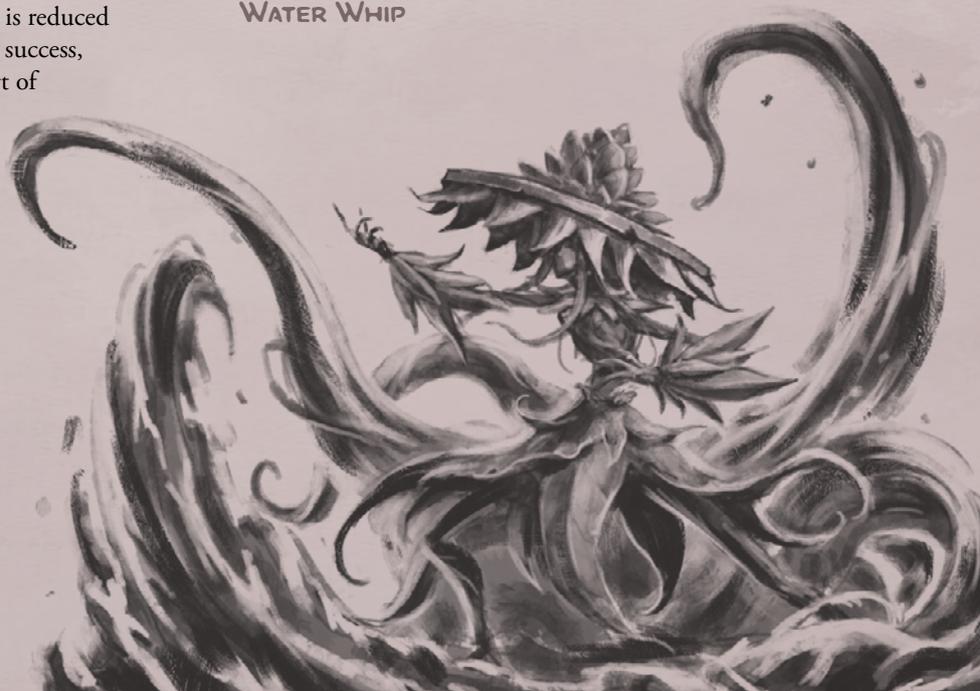
Duration: Concentration, up to 1 minute

Classes: Bender (water), Druid, Ranger, Sorcerer

You conjure a thrashing wurm of frothing water that moves with you, wielding it like an extension of your fist. When you conjure the wurm and as a bonus action on subsequent turns you can cause one of the following effects with it.

Ice Fang. The wurm grows frozen fangs; jagged icicles it uses to bite a creature or object within **20 feet** of you. Make a melee spell attack against the target. On a hit, it takes **2d6** piercing damage and **1d6** cold damage.

WATER WHIP



Engulf. The wyrm leaves your side, surging toward a creature within **40 feet** of you and attempting to engulf it in a turbulent torrent of water. The target must succeed on a **Strength saving throw** or be **restrained**. While restraining a creature in this way, the only water wyrm spell option you can use is ice fang and it must target the restrained creature. A creature can use its action to make a **Strength** check against your **save DC**, freeing itself or a creature within its reach from the wyrm on a success. When the wyrm stops restraining a creature, the spell ends.

Weird Water. The wyrm assumes a defensive formation around you until the start of your next turn. For the duration, ranged attacks that hit you have their damage reduced by **1d6** plus your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the cold damage from the ice fang option and the damage reduction of the weird water option increases by **1d6** for each slot level above 3rd.

WHITE WATER WALL

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a perfectly round pebble)

Duration: Concentration, up to 1 minute

Classes: Bender (water), Druid, Ranger, Sorcerer, Wizard

You create a wall of raging, turbulent water filled with rocks and debris on a solid surface within range. You can make the wall up to **60 feet long**, **20 feet high**, and **5 feet** thick, or a ringed wall up to **20 feet** in diameter, **20 feet high**, and **5 feet** thick. The wall is translucent (the shape of figures can be discerned but details can't be made out), lightly obscuring the area. The wall lasts for the duration. Ranged attacks can't pass through the wall and its area is difficult terrain.

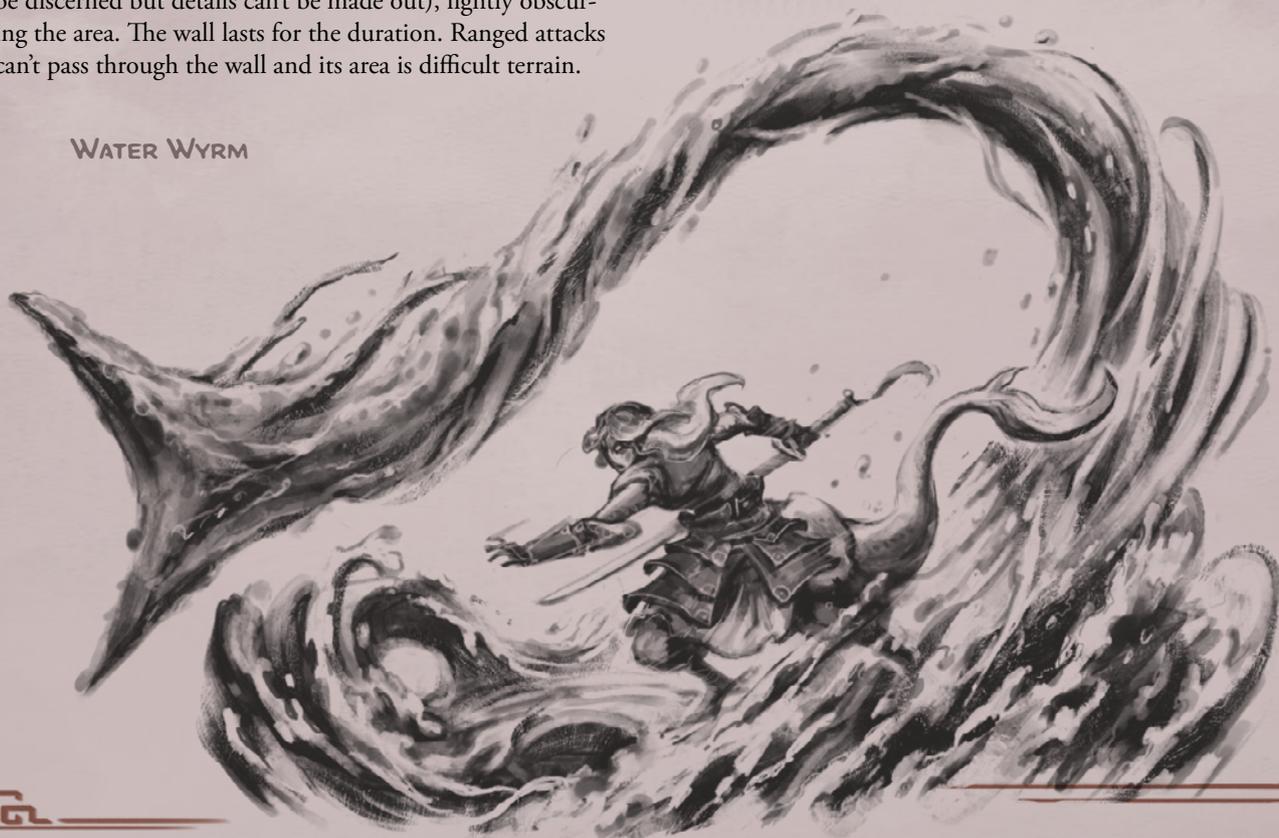
If a creature starts its turn in the wall or enters the wall for the first time on a turn, the creature must succeed on a **Strength saving throw** or be entrained in the water, reducing its speed to **0** and rendering it unable to breathe, until it exits the wall. On a success, the creature can pass through the wall this turn. A Huge or larger creature automatically succeeds on this saving throw.

When a creature becomes entrained and at the start of each of the entrained creature's turns, it takes **3d10** bludgeoning damage as it is battered by the turbulent flow and debris. An entrained creature can use its action to make a **Strength** check against your **spell save DC**, exiting the wall **prone** within **5 feet** of its current location on a success.

White Water Whip. As a bonus action on your turn, you can cause a tendril of white water to grab at a creature within **10 feet** of the wall. That creature must succeed on a **Strength saving throw** (Huge or larger creatures automatically succeed on this saving throw) or take **3d10** slashing damage and become entrained by the wall.

At Higher Levels. When you use a spell slot of 6th level or higher to cast this spell, the damage increases by **1d10** per slot level above 5th. In addition, when you use a spell slot of 7th level or higher to cast this spell, the wall's length increases by **30 feet**, its thickness increases by **5 feet** and the size of creature that automatically succeeds on the saving throw and that is entrained if it willingly enters the wall increases by one for each two slot levels above 5th (to Huge at 7th level and Gargantuan at 9th level).

WATER WYRM





APPENDIX C - CREATURES

KOI DRAGONS

Koi dragons are the spirits of waterways in the Yokai Realms. Their long, sinuous bodies are like the lengths of grand rivers, their limbs and claws the nourishing tributaries. The rustle of their scales sliding over one another is like the noise of a rushing stream and their mottled colouration is likened to a koi fish. In fact, it is said that when a koi dragon moves on from this plane, one of the river's koi will turn against the tide of the river, swimming upstream and growing into the watercourse's new draconic avatar.

Caretakers. Koi dragons are guardians of their aquatic biome and the riparian growth that surrounds them. It is a well known tale in the Realms that when the Silk Purse pursued profit over pollution in the form of a new paper mill, a great cream and gold koi dragon razed the perpetrators' infrastructure to the ground. Despite their destructive potential, these draconic guardians prefer to empower those who protect nature with boons and aquatic powers.

Struggle & Reward. Perseverance in the face of adversity is a prized virtue among koi dragons. Farmers that toil in fields (and pursue sustainable farming practices) might find themselves invigorated when they drink from the river or their crops spared a devastating drought by a dragon's divine rain. Though a koi dragon's physical form may be elsewhere, it knows all that happens near its rivers' banks.

Dragonlilies & Fins. Where the explosive dragonlily thrives, so too does a koi dragon. These two disparate creatures share a unique trait: moments before they emit destructive energy (about 6 seconds in most cases), they glow a specific colour: yellow for radiant damage and orange for thunder damage. The exact link between these traits is unexplained; while scientists posit it is merely convergent evolution, the more poetic believers explain that dragonlilies are a manifestation of a koi dragon's fins.

BEHAVIOURS & VULNERABLE AREAS

Bakuryo has three vulnerable areas: her Fins, Upturned Scale, and Water Form.

BAKURYO VULNERABLE AREAS

| Vulnerable Areas | Special Traits | CR | AC | HP |
|------------------|--|----|----|-----|
| Fins | This vulnerable area is immune to all damage. When the fins are glowing (see Charge bonus action), they lose immunity to the damage type Bakuryo is charging (gold if radiant, orange if thunder). Once exploited, Bakuryo loses her Breath Weapon action and gains a new bonus action: Hollow Roar. | 14 | 16 | 15 |
| | | 21 | 18 | 25 |
| | | 27 | 20 | 35 |
| Upturned Scale | This vulnerable area is not targetable when Bakuryo is in her Water Form. | 14 | 18 | 35 |
| | | 21 | 20 | 45 |
| | | 27 | 22 | 60 |
| Water Form | This vulnerable area is only targetable while Bakuryo is in her Water Form. In this form, Bakuryo can't be scaled, and can only be damaged by cold, force, and lightning damage. Cold damage can freeze her (see Freezable trait) allowing creatures to also damage her with bludgeoning, slashing, and piercing damage. | 14 | 18 | 60 |
| | | 21 | 20 | 80 |
| | | 27 | 22 | 120 |

BAKURYO BEHAVIOURS

| Behaviour | Trigger | Effect |
|------------------|--|--|
| Rampage | Bakuryo's Chaos Threshold is reduced to 0 hit points | Bakuryo enters her Water Form. |
| Heavenly Cascade | Bakuryo's Water Form vulnerable area is exploited | Bakuryo exits her Water Form with an echoing roar, and a torrential downpour begins in a 10-mile radius of the kaiju, lightly obscuring anything beyond 30 feet and heavily obscuring anything beyond 60 feet . |
| Hollow Roar | Bakuryo's Fins vulnerable area is exploited | Bakuryo can no longer use her Breath Weapon (and it discharges harmlessly if charged). She gains the Hollow Roar bonus action until she finishes a long rest. |
| Death Throes | Bakuryo has three exploited vulnerable areas | Bakuryo loses her flying and swimming speed and falls prone . She is killed when she takes damage equal to her Finishing Blow in a single turn. |



BAKURYO, THE CELESTIAL RIVER

Gargantuan Dragon, Lawful Good

Armour Class 18 (natural armour)

Chaos Threshold 70

Finishing Blow 30

Speed 40 ft., fly 50 ft., swim 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 21 (+5) | 17 (+3) | 24 (+7) | 18 (+4) | 20 (+5) | 23 (+6) |

Saving Throws Con +12, Wis +10, Cha +11

Skills Insight +10, Intimidation +11, Perception +10, Religion +9

Damage Resistances fire, radiant, thunder

Damage Immunities bludgeoning, slashing, and piercing from nonmagical attacks

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 20

Languages all, telepathy 300 ft.

Challenge 14 (11,500 XP)

Proficiency Bonus +5

Kaiju Force. Bakuryo can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, Bakuryo deals double damage to objects and structures. Bludgeoning, piercing, and slashing damage Bakuryo deals is magical for the purposes of overcoming resistance and immunity.

Kaiju Fortitude. Bakuryo is immune to any spell or effect that would alter her form, move her against her will, or move her to another plane of existence against her will.

Legendary Resistance (3/Day). If Bakuryo fails a saving throw, she can choose to succeed instead

WATER FORM

While in her Water Form, Bakuryo gains the following traits.

Fluid Form. Bakuryo has **immunity** to all damage types except cold, force, and lightning, she can enter a hostile creature's space and stop there, and she can move through a space as narrow as 1 inch wide without squeezing. Her Fins and Uprturned Scale vulnerable areas aren't targetable, she can't be scaled, and she can't use her Breath Weapon action.

Freezable. When Bakuryo takes 10 or more cold damage in a single turn, she freezes. Until the end of her next turn, she is **restrained**, and she loses the immunity to nonmagical bludgeoning, piercing, and slashing damage granted by her Fluid Form.

Whelming Force. The first time on her turn that Bakuryo enters a Large or smaller creature's space, that creature must succeed on a **DC 18 Strength saving throw** or become **grappled** by her (**escape DC 13**). While grappled in this way, that creature has full cover from attacks and effects that originate outside of Bakuryo, is **restrained**, is unable to breathe unless it can breathe water, and takes 14 (4d6) force damage at the start of each of its turns. Bakuryo can have no more than five Large creatures or ten Medium or smaller creatures grappled in this way at one time. If Bakuryo exits her water form while grappling a creature, that creature is thrown from her body, landing **prone** in an unoccupied space within 5 feet of Bakuryo.

ACTIONS

Multiattack. Bakuryo uses her Rapture. She then uses her Breath Weapon if charged, or makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 30 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage. If the target is a creature, it must succeed on a **DC 18 Strength saving throw** or be knocked **prone**.

Breath Weapon (If Fins are Glowing). Bakuryo discharges a devastating burst of energy in a **100-foot cone** and her fins stop glowing (see Breath Weapon Charge bonus action). Each creature in that area must make a **DC 20 Constitution saving throw**. On a failed save, the creature takes 35 (10d6) damage of the type of energy Bakuryo charged. On a successful save, a creature takes half as much damage.

Rapture (Recharge 5-6). In a dazzling burst of white light, Bakuryo attempts to seize command of the spirits of each creature within **120 feet** of herself. Each creature in that area must succeed on a **DC 19 Charisma saving throw** or have its body overwhelmed with divine magic, causing it to be **blinded, deafened, restrained**, and lifted **30 feet** in the air where it hovers in place. This effect lasts until the end of this turn. Once a creature succeeds on a saving throw against this effect, it is **immune** to Bakuryo's Rapture for the next **24 hours**.

BONUS ACTIONS

Breath Weapon Charge. Bakuryo begins charging her fins, choosing either radiant or thunder. Her fins glow orange if charging thunder, and yellow if charging radiant. If Bakuryo doesn't use her Breath Weapon action by the end of her next turn or use this bonus action again on her next turn, her Fins stop glowing and the Breath Weapon ceases to be charged.

Bakuryo can't take this bonus action if she has discharged her Breath Weapon this turn.

Hollow Roar (Only When Fins Exploited). Each creature other than Bakuryo within **60 feet** of Bakuryo must succeed on a **DC 13 Constitution saving throw** or take 10 (4d4) thunder damage.

Shake Off. Bakuryo twists and shakes its body violently. Each creature mounted on it must succeed on a **DC 13 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing prone in an unoccupied space within **5 feet** of Bakuryo.

LEGENDARY ACTIONS

Bakuryo can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Bakuryo regains spent legendary actions at the start of her turn.

Attack. Bakuryo makes one Claw or Tail attack.

Hurricane Spiral. Bakuryo uses Shake Off, and then moves up to half her speed without provoking opportunity attacks.

BAKURYO, THE HEAVENLY TORRENT

Gargantuan Dragon, Lawful Good

Armour Class 20 (natural armour)

Chaos Threshold 150

Finishing Blow 50

Speed 50 ft., fly 60 ft., swim 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 25 (+7) | 18 (+4) | 26 (+8) | 19 (+4) | 22 (+6) | 25 (+7) |

Saving Throws Con +15, Wis +13, Cha +14

Skills Insight +13, Intimidation +14, Perception +13, Religion +11

Damage Resistances fire, radiant, thunder

Damage Immunities bludgeoning, slashing, and piercing from nonmagical attacks

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 300 ft.

Challenge 21 (33,000 XP)

Proficiency Bonus +7

Kaiju Force. Bakuryo can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, Bakuryo deals double damage to objects and structures. Bludgeoning, piercing, and slashing damage Bakuryo deals is magical for the purposes of overcoming resistance and immunity.

Kaiju Fortitude. Bakuryo is immune to any spell or effect that would alter her form, move her against her will, or move her to another plane of existence against her will.

Legendary Resistance (4/Day). If Bakuryo fails a saving throw, she can choose to succeed instead.

WATER FORM

While in her Water Form, Bakuryo gains the following traits.

Fluid Form. Bakuryo has **immunity** to all damage types except cold, force, and lightning, she can enter a hostile creature's space and stop there, and she can move through a space as narrow as 1 inch wide without squeezing. Her Fins and Uprturned Scale vulnerable areas aren't targetable, she can't be scaled, and she can't use her Breath Weapon action.

Freezable. When Bakuryo takes **15** or more cold damage in a single turn, she freezes. Until the end of her next turn, she is **restrained**, and she loses the immunity to nonmagical bludgeoning, piercing, and slashing damage granted by her *Fluid Form*.

Whelming Force. The first time on her turn that Bakuryo enters a Large or smaller creature's space, that creature must succeed on a **DC 22 Strength saving throw** or become **grappled** by her (**escape DC 15**). While grappled in this way, that creature has full cover from attacks and effects that originate outside of Bakuryo, is **restrained**, is unable to breathe unless it can breathe water, and takes 21 (**6d6**) force damage at the start of each of its turns. Bakuryo can have no more than five Large creatures or ten Medium or smaller creatures grappled in this way at one time.

ACTIONS

Multiattack. Bakuryo uses her Rapture. She then discharges her Breath Weapon if charged, or makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* **+14** to hit, reach 15 ft., one target. *Hit:* 20 (**2d12 + 7**) piercing damage plus 7 (**2d6**) radiant damage.

Claw. *Melee Weapon Attack:* **+14** to hit, reach 10 ft., one target. *Hit:* 16 (**2d8 + 7**) slashing damage.

Tail. *Melee Weapon Attack:* **+14** to hit, reach 30 ft., one target. *Hit:* 14 (**2d6 + 7**) bludgeoning damage. If the target is a creature, it must succeed on a **DC 22 Strength saving throw** or be knocked **prone**.

Breath Weapon (If Fins are Glowing). Bakuryo discharges a devastating burst of energy in a **200-foot cone** and its fins stop glowing (see Breath Weapon Charge bonus action). Each creature in that area must make a **DC 22 Constitution saving throw**. On a failed save, the creature takes 54 (**12d8**) damage of the type of energy Bakuryo charged. On a successful save, a creature takes half as much damage.

Rapture (Recharge 5-6). In a dazzling burst of white light, Bakuryo attempts to seize command of the spirits of each creature within **120 feet** of herself. Each creature in that area must succeed on a **DC 22 Charisma saving throw** or have its body overwhelmed with divine magic, causing it to be **blinded, deafened, restrained**, and lifted **30 feet** in the air where it hovers in place. This effect lasts until the end of this turn. Once a creature succeeds on a saving throw against this effect, it is **immune** to Bakuryo's Rapture for the next **24 hours**.

BONUS ACTIONS

Breath Weapon Charge. Bakuryo begins charging her fins, choosing either radiant or thunder. Her fins glow orange if charging thunder, and yellow if charging radiant. If Bakuryo doesn't use her Breath Weapon action by the end of her next turn or use this bonus action again on her next turn, her Fins stop glowing and the Breath Weapon ceases to be charged.

Bakuryo can't take this bonus action if she has discharged her Breath Weapon this turn.

Shake Off. Bakuryo twists and shakes her body violently. Each creature mounted on her must succeed on a **DC 15 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in an unoccupied space within **5 feet** of Bakuryo.

Hollow Roar (Only When Fins Exploited). Each creature other than Bakuryo within **60 feet** of Bakuryo must succeed on a **DC 15 Constitution saving throw** or take 18 (**4d8**) thunder damage.

LEGENDARY ACTIONS

Bakuryo can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Bakuryo regains spent legendary actions at the start of her turn.

Attack. Bakuryo makes one Claw or Tail attack.

Hurricane Spiral. Bakuryo uses Shake Off, and then moves up to half her speed without provoking opportunity attacks.

BAKURYO, THE ASCENDANT CASCADE

Gargantuan Dragon, Lawful Good

Armour Class 22 (natural armour)

Chaos Threshold 250

Finishing Blow 70

Speed 60 ft., fly 80 ft., swim 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|----------|---------|----------|---------|---------|---------|
| 30 (+10) | 19 (+4) | 30 (+10) | 20 (+5) | 24 (+7) | 27 (+8) |

Saving Throws Con +18, Wis +15, Cha +16

Skills Insight +15, Intimidation +16, Perception +15, Religion +13

Damage Resistances fire, radiant, thunder

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 25

Languages all, telepathy 300 ft.

Challenge 27 (105,000 XP)

Proficiency Bonus +8

Kaiju Force. Bakuryo can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, Bakuryo deals double damage to objects and structures. Bludgeoning, piercing, and slashing damage Bakuryo deals is magical for the purposes of overcoming resistance and immunity.

Kaiju Fortitude. Bakuryo is **immune** to any spell or effect that would alter her form, move her against her will, or move her to another plane of existence against her will.

Legendary Resistance (5/Day). If Bakuryo fails a saving throw, she can choose to succeed instead.

WATER FORM

While in her Water Form, Bakuryo gains the following traits.

Fluid Form. Bakuryo has **immunity** to all damage types except cold, force, and lightning, she can enter a hostile creature's space and stop there, and she can move through a space as narrow as 1 inch wide without squeezing. Her Fins and Upturned Scale vulnerable areas aren't targetable, she can't be scaled, and she can't use her Breath Weapon action.

Freezable. When Bakuryo takes **20** or more cold damage in a single turn, she freezes. Until the end of her next turn, she is **restrained**, and she loses the immunity to nonmagical bludgeoning, piercing, and slashing damage granted by her Fluid Form.

Whelming Force. The first time on her turn that Bakuryo enters a Large or smaller creature's space, that creature must succeed on a **DC 26 Strength saving throw** or become **grappled** by her (**escape DC 18**). While grappled in this way, that creature has full cover from attacks and effects that originate outside of Bakuryo, is **restrained**, is unable to breathe unless it can breathe water, and takes **28 (8d6)** force damage at the start of each of its turns. Bakuryo can have no more than five Large creatures or ten Medium or smaller creatures grappled in this way at one time.

ACTIONS

Multiattack. Bakuryo uses her Rapture. She then uses her Breath Weapon if charged, or makes one Bite attack, one Claw attack, and one Tail attack.

Bite. *Melee Weapon Attack:* **+18** to hit, reach 15 ft., one target. *Hit:* 23 (**2d12 + 10**) piercing damage plus 10 (**3d6**) radiant damage.

Claw. *Melee Weapon Attack:* **+18** to hit, reach 10 ft., one target. *Hit:* 24 (**4d6 + 10**) slashing damage.

Tail. *Melee Weapon Attack:* **+18** to hit, reach 30 ft., one target. *Hit:* 21 (**2d10 + 10**) bludgeoning damage. If the target is a creature, it must succeed on a **DC 26 Strength saving throw** or be knocked **prone**.

Breath Weapon (If Fins are Glowing). If Bakuryo used Breath Weapon Charge on her last turn, she discharges a devastating burst of energy in a **300-foot cone** and her Fins stop glowing (see Breath Weapon Charge bonus action). Each creature in that area must make a **DC 26 Constitution saving throw**. On a failed save, the creature takes 78 (**12d12**) damage of the type of energy Bakuryo charged. On a successful save, a creature takes half as much damage.

Rapture (Recharge 5-6). In a dazzling burst of white light, Bakuryo attempts to seize command of the spirits of nearby creatures. Each creature within **120 feet** of Bakuryo must succeed on a **DC 24 Charisma saving throw** or have its body overwhelmed with divine magic, causing it to be **blinded, deafened, restrained,** and lifted **30 feet** in the air where it hovers in place. This effect lasts until the end of this turn. Once a creature succeeds on a saving throw against this effect, it is **immune** to Bakuryo's Rapture for the next **24 hours**.

BONUS ACTIONS

Breath Weapon Charge. Bakuryo begins charging her Fins, choosing either radiant or thunder. Her Fins glow orange if charging thunder, and yellow if charging radiant. If Bakuryo doesn't use her Breath Weapon by the end of her next turn or use this bonus action again on her next turn, her Fins stop glowing and the Breath Weapon ceases to be charged.

Bakuryo can't take this bonus action if she has used her Breath Weapon this turn.

Shake Off. Bakuryo twists and shakes her body violently. Each creature mounted on her must succeed on a **DC 18 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in an unoccupied space within **5 feet** of Bakuryo.

Hollow Roar (Only When Fins Exploited). Each creature within **60 feet** of Bakuryo must succeed on a **DC 18 Constitution saving throw** or take 26 (**4d12**) thunder damage.

LEGENDARY ACTIONS

Bakuryo can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Bakuryo regains spent legendary actions at the start of her turn.

Attack. Bakuryo makes one Claw or Tail attack.

Hurricane Spiral. Bakuryo uses Shake Off, and then moves up to half her speed without provoking opportunity attacks.

RIVER ELEMENTALS

Not all yokai spirits get to inhabit the koi fish that becomes a river's avatar. Meandering yokai might choose to occupy an area of water, manipulating it into the shape of a ferocious wyrm, curious humanoid, or amorphous mass of tendrils and vortices. Those spirits with a protective bent, in particular those desiring to become a koi dragon, might use these forms to guard a waterway from evil. Mischievous yokai may just find joy in creating water whips to yoink a bathing creature's clothes into the water. As for the downright malicious... those find homes near likeminded monsters: in the swamps of black dragons or the black rivers of the Shadow Plane.

BROOK BIZARRE

Medium Elemental (Yokai), Neutral

Armour Class 13

Hit Points 44 (8d8 + 8)

Speed 20 ft., swim 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 16 (+3) | 12 (+1) | 10 (+0) | 10 (+0) | 10 (+0) |

Damage Resistances fire

Damage Immunities bludgeoning, slashing, piercing, poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses blindsight 30 ft., passive Perception 10

Languages understands Aquan but doesn't speak

Challenge 2 (450 XP) **Proficiency Bonus** +2

Freezable. When the brooke bizarre takes 4 or more cold damage in a single turn, it freezes. Until the end of its next turn, its speed is reduced to 0 feet, it is **restrained**, and it loses its immunity to bludgeoning, slashing, and piercing damage.

Water Form. The brooke bizarre can enter a hostile creature's space and stop there, and it can move through a space as narrow as 1 inch wide without squeezing.

Whelming Force. The first time on its turn that the brooke bizarre enters a Medium or smaller creature's space, that creature must succeed on a **DC 13 Strength saving throw** or become **grappled** by it (**escape DC 11**). While grappled in this way, that creature has full cover from attacks and effects that originate outside of the brooke bizarre, is **restrained**, is unable to breathe unless it can breathe water, and takes 7 (2d6) force damage at the start of each of its turns. The brooke bizarre can have no more than one Medium or smaller creature grappled by it in this way at one time.

ACTIONS

Water Whip. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one creature. *Hit:* 8 (1d10 + 3) slashing damage. If the target is Medium or smaller, it is **grappled (escape DC 13)** and the brooke bizarre can pull it up to 15 feet towards it. The brooke bizarre can have no more than one creature grappled in this way.

CREEK CREEP

Large Elemental (Yokai), Neutral

Armour Class 13

Hit Points 90 (12d10 + 24)

Speed 30 ft., swim 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 17 (+3) | 15 (+2) | 10 (+0) | 11 (+0) | 10 (+0) |

Damage Resistances fire

Damage Immunities bludgeoning, slashing, piercing, poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft., passive Perception 10

Languages understands Aquan but doesn't speak

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Freezable. When the creek creep takes 8 or more cold damage in a single turn, it freezes. Until the end of its next turn, its speed is reduced to 0 feet, it is **restrained**, and it loses its immunity to bludgeoning, slashing, and piercing damage.

Water Form. The creek creep can enter a hostile creature's space and stop there, and it can move through a space as narrow as 1 inch wide without squeezing.

Whelming Force. The first time on its turn that the creek creep enters a Medium or smaller creature's space, that creature must succeed on a **DC 15 Strength saving throw** or become **grappled** by it (**escape DC 12**). While grappled in this way, that creature has full cover from attacks and effects that originate outside of the creek creep, is **restrained**, is unable to breathe unless it can breathe water, and takes 10 (3d6) force damage at the start of each of its turns. The creek creep can have no more than two Medium or smaller creatures grappled by it in this way at one time.

ACTIONS

Multiaction. The creek creep makes two Water Whip attacks.

Water Whip. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage. If the target is Large or smaller, it is **grappled (escape DC 15)** and the creek creep can pull it up to 20 feet towards it. The creek creep can have no more than two creatures grappled in this way.

WHITE WATER WEIRD

Large Elemental (Yokai), Neutral

Armour Class 15

Hit Points 114 (12d10 + 48)

Speed 40 ft., swim 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 21 (+5) | 19 (+4) | 10 (+0) | 12 (+1) | 10 (+0) |

Damage Resistances fire

Damage Immunities bludgeoning, piercing, poison, slashing

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft., passive Perception 11

Languages understands Aquan but doesn't speak

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Freezable. When the white water weird takes 12 or more cold damage in a single turn, it freezes. Until the end of its next turn, it is **restrained** and it loses its immunity to bludgeoning, slashing, and piercing damage.

Water Form. The white water weird can enter a hostile creature's space and stop there, and it can move through a space as narrow as 1 inch wide without squeezing.

Whelming Force. The first time on its turn that the white water weird enters a Large or smaller creature's space, that creature must succeed on a **DC 18 Strength saving throw** or become **grappled** by it (**escape DC 14**). While grappled in this way, that creature has full cover from attacks and effects that originate outside of the white water weird, is **restrained**, is unable to breathe unless it can breathe water, and takes 17 (5d6) force damage at the start of each of its turns. The white water weird can have no more than one Large or three Medium or smaller creatures grappled by it in this way at one time.

ACTIONS

Multiattack. The white water weird makes two Water Whip attacks.

Water Whip. *Melee Weapon Attack:* +10 to hit, reach 30 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage. If the target is a Huge or smaller creature, it is **grappled** (**escape DC 18**) and the white water weird can pull it up to **30 feet** towards it. The white water weird can have no more than three creatures grappled by it in this way.

APPENDIX D - FAMILIAR

Within this chapter you'll find one familiar that can be crafted from the remains of Bakuryo and then summoned by any character with the *find familiar* spell as a 'bespoke familiar'. In addition, this familiar comes replete with a bespoke tech tree, granting additional options tamers (a class introduced in *Heliana's Guide*) can spend their companion's improvements on. A GM can even choose to grant these improvements to a player character's familiar as a small power boost.

CRAFTING FAMILIARS

To craft a bespoke familiar, Humperdink (or another biomaner) needs one of the unique monster's components, a drop of the player character's blood, and a fee equal to 20 times the player character's level in gold pieces. After 24 hours, the familiar is crafted and is immediately bonded to the character from whom the blood was donated. When that character casts the *find familiar* spell, they can choose this crafted familiar instead of one of the normal options.

PACT OF THE CHAIN

If you're using a bespoke familiar as the familiar for a warlock's Pact of the Chain, you might want to make it slightly more powerful so that it compares with the other available options. To do so, simply give it an extra three Hit Dice (and adjust its hit points accordingly), the 1st-level improvement on its skill tree, and your choice of one of the 3rd-level improvements.

TAMERS

Don't have *Heliana's Guide*? No worries. You can still check out the base class and a subclass by scanning or clicking the QR code below, or by typing in the URL. More subclasses and unique familiars are available in other Loot Tavern publications or on our Patreon.



[HELIANA.LT/TAMER](https://heliana.lt/tamer)

BESPOKE COMPANIONS

These crafted familiars are primed to be trained by monster tamers. A creature crafted in this way can be tamed by its bonded tamer without requiring an ability check. Upon being tamed, the creature can no longer be summoned by the *find familiar* spell and becomes a bespoke companion.

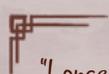
Shared Resilience. When a crafted familiar becomes a companion, it gains the 'Bonus Tamer Improvement' listed in its section without requiring the tamer to spend one of its improvements. Furthermore, as a tamer increases in power, its link to its bespoke companions emboldens them. When a character reaches 3rd, 5th, 11th, or 17th level in the tamer class, each of its bespoke companions gain **1** additional Hit Die. Each time this happens, the companion's hit point maximum increases by a roll of the Hit Die plus the companion's Constitution modifier (minimum of 0). These increases are also applied retroactively, should the tamer gain a bespoke companion after they have reached these levels.



TAMER LEVEL



RYUKIN



"I once saw a ryukin climb up a waterfall. I remember being awed by its prodigious strength and the almost unnatural way it moved against the rushing water... How was such a feat even possible? Later, I found out they can fly."

— Ryoko, Always Learning

Type: Monstrosity

Creature Component: Bakuryo

Bonus Tamer Improvement: Growth I and +2 Hit Dice

It is said that whenever a new branch splits from a river, tiny as it may be, a new ryukin is born to watch over it. All ryukin come into being with the spark of a dragon's soul within them, a mote of potential they

crave to realise to its fullest. This is easier said than done, for it requires them to repeatedly prevail in the face of extraordinary adversity. Because of this, many ryukin put themselves in danger to nurture their draconic spark, their limitless courage and ambition serving as their biggest strength and greatest weakness alike. More often than not, this results in an untimely demise. Only a few approach this problem differently, accepting companionship and aid in their lifelong quest for growth—those are usually the ones that succeed.

If any of the ryukin's traits or actions require a saving throw, it is always against the ryukin's save DC, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the ryukin's Constitution modifier

MONSTER TRAINER

GROWTH I

Prerequisite: Become a tamer's companion

Type: Passive (companion)

The ryukin's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Horns attack increases to a **d6**.

DRAGON SOUL I

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The draconic spark within the ryukin grants it extra vigour when it begins to falter. When the ryukin's hit points are reduced below half of their maximum, roll a number of **d6s** equal to its proficiency bonus. The ryukin gains temporary hit points equal to the result. Once this improvement has triggered, the ryukin can't benefit from it again until its tamer finishes a long rest.

FOOLHARDY

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The ryukin can use its Reckless Attack feature at will.

GROWTH II

Prerequisite: 5th-level tamer, Growth I

Type: Passive (companion)

The ryukin's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Horns attack increases to a **d8**.

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the ryukin can make two attacks.

RADIANT BREATH I

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the ryukin spews a wave of radiant energy in a **20-foot cone**. Each creature in the area must make a **Constitution saving throw**, taking 14 (**4d6**) radiant damage on a failed save, or half as much damage on a successful one. Once the ryukin uses this action, it can't do so again until its tamer finishes a short or long rest.

When the ryukin's tamer reaches 9th level in the tamer class, this action's damage increases to 17 (**5d6**).

DRAGON SOUL II

Prerequisite: 9th-level tamer, Dragon Soul I

Type: Passive (companion)

The ryukin's Dragon Soul I improvement can be triggered again after its tamer finishes a short or long rest. In addition, the ryukin's draconic soul allows it to fight even more fiercely when injured. While the ryukin is below half of its maximum hit points, its attacks deal an extra 2 (1d4) radiant damage on a hit.

DRAGON SCALES

Prerequisite: 9th-level tamer

Type: Passive (companion)

The ryukin gains a **+2 bonus** to AC while it isn't wearing armour. While the ryukin is below half of its maximum hit points, it has **resistance** to radiant damage.

When the ryukin's tamer reaches 13th level in the tamer class, the bonus to AC increases to **+4**.

GROWTH III

Prerequisite: 13th-level tamer, Growth II

Type: Passive (companion)

The ryukin's size increases to Large, its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Horns attack increases to a **d10**.

RADIANT BREATH II

Prerequisite: 13th-level tamer, Radiant Breath I

Type: Active (action)

The damage of the ryukin's Radiant Breath I action increases to 21 (**6d6**), and its area increases to a **30-foot cone**. In addition, the ryukin's draconic spark empowers it when it emulates a dragon's breath. When the ryukin uses this action, it gains temporary hit points equal to half the radiant damage dealt to one of the affected creatures.

When the ryukin's tamer reaches 17th level in the tamer class, this action's damage increases to 24 (**7d6**).

WATER FORM

Prerequisite: 13th-level tamer

Type: Active (reaction)

When the ryukin is hit by an attack, it can use its reaction to transform its body into water. When it does so, it gains **resistance** against all damage types except for cold, force, lightning, and poison until the end of the current turn, including against the triggering attack.

DRAGON SOUL III

Prerequisite: 17th-level tamer, Dragon Soul II

Type: Passive (companion), Active (action)

The ryukin finally achieves its full potential. Its creature type changes to Dragon, it gains blindsight out to **15 feet**, and the extra radiant damage it deals with its attacks when below half of its maximum hit points increases to 3 (**1d6**). In addition, it gains the two following traits:

Legendary Resistance. When the ryukin fails a saving throw, it can choose to succeed instead.

Bakuryo's Blessing. As an action, the ryukin can cast the *Bakuryo's blessed blizzard** spell, requiring no material or verbal components.

Once the ryukin has used one of these traits, it can't use that trait again until its tamer finishes a long rest.

*See Appendix B

RYUKIN

Tiny Monstrosity, Chaotic Neutral

Armour Class 13 (natural armour)

Hit Points 4 (1d4 + 2)

Speed 30 ft., fly 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|---------|
| 14 (+2) | 12 (+1) | 14 (+2) | 7 (-2) | 9 (-1) | 12 (+1) |

Senses passive Perception 9

Languages understands Common and Draconic but can't speak

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Reckless Attack (Recharges After a Short or Long Rest).

When the ryukin makes its first attack on its turn, it can decide to attack recklessly. Doing so gives it **advantage** on melee weapon attack rolls until the end of its turn, but attack rolls against it have advantage until its next turn.

ACTIONS

Horns. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) piercing damage.



RYOKO'S

GUIDE TO THE YOKAI REALMS

GOT FEEDBACK? CLICK ON
RYOKO TO LET US KNOW!

ART: OGIEN SPORIN © RYOKO'S GUIDE TO THE YOKAI REALMS



RYOKO'S

GUIDE TO THE REALMS



Don't Miss
the **Free**
Ryoko's dreams dice set
for all early backers



"I need 50,000 tons of catnip, and a feather on some string!" -Ryoko

Click Here!

Your Journey Starts Now!

- All-new Gargantuan Monster fighting system;
- 5 legendary kaiju monster hunts;
- 50+ **yokai** inspired creatures;
- Explosive element bender class;
- 12+ flavourful subclasses;
- 10+ folklore inspired races;
- 70+ craftable magic items;
- 12+ ingenious **ninja prostheses**;
- 40+ dynamic **spells**;
- Brand new party **combo attack** mechanics.



LEGAL

Alright folks, legalese is intimidating. This first bit is plain English. All characters, items, creatures, and spells in this publication are original creations of Plane Shift Press (a.k.a. PSP) or Loot Tavern Publishing (a.k.a. LTP). Please don't replicate or distribute this unless it is a direct link to where we host it (this is our livelihood!). All spells, items, and monsters are designated product identity and are not open content. That includes proper nouns including, but not limited to: "Ryoko", "Bakuryo", "Ryukin" etc., as well as spells, magic items, and player options.

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at: <https://creativecommons.org/licenses/by/4.0/legalcode>

Copyright Notice

- ♦ Ryoko's Guide to the Yokai Realms © 2023, Max Wartelle, Mohammed Bellafquih, and William Earl, Loot Tavern Publishing, a.k.a. LTP.
- ♦ L'Arsene's Ledger of Treasure and Trinkets © 2023, Max Wartelle, Mohammed Bellafquih, Loot Tavern Publishing, a.k.a. LTP.
- ♦ Heliana's Guide to Monster Hunting © 2023, Max Wartelle, Mohammed Bellafquih, and Jess Jackdaw, Plane Shift Press, a.k.a. PSP.