

RYOKO'S WRATH OF THE KAIJU

5E



WRATH OF THE KAIJU



CREDITS

Lead Designers: Mohammed Bellafquih, William Earl, Max Wartelle

Additional Design: João Araújo, Dai Jia Rong He, Yo Shionoya-Frank

Writing: João Araújo, William Earl, Dai Jia Rong He, Max Wartelle

Cultural Consulting: Dai Jia Rong He, Yo Shionoya-Frank, Jacob To

Sensitivity Consulting: Nala J. Wu, Rue Dickey

Editing: Phylea, Max Wartelle

Proofing: João Araújo, Kwanpo “Ari” Cheng, Sally Kay Clark, Melanie “Eldritch Whispers” Dick, Jessic Gombart

Formatting & Layout: Kwanpo “Ari” Cheng, Sally Kay Clark, Max Wartelle

Cover Illustrator: Ognjen Sporn (core cover), Mukhlis “Sinlaire” Nur (deluxe cover)

Interior Illustrators: Mohammed Bellafquih, Kwanpo “Ari” Cheng, Phan Tuan Dat, Aleksa Drageljevic, Tyler Grayson, Martin Kirby-Jackson, Roman Kuzmin, Rastislav Le, Michelle Mueller, Richard Nguyen, Mukhlis “Sinlaire” Nur, Ognjen Sporn, Rajaa Al-Subairi, Chaouki “Ciao” Titouhi, Souhaib Zekri

Cartographer: Cze & Peku

Marketing: Loot Tavern Publishing, D&D Shorts

Special Thanks: Ethen Adams, Kevin “Smood” McDonnell, Piotr “Narb” Wiśnios

This project would not be possible without the support, belief, and kindness of our 31,263 backers and their repeated castings of *greater restoration, haste, and revivify*. Your feedback, patience, and humour made creating *Ryoko’s* inspiring and fun!

See page 295 for a full list of playtesters!

Wrath of the Kaiju is Copyright © 2025 Loot Tavern Publishing PO Box 6127, 8800 W 116th Cir, Broomfield, CO 80021, USA. All rights reserved. All characters and their distinctive likenesses are property of Loot Tavern Publishing LLC in the US and other countries. Any reproduction or unauthorised use of the material or artwork contained herein is prohibited without the express permission of Loot Tavern Publishing LLC. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. Loot Tavern and its associated logos are trademarks of Loot Tavern Publishing LLC. Printed in China by LongPack Games.

“The generous and benevolent Kaiju Insurance for Adventurers (KIA) offered by the gracious and philanthropic Silk Purse does not cover: caustic dissolution, dismemberment, static shocks, flattening, death-by-flora, undeadification, drowning (accidental, forcible, or otherwise), or ecological distaster sustained or induced by adventurers foolhardy enough to try and take on a kaiju.”

1st Edition, 2025



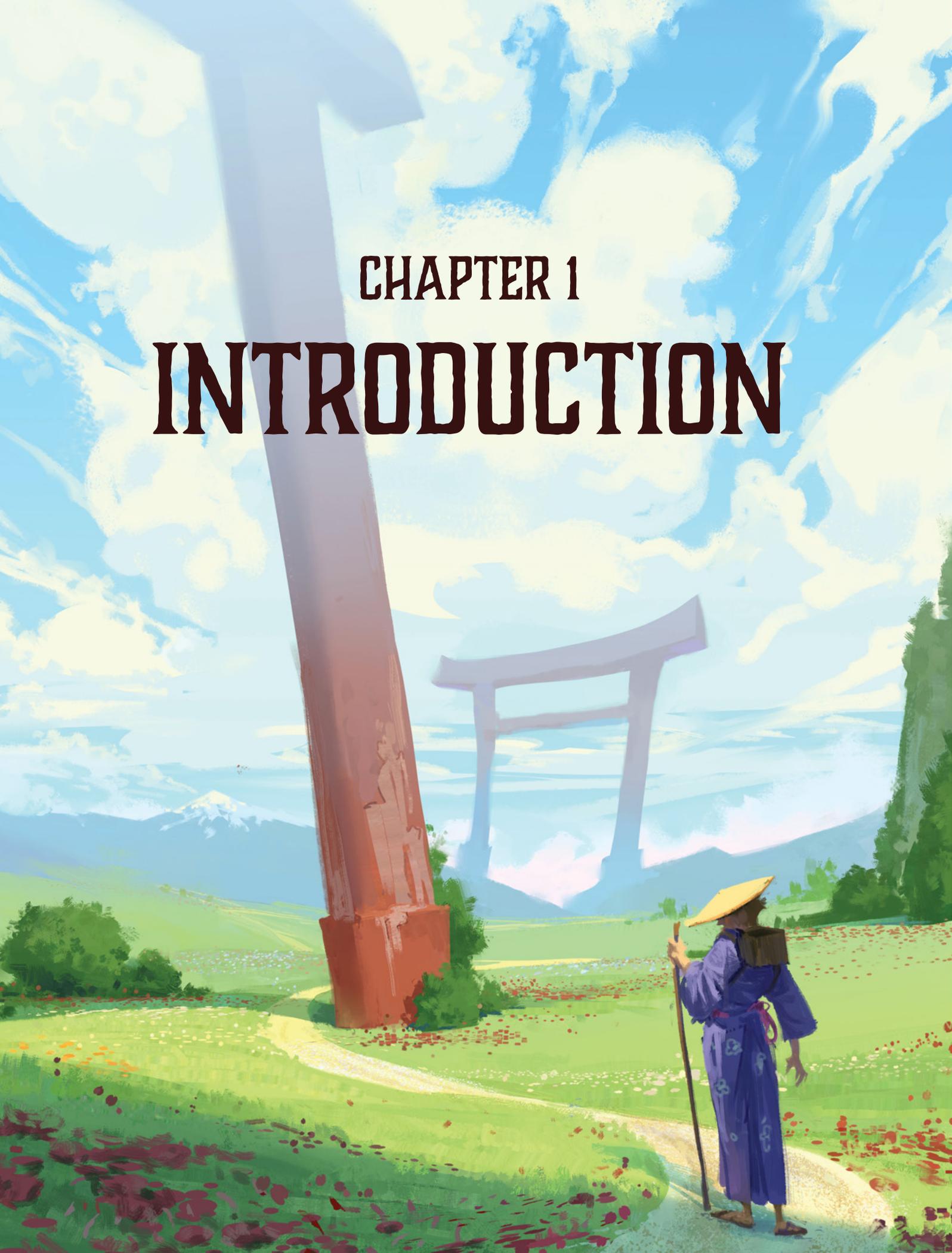
CONTENTS

INTRODUCTION	I	DELUGE OF THE ASCENDANT CASCADE	141
Structure	2	Hakuryū Valley	144
FACTIONS & NPCs	5	Know Thy Enemy	145
College of Hanabi	6	The Battle Ahead	150
Heirs of Kirin	9	Aftermath	158
Rising Blossoms	12	FAMILIARS	161
Silk Purse	15	Mushamushi	162
The Chroniclers	18	Onibi	165
KAIJU BATTLE MECHANICS	23	Raikoji	168
Overview	23	Shumongani	171
ARENA OF THE ARMoured KAIJU	29	Tatsugoi	174
Kihōsō	32	FEATS	179
Know Thy Enemy	35	APPENDIX A – MAGIC ITEMS	186
The Battle Ahead	45	APPENDIX B – SPELLS	208
Aftermath	54	APPENDIX C – CREATURES	216
SPIRE OF THE STORM HERALD	57	APPENDIX D – AQUAN SCRIPT	286
Tetsumine Basin	60	APPENDIX E – SOUNDTRACKS	286
Know Thy Enemy	65	OTHER APPENDICES	286
The Battle Ahead	71	Glossary	286
Aftermath	80	Component Index	292
RISE OF THE LIVING FORTRESS	83	Safety	293
Pondermoss Weald	88	Index	294
Know Thy Enemy	92	Errata	295
The Battle Ahead	99	LEGAL	298
Aftermath	109		
PHANTOM OF THE MOURNING TIDE	113		
Umigiri Coast	118		
Know Thy Enemy	121		
The Battle Ahead	125		
Aftermath	136		

Content Warning. This book explores themes and subject matter that some players and GMs may find difficult. These themes include body horror, creature dissection, death, disability, drowning, insects, massive terror creatures, spiders, and visible bodily trauma. For more details about these themes and how to incorporate them safely into your game, please refer to the Safety chapter on page 293.

CHAPTER 1

INTRODUCTION



INTRODUCTION

"Things are licking off. More and more kaiju are crawling out of the ether. And by crawling, I mean romping with the grace of a toddler destroying a cityscape of sandcastles, drawing on the walls of a sacred temple, and letting out squeals of delight that bring avalanches crashing down. Innumerable earthquakes, incessant floods, unceasing tempests... you name it, we're seeing it, and I hear you're helpful. Or at least, that you're low on gold.

Subduing these creatures won't be easy. They're embodiments of nature and magic; I'm not even sure they can be killed. You might have to find out what makes them tick and stop it tocking. Knowledge will be the whetstone with which you'll sharpen your wit, and with wit you'll whittle them down, or something."

— Ryoko

When geologists struggle to describe the processes by which geological phenomena may have come into existence, they often give a resigned shrug and utter the words 'SNACK event', short for 'Situation Normal: A Cataclysmic Kaiju event'. Within the Yokai Realms, this phrase has become shorthand for 'no one knows how, but something immense has occurred' and is often used to describe blunders such as adventurers reawakening sleeping death gods, failed 'Fire Festivals' on the Elemental Planes, or accidentally opening a massive portal to the Fey Planes.

But this phrase is based on fact. Kaiju change the world. Their footsteps create depressions that form lakes, the errant swipe of a tail can decapitate a mountain, and their morning yawn can cause landslides. They are products of nature and magic, bound by destiny to be reborn for as long as there is a world for them to exist in. All we can do is make the most of the time when they're not around.

USING THIS BOOK

Wrath of the Kaiju comprises five adventures, each of which can be run at three different levels of play, and in any order. This book is designed to be used in conjunction with the standard 5th edition rules found in the freely available System Reference Document, without the need for any other supplements. However, *Ryoko's Guide to the Yokai Realms* provides more subclasses, races, items, spells, and creatures all designed to fit seamlessly with *Wrath of the Kaiju*. Moreover, the Harvesting and Crafting experience becomes exponentially richer with *Heliana's Guide to Monster Hunting*. These two books are not required, but they can help provide a more immersive experience.

GM'S EYES ONLY

The information in this book is for the GM's eyes only. If you're planning to play the adventures with someone else as your GM, stop reading now. The only parts of this book that it might be okay for you to see (with your GM's permission, of course) are Chapters 9 and 10 (familiars and feats, respectively), as well as the Magic Items in Appendix A.

FORMATTING & LANGUAGE

This book uses the formatting established in *Heliana's Guide* to enhance your gaming experience. Bold, italics, and colour make key information identifiable at a glance.

Bold. The following game elements appear in bold: monster names ("a **storm elemental**"), dice calculations ("**1d6 + 3** fire damage"), roll modifiers ("**+7** to hit"), conditions that are being applied ("fall **prone**"), measurements ("a **30-foot cone**"), and when **dis/advantage** is being applied.

Italics. Spell names ("*bloodweave*"), magic items ("*tide-turner*"), foreign languages ("speak *mellon* and enter"), and book and boat names ("*Ryoko's Guide to the Yokai Realms*") are italicised.

Colour. Ability checks and saving throws use a coloured bold format. Saving throws are fully bolded ("**DC 15 Dexterity saving throw**"), while only the DC, ability, and skill or tool are bolded for checks ("**DC 15 Strength (Persuasion)** check").

Language. The content herein is written in British English. Prepare yourselves for the *colourful armour of paralyzing*, for referring to 'the party' as interchangeably 3rd-person singular ("the party has been killed") and plural ("the party are in trouble"), and archaic language like "wont", "whilst", and "amongst". Where items and creatures have established names, like *armor of invulnerability* or a **gray ooze**, those remain unchanged.

ABILITY CHECKS

Creativity is to be encouraged, and this book augments ability checks in ways that support players' and GMs' imaginations.

Unusual Ability-Skill Combinations. This book breaks from the standard associations of skill and ability. For example, Intimidation is usually a Charisma check. However, if a character describes all the poisons they have at their disposal, as well as the associated excruciating effects, you might ask for an **Intelligence (Intimidation)** check or even a **Charisma (Medicine)** check. This is a great way of rewarding a player for leaning into their character's traits. Mechanically, an Intelligence (Intimidation) check requires the player to make an Intelligence check and, if their character has proficiency in Intimidation, add its proficiency bonus to the result.

Checks Using Tools. Tool proficiencies are referenced just like skill proficiencies: a **Dexterity (thieves' tools)** check means that you must make a Dexterity check and, if you have proficiency in thieves' tools, add your proficiency bonus to the result.

Multichoice Checks. If something, perhaps a magic item, says that you gain "advantage on Stealth checks", this means that you gain advantage on all ability checks that use the Stealth skill, regardless of which ability is used. When checks use the word 'or', this indicates either proficiency and either ability can be used in any combination. For example, an **Intelligence or Charisma (Intimidation or Medicine)** check means you can use any one of the four check permutations: **Intelligence (Intimidation)**, **Intelligence (Medicine)**, **Charisma (Intimidation)**, or **Charisma (Medicine)**.

VARIABLE STATISTICS

To ensure a challenging experience across differing levels of play, you'll see references to **VDC** (variable DC), **Vmod** (variable modifier), and **Vdam** (variable damage). Some adventures introduce other variable modifiers, which are described wherever they are presented. These variable values change depending on the average party level (APL):

VARIABLE STATISTICS SUMMARY

APL	VDC	Vmod	Vdam
1-2	11	+3	2 (1d4)
3-4	12	+4	3 (1d6)
5-6	13	+5	5 (2d4)
7-8	14	+6	7 (2d6)
9-11	15	+7	10 (3d6)
12-14	16	+8	14 (4d6)
15-17	17	+9	21 (6d6)
18-19	18	+10	28 (8d6)
20	19	+11	35 (10d6)

STRUCTURE

This book is broken into four parts. The first covers the factions and NPCs you can use to populate your world and give the quest hooks found in the adventures. The second (and longest) part contains our Kaiju Battle Mechanics, as well as the five adventures that comprise this book. Check *Ryoko's Guide* for additional rules on making your own Kaiju monsters! The third part covers player options: feats and craftable familiars. The fourth and final part comprises the four primary appendices: (A) the items found during each adventure or crafted from the remains of the kaiju, (B) new spells introduced within the adventures, (C) the lore and statistics for each monster the party might encounter, and (D) a glyph-for-glyph translation of the Aquan script used during one of the adventures.

FACTIONS & NPCs

Wrath of the Kaiju is set in the setting-agnostic Yokai Realms. There is no map for this domain—it exists where you put it. That being said, this book is filled with seeds ready to burst into fully blooming ideas. Each adventure comes with a location replete with history, culture, flora, fauna, and other things; ignore or include as much of this as you want. To add depth to the world you create, the first part of this book details five powerful factions: College of Hanabi, Heirs of Kirin, Rising Blossoms, Silk Purse, and The Chroniclers.

Each of these factions has a history and goals that their well-detailed nonplayer characters (NPC) aim to fulfil through the adventure hooks they present to the player characters. This section of the book details the NPCs' personalities, appearances, speech patterns, desires, and fears, as well as their disposition towards every faction, including their own. You are welcome to change any of these details, use only the summary information in the NPC mini-bio, or create your own NPCs to represent these factions. Whatever you do, every adventure in this book has a quest hook from each of these factions, and these NPCs are how the factions interact with the player characters.

ADVENTURES

These adventures typically have two halves: discovery and battle. The first half of the adventure involves your players exploring an area and discovering clues about the kaiju that is causing the current catastrophe. In the second half, the player characters do battle with the kaiju in an epic, three-phase fight. Every fight has a nonlethal option through which the characters can spare the kaiju's life, while still ending its calamitous effects in the region.

Multilevel Adventures. Each adventure in this book can be played at one of three different levels, as described in the Adventure Summary table. The adventures are balanced to be deadly for a party of four player characters at the specified level of play, with different levels comprising different variable statistics, monster compositions, and even loot. You

can offer a lesser challenge by using a party with more than four characters of the specified level, or four characters that have an APL higher than what is specified. For a greater challenge, do the opposite.

Duration. These adventures typically last between two and three average gaming sessions. However, if you want to run them as one-shots, you can skip the first half (discovery) and provide your players with the clues in advance. They can then choose the magic items and spells that they think will be most useful. For the aftermath, you can simply read any relevant events that occur as a result of the players' actions.

Preparation is Key. Players have the best, most memorable experience if they can see the effect their preparation has on the battle. For this to happen, they need two things: to thoroughly understand the clues and to have a chance to take a long rest before the fight. Between the discovery and battle parts of the adventure, you should create circumstances in which your players feel good about taking a long rest — these are essential in allowing your players to select the spells and equipment their characters will need for the battle ahead. These fights are beyond deadly, and if your party is suboptimally prepared, they will die.

Internal Structure. Every adventure has the same basic internal structure:

Introduction. The meta-info about the adventure: its name, its three level options, and a brief synopsis.

Background. The information about why the kaiju needs to be hunted. It includes:

- The story so far
- A summary of the kaiju
- A summary of key names
- Five adventure hooks (one for each faction)
- Gold and XP rewards
- A brief biography of a central NPC (a.k.a. the 'Quest NPC')

Location. The location where the adventure occurs. Any flora and fauna found in the area, notes of historical or cultural significance, or unique environmental effects are in this section. Choose the ideas that you like most to help bring your world to life!

Know Thy Enemy. The 'discovery' part of the adventure, which includes any encounters the party has before fighting the kaiju, as well as three clues that your players should understand to not die in a kaiju-related calamity.

The Battle Ahead. This is it: the boss fight. In this section, you'll find a map, environmental descriptions, a flowchart to help navigate the kaiju's changing behaviours, and a breakdown of each of the fight's three phases. The kaiju's statistics, vulnerable areas, behaviours, and lair actions are all found in Appendix C.*

Aftermath. A kaiju being defeated—whether it is slain or not—is a big deal. This section presents a plethora of ideas to illustrate the effect the kaiju's passing can have.

Treasure. Using *Ryoko's Guide* or *Heliana's Guide*, your players can harvest parts from the kaiju and craft magic items and familiars from its components.

*The Wrath of the Kaiju GM Cheat Sheets replicate this information, saving you from flipping back and forth.

ADVENTURE SUMMARY

The following table details the levels for which each adventure has been balanced, as well as the hunt's complexity, average duration, main foe, and biome.

Level. The suggested average party level (APL). Each adventure is balanced for three different levels of play.

Complexity. A measure of the number of things a GM needs to keep track of on a scale of 1 (low) to 3 (high).

Duration. How long the hunt takes to run. Note: the duration is highly variable and depends on how much your table enjoys delving into roleplay, how experienced they are, and how familiar the GM is with the hunt.

Kaiju. The name of the colossal creature that is the target of the adventure.

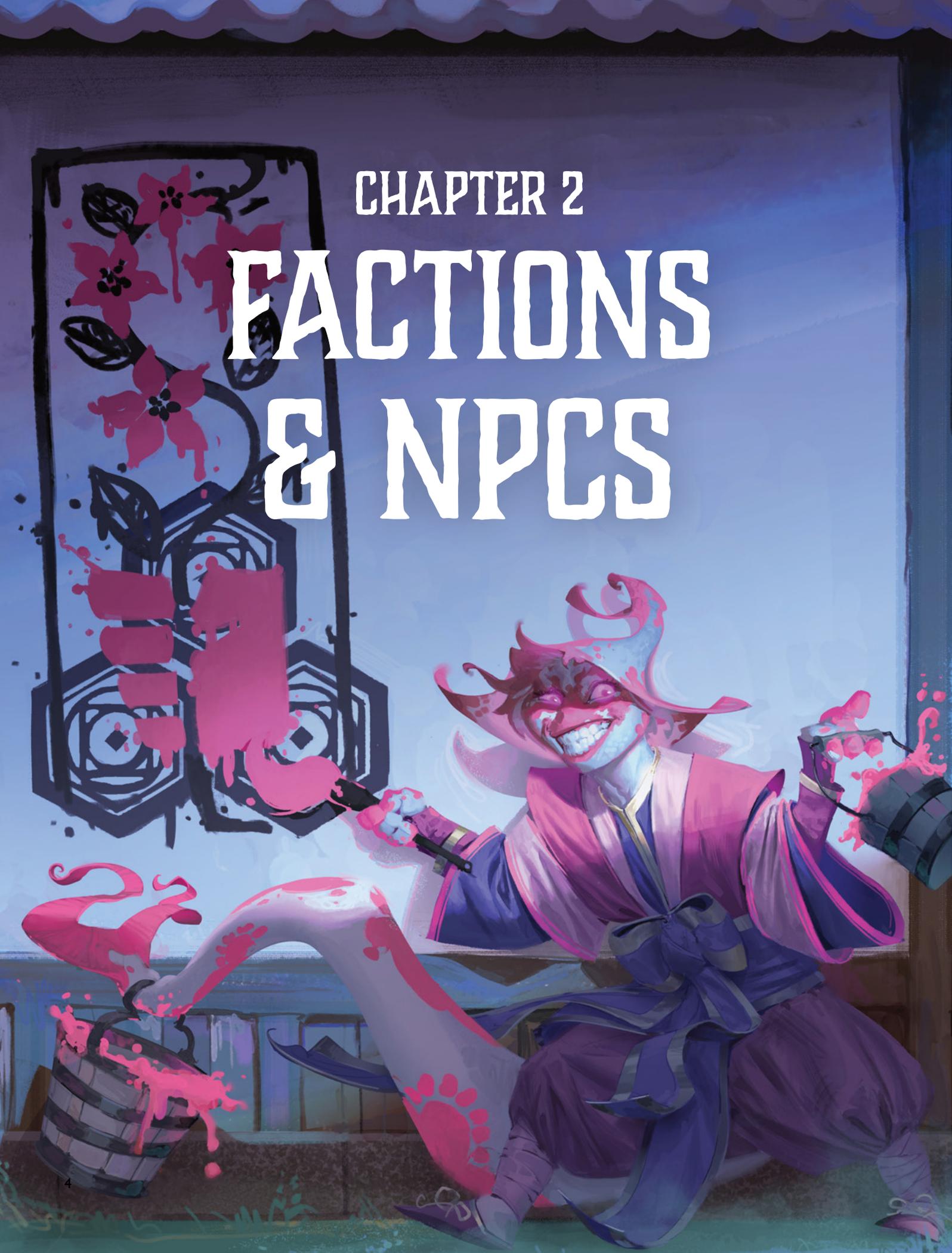
Biome. The suggested terrain in which the kaiju can be found.

ADVENTURE SUMMARY

Adventure	Level			Complexity	Duration	Kaiju	Biome
	Low	Mid	High				
<i>Arena of the Armoured Kaiju</i>	5th	11th	16th	1	7 hours	Nomi, the Quaking Earth	Hill & The Low
<i>Spire of the Storm Herald</i>	6th	13th	18th	1	6 hours	Raiko, the Herald of Storms	Mountain
<i>Rise of the Living Fortress</i>	7th	12th	17th	3	9 hours	Magatsuchi, the Wandering Earth	Jungle
<i>Phantom of the Mourning Tide</i>	8th	14th	19th	2	8 hours	Iminada, the Mourning Tide	Coast & Ocean
<i>Deluge of the Ascendant Cascade</i>	9th	15th	20th	2	8 hours	Bakuryō, the Endless Spring	Forest

CHAPTER 2

FACTIONS & NPCs



FACTIONS & NPCs

Wherever there are people, they like to make groups. I'm not part of those groups, and that's fine. I have my group, and they're exactly where I want them: several days away and reachable only by written correspondence.

— Ryoko

This chapter is entirely optional; if you already have factions and nonplayer characters (NPCs), use them! However, if you'd like an easy way to add depth and nuance to the adventures presented in this book, read on. This chapter details five factions, their history and goals, as well as the types of quests they ask of adventurers: adventure hooks! Each faction has a signature NPC, the individual through which the faction interacts with the party. Moreover, each NPC has motives and fears that your players can discover as they get to know them. The five factions are:

- **College of Hanabi:** Technologists and engineers.
- **Heirs of Kirin:** Aid workers and healers.
- **Rising Blossoms:** Rebels against the class system.
- **Silk Purse:** Bureaucratic puppeteers with political influence.
- **The Chroniclers:** Researchers and record keepers.

Interactions. These five factions are designed to integrate with whatever world you have created, be it multiple city-states, a sprawling kingdom, anarchic wilds, or an intrigue-filled democracy. The factions are known across the Yokai Realms, though their NPC affiliations—especially in the case of Chūji of the Rising Blossoms—may be a secret.

NPC STATBLOCKS

Should you wish to equip the NPCs presented in this chapter with full stat blocks, you can use appropriate statistics from Appendix C of Ryoko's Guide. Bombuku can use the **pyrotechnic**; Captain Totsuka, the **yojimbo knight**; Chūji Firestarter, the **ronin scarred or skeletal warblade**; Agent Nishikibe, the **shinobi adept**; and Ryoko, the **caller of destruction**.

ADVENTURE HOOKS

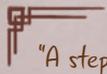
Each adventure in this book has five hooks—situations you can present to your players to spark their interest in undertaking the quest. Each hook represents one of the factions' interests in the area where the adventure takes place, and you can use that faction's unique NPC as the quest giver. In this way, the NPCs can become recurrent characters in your campaign, celebrating with your players in their success and commiserating with them when they fail.

COMPENSATION, CURIOSITY, & MORALITY

Adventure hooks are categorised into one of three values: compensation, curiosity, and morality. Player characters (and even the players themselves) tend to be motivated to different degrees by these three values. Identifying which of these motivates your players and/or their characters is an important step in getting player buy-in and helping them feel connected to the story you create together.

Morality is the value of doing good for the sake of making the world better. Feeding starving villagers, saving stranded monks, and otherwise helping those in need falls into this category. Curiosity is a desire to know more about the world. The motivation behind this can vary: a wizard may want to find new branches of magic, an orphan may wish to discover the secrets behind their parents' demise, and a visitor to the Realms may simply wish to learn of its history. Compensation represents an exchange of goods for services, as is typical of mercenaries, couriers, or assassins. Each hook, regardless of category, can come with a monetary reward, but compensation hooks typically use the reward as the main motivation.

COLLEGE OF HANABI



"A step, no matter how small, is progress."

The current-day College of Hanabi would be almost unrecognisable to its founders. Originally conceived as both a school and guild for pyrotechnicians, the college closely guarded the mysteries of fireworks. Its roster of alumni quickly grew in size as alchemists, tinkerers, and inventors of all descriptions sought to harness explosives for means other than to dazzle and enchant. Before long, the college became a hub of invention and progress, with departments for metallurgy, chromamancy, and arcanomechanics at the forefront of magical and technological development.

Past Actions. In its early days, bards of the College of Hanabi were employed by rulers of all descriptions, from emperors to village elders. Their magic-infused light shows could depict ships floundering on roiling oceans, the roar of epic battles and scent of blood, or the tenderest moment between parent and child. Most recently, the invention

of fully functional prostheses capable of replacing lost limbs has, with the help of the Heirs of Kirin, aided those wounded by rampaging kaiju and other calamities.

Goals. Progress, above all, is the watchword of the Council of Deans. With new technology comes investment, which begets more invention. Nominally, the college's guiding principle is the implementation of arcane discoveries in novel, practical applications to better the lives of all creatures across the Realms. However, more recently, its decisions have been made with the goal of maintaining its position as the most prestigious institution in the Realms by whatever means necessary.

Adventure Hooks. Fulfilling the adventure hooks given by Bombuku and the College of Hanabi results in the technological advancement of the Realms. Improved prostheses; yokai-imbued items that improve trade, espionage, industry, and warfare; and a myriad of delightful, wondrous items can appear in your world with each completed hook. As a counterpoint, a movement against "yokai entrapment" can arise, providing an antagonist to the new technology.



BOMBUKU



Names: Bombuku, Copperpot, Professor, Dean
Faction: College of Hanabi
Primary Quest Driver: Curiosity
Secondary Quest Driver: Morality

Professor Minimoto “Copperpot” Bombuku is the Dean of Arcanomechanics at the College of Hanabi, whose research currently focuses on yokai infusion, coercion, and placation. He is a tanukin (see *Heliana’s Guide*) inventor responsible for the creation of fully functional prostheses and their magically infused variants—inventions lauded by the Heirs of Kirin. He is a distant cousin of the famed inventor L’Arsene Upin, a connection that stems to before the divergence between tanukin and urkin.

Personality. Like many tanukin, Bombuku has a penchant for mischief, greeting folks with electrified handshakes, detachable prosthetic hands, and mistaking the least important clerk of the group as its leader, much to the chagrin of self-important Silk Purse representatives. He is subject to hyper focus, often forgetting to eat unless his staff—a loyal and highly skilled group of scholars—strategically place lunches in his path. He is frequently startled out of his brow-furrowing ponderings whenever a visitor knocks on his door, and he pursues the most unusual habits during college meetings to keep his mind focused: from playing with kendama to practicing yoga to shooting his slingshot.

Appearance. Three and a half feet tall, Bombuku is often seen sporting goggles, a leafy headdress, and a tool belt filled with all manner of flasks, instruments, and magical contraptions. He wears practical, hard-wearing green robes and is never without his wide-brimmed bamboo kasa when venturing outdoors. If he’s expecting to work, he may be followed by a levitating toolbox or by scholars piloting the experimental strength-enhancing exosuits that are the current focus of their yokai-infusion studies.

Speech & Mannerisms. Professor Bombuku’s voice is high-pitched, and he has a habit of chewing on the first sound of a sentence as he organises his thoughts. His speech is precise and stretches from the crass to the eloquent. He is as likely to say “well that’s a pile of shit” as “I believe the amplitude of the oscillations was augmented by constructive interference. That is to say, it went boom.”

Desires & Motives. Bombuku’s current goal is to craft devices that can help rescue stranded people after environmental catastrophes. He sees arcanomechs—strength-enhancing exosuits—as one possible tool and is looking for a means to power them, whether it’s bottled lightning or by coaxing friendly yokai into inhabiting the suit. His home village was levelled by a landslide that the Silk Purse attributed to a kaiju’s passing shaking the earth; this is the basis of his motivation to make such exosuits.

Bombuku encourages any attempt at artifice or enchantment he encounters. He reacts positively when presented with unusual magic items or monster components, and will often purchase them for further study. He respects intelligence, actions that benefit those in need, and a good prank.

Fears & Deterrents. Bombuku fears that weapons of war may be crafted from his inventions, increasing suffering throughout the Realms. Since he views the Silk Purse as effective despite their self-serving interests, he cannot bring himself to supply rebels of the Rising Blossoms with anything that could be remotely weaponised.

He is unimpressed by those who take themselves too seriously, a facet that endears him to his subordinates and that some of his fellow deans view as rude. He holds selfish acts in contempt and has a disdainful attitude towards matters of religion. He has no time for pomp and ceremony and is often found fixing a tool or toy under his robes at such events.

RELATIONSHIPS

Detailed in this section are Bombuku’s views on each of the factions, including the relationship between himself and his own faction, the College of Hanabi.

College of Hanabi. Bombuku has little time for his stuffy dean colleagues, but he admires the institution as a whole for its ability to get him what he needs in order to do what he’s best at: inventing. As one of the college’s most prolific inventors, his creations generate a sizable income for the organisation. His irreverence is viewed as an eccentric quirk by his superiors—an excusable flaw given the benefits he brings.

Heirs of Kirin. After the Heirs stepped in to rescue Bombuku’s kith and kin after a landslide years ago, he trusts the Heirs to use his inventions only for good. He views them as a great resource to test new technology, especially prostheses, in the field. The course of his studies is influenced by Captain Totsuka’s advice and feedback on what would be useful.

Rising Blossoms. While the College of Hanabi has no overt support for the Rising Blossoms (which would surely jeopardise Silk Purse funding), many of its researchers give support in secret. Like these scholars, Bombuku passes on old prototypes and tools he thinks may be of benefit to the Blossom’s humanitarian efforts, but he is careful to stop short of any technology he fears could be used to cause harm.



BOMBUKU

Humanoid (Tanukin), Inventor, He/Him

Personality. Intelligent, distractible, jocular, irreverent

Appearance. Short, wide-eyed, wears stained green robes

Desire. To invent tools that will better the Realms.

Fear. That his inventions could be turned into weapons of war.

"Wuagh! You frightened me, announcing yourself like that..."

Silk Purse. These self-important industrialists are a necessary evil; they deal with the bureaucracy of supply lines so that invention can happen. Unlike his more gullible colleagues, Bombuku doubts whether the Silk Purse has the workers' best interests at heart. He searches for project funding outside of Silk Purse grants and bursaries, and he does not much like Nishikibe.

The Chroniclers. Like most members of the college, Bombuku is interested in technology from the far corners of the world. He is working on long range communication devices that would allow chroniclers to report back their findings from far afield. He also appreciates their objective record keeping of all events; truth is the most important tool towards progress!





HEIRS OF KIRIN

“The hardest fight is the one without violence.”

The kirin’s head that is the symbol of the Heirs is a welcome sight in the aftermath of any disaster. It brings the promise of food, shelter, and the support of folk with no other motive than to reduce suffering. More than that, their arcanomechanics can redevelop lost infrastructure, improving the quality of life beyond that which came before. They are a force for good, physicians and engineers that bring help across borders, volunteers whose golden, kirin crest is a light in the darkness.

Past Actions. With the increasing prevalence of kaiju over the past years, the Heirs are working harder than ever. They are the disaster relief that digs trapped villagers out of landslides. They are the forest planters that renature denuded hillsides, ensuring a heavy rain doesn’t become a flash flood. They are travelling medics who bring relief to far-flung villages, treating everything from korori pox to shell rot. They are stretched thin and in need of support now more than ever.

Goals. The Heirs have three goals. The first is to reduce suffering. The second is to fight without violence. And the third is to teach people so that they can support, nourish, and heal themselves. Their core belief is that each good deed creates a ripple that begets more good deeds. With enough time and effort, that ripple will cross the world and become a wave of kindness and gratitude.

Adventure Hooks. Each of the Heirs’ hooks in this book revolves around preventing suffering. Their hooks are intrinsically moral and an effective way of encouraging empathetic players to follow them. If a way to change the system for the better could be found—one that doesn’t cause more hardship in the process—the Heirs of Kirin would surely support it.

CAPTAIN TOTSUKA

Names: Seigyō Totsuka, Seggy (to close friends), Totsuka, Captain

Faction: Heirs of Kirin

Primary Quest Driver: Morality

Secondary Quest Driver: Curiosity

Once a paladin of the Oath of Honour, captain Totsuka now carries a greatsword only for ceremonial purposes. She operates semi-autonomously, travelling to the latest catastrophe where they set up the aid mission, before moving on to the next disaster. She is often accompanied by three small clay companions with the joyful demeanour of children: Kinji, Ginji, and Dohji. She is remarkable among the haniwa for being the only individual able to have three such Constructs exist simultaneously.

Personality. Calm and gracious, Totsuka is utterly impervious to intimidation or coercion. She observes those with whom she interacts with keen perception and insight. In just a few moments, Captain Totsuka has the ability to see the thread of the past in a person's behaviour, finding the 'why' in a person's actions, and then make space for that person to be vulnerable. She judges the behaviour rather than the person. Though she always speaks against injustice, her confrontations rarely incite defensiveness, instead encouraging a perpetrator to see the error in their actions.

Appearance. Captain Totsuka is a large haniwa, standing at over 7 feet tall. Her grey, clay skin is shot with veins of gold—healed wounds that stories say Totsuka gained while defending an ancient goldenheart oak tree from loggers. She wears robes of white trimmed with gold, the colours of the Heirs, and adorns her body with turquoise jewelry.

Speech & Mannerisms. Totsuka listens far more than she speaks. When she does speak, it is with a rich bass that commands attention. Her words are seldom trivial and always cut to the core of the matter at hand. In an army, she would be respected by superiors and subordinates alike. While listening, she will offer a seat and tea, anticipating the needs of those with whom she speaks well in advance of them becoming needs.

Desires & Motives. The Heirs' goals align closely with Totsuka's: to save those in need and spread peace and harmony. She takes great pleasure in supporting those whoteach others, for the ability to learn is what separates Humanoids from Beasts.

She responds positively to those who share their knowledge and time and is happy to supply anyone who acts for the betterment of others with rations or even *potions of healing*. She values nonjudgement, patience, and complex musical rhythms that can be felt through the earth.

Fears & Deterrents. Totsuka has a profound and existential fear that she is simply a cog in a machine where suffering is inevitable. She sees herself as the balm that soothes an injury rather than the practice that prevents

the wound. She worries that, when her life fades and she becomes nothing more than inanimate pottery, her sacrifice will not have changed the nature of the Realms.

Though slow to judge, she does not encourage hedonism, seeing in it a slippery slope to excess and dissatisfaction. This creates a gap in understanding between Totsuka and her subordinates who, after days spent helping the sick and injured, might blow off some steam and engage in some revelry. She sees greed, hate, and laziness as traits to contemplate and, if possible, fix.

RELATIONSHIPS

Here is Captain Totsuka's opinion of each faction, including of her own faction, the Heirs of Kirin.

Heirs of Kirin. She is endlessly grateful for the competence and generosity of her colleagues. She feels that life is a daily scramble from disaster to disaster and that her brothers and sisters are stretched thin. She wishes the organisation would stop, take stock of its actions so far, and work out a route to foment more permanent change.

College of Hanabi. The creations of these genius minds are phenomenal, allowing Totsuka and her colleagues to do more than ever before. But they are still just bandages for the wounds the world suffers. Totsuka hopes that if the College's creations can do the work of the common man, everyone can live without suffering.

Rising Blossoms. Totsuka believes the Blossoms' aims are right but their means are wrong. There are dangerous individuals among them—people with influence who could cause more suffering in their righteous anger. Though she does not know if Chūji is a member, conversations they have shared have given the haniwa the idea that they might have leanings towards the cause. If this is true, she believes Chūji holds an ember that could become a wildfire if pushed the wrong way, or be snuffed out if they lose interest.

Silk Purse. Order is not a bad thing, and Totsuka is no stranger to the roads and wayhouses that the Silk Purse keeps safe. However, their tendency to reduce people and events to numbers is demeaning and dangerous in her eyes.

The Chroniclers. Why are the kaiju rampaging? Is this part of the cycle of the Realms? Or is something else amiss? Perhaps The Chroniclers' historiomancy—a burgeoning branch of divination magic—can reveal the truth of the matter and provide a path to cutting off these kaiju-related disasters at their core.





CAPTAIN TOTSUKA

Construct (Haniwa), Healer, She/Her

Personality. Gentle, perceptive, determined

Appearance. Large, grey clay with veins of gold, white and gold robe

Desire. To alleviate suffering.

Fear. That her actions are a bandage and do not treat the root infection.

"Watch out! Oh don't worry, I have to repair the playful little things daily."

RISING BLOSSOMS

“We will bloom.”

A grassroots organisation of disconnected cells and discontented people, the Rising Blossoms are the least powerful and fastest-growing faction in the Realms. With each kaiju disaster and each Silk Purse bridge toll, more find themselves swayed by propaganda of the Blossoms’ travelling insurrectionists. In basements, caves, and deep woods, folk gather and voice their anger at the perceived inequities of the world. The Blossoms’ spokespeople hear this and promise that a time of change will come soon, telling their audience to be ready when it does.

Past Actions. The Blossoms work in secret, each member only knowing a few others. So far, they have gathered supplies and built deep bases, readying themselves for armed conflict should that arise. More broadly, they seek out injustice, especially that of the Silk Purse, and spread the embellished stories throughout the Realms. It is a powerful, if dangerous, tactic. Those folk too fired up by the Blossoms’ propaganda have become outlaws, raiding trade caravans under the Blossoms’ black and pink banner.

Goals. When the Egregious Emperors were overthrown centuries ago (see *Rise of the Living Fortress*, page 83), the people missed the chance to throw off the yoke of hierarchy and rank. Now it is the purple ribbon of the Silk Purse that strangles the common man, and it’s time it was overthrown properly. Local governments should be transparent, communities should have the right to self-determination, and the individual’s access to the means of production is paramount. The Blossoms seek to mobilise the people of the Realms and find allies in positions of influence.

Adventure Hooks. The Rising Blossoms’ adventure hooks often oppose those of the Silk Purse and work towards gaining resources to help in an unspecified upcoming conflict. Each quest hook fulfilled in the Blossoms’ favour moves them a step closer to open rebellion. This book, *Wrath of the Kaiju*, does not tell you what happens if they rebel. Instead, it is a great way to build tension throughout your campaign and develop a finale of your own creation.

CHŪJI FIRESTARTER

Names: Chūji Firestarter, Highness Firestarter, Firebrand

Faction: Rising Blossoms

Primary Quest Driver: Morality

Secondary Quest Driver: Compensation

Chūji is a sheep in wolf’s clothing. As a young boy, Chūji’s father was killed in a freak farming accident when strict quotas caused the foreman to cut corners. Chūji’s family struggled and, as a teen, Chūji was caught stealing food several times and eventually sentenced to death. But this was



not the end; a member of the Blossoms saw in Chūji the spark of rebellion and had a druid reincarnate them. Chūji’s soul, which had once occupied the body of a halfling male, found life again as a nishikin female.

Chūji’s handler in the Rising Blossoms orchestrated the assassination of a family of wealthy nishikin nobles and forged papers showing Chūji to be their only heir. They were subjected to a strict regimen, learning noble etiquette and language, kendo and archery, and economics and tactics. In a short time, they acquired the skills required to blend in as a noble of the Realms and attended a boarding school where they ingratiated themselves with the cream of the aristocratic crop.

After graduating at the top of their class and gaining renown as a katana master and tactical genius, they have been sought after by nobles hoping to include them in their retinue. They are the perfect inside person for the Rising Blossoms and use their position and prestige to secretly further the rebels’ aims. Only four people know of Chūji’s origins: their handler; Zixl, the druid who reincarnated them; their friend and fellow noble, Akio; and their bodyguard, Paxau.

Personality. The epitome of charisma, Chūji is a natural leader, able to charm young and old alike. They fully inhabit the role of carefree noble, though their mind constantly assesses how their current position could benefit the common person. They are approachable and thoughtful but can become a militaristic tactical commander at the flip of a switch. Those who went to school with Chūji talk of their blood-crazed kendo duels and utter ruthlessness in simulated battlefield manoeuvres. Though they don the airs of the high and mighty, they act generously towards the common folk whenever they think they're not being watched.

Appearance. An androgynous nishikin with white and red mottled scales, Chūji's muscular physique is hidden beneath the expensive robes they wear. They often carry a katana and wear the ring of their house within the boarding school: the House of Raijū. They are often accompanied by Paxau, an enormous haniwa who acts as Chūji's most trusted friend and bodyguard.

Speech & Mannerisms. Chūji has an easy way with words, using the accent and slang of the noble youths to crack jokes and put people at ease. Their movements have a measured, senatorial demeanour, a facet that is completely lost during a fight. In combat, they are rage incarnate, possessing a fury that could put the most cantankerous Kaiju barbarian to shame.

Desires & Motives. On the one hand, Chūji wants revenge, for the noble caste to be torn down. On the other hand, they know that a more gradual and peaceful transition will be better for all concerned. They collect information for their handler, and they hire freelance adventurers to find discoveries that might help the Blossoms' forthcoming rebellion.

They value loyalty above all else, but skill with weapons or magic will also catch their attention. Chūji always notices people who display a kind disposition towards one's inferiors, seeing this as the sign of a potential future ally.

Fears & Deterrents. Chūji is not afraid their true identity will be discovered—they long to be able to show their true self—but they do fear that if this comes at an inopportune time, the Rising Blossoms may suffer. Their greatest fear is that, should an armed rebellion occur, civilisation as it is now known will crumble, and the Realms will descend into warring states, where the lowly still suffer.

A surefire way to earn Chūji's displeasure is to treat another person as less-than-humanoid; they detest cruelty in all its forms.

RELATIONSHIPS

Below are Chūji's views of each of the factions, including of their own faction, the Rising Blossoms.

Rising Blossoms. This clandestine organisation is as much of a mystery to Chūji as it is to anyone else. They know only three members of the organisation: Akio, Zixl, and their handler, and they trust them implicitly. They worry that the Rising Blossoms do not have full control of their organisation, but they have been reassured that those who act in the Blossoms' name and raid trading caravans and wayhouses are misguided and being dealt with.

College of Hanabi. Though Chūji does not move in academic circles often, they have been impressed by the stories of Bombuku's philanthropic acts through conversations with Captain Totsuka. They are not as confident as Totsuka that technological advancement will help the common man; their time among the nobility has left them with little doubt that the upper classes will be the ones in control of such inventions. Chūji gathers whatever crumbs of new inventions they can find through their patrons' connections with the College, passing them to their handler.

Heirs of Kirin. If there is anyone Chūji wants to tell of their true identity, it is Captain Totsuka. They see the similarities in goals of the Blossoms and Heirs, though Chūji does not share the captain's belief that it can be achieved nonviolently. Chūji makes a habit of meeting as many members of the Heirs of Kirin as possible, scoring each one's likelihood to aid with logistics and medicine in a war.

Silk Purse. This is the enemy. Not the bureaucrats who push paper and collect their paychecks, but the puppeteers whose smallest movements spread ripples of inequality throughout the Realms. Chūji studies the nobles around them, always trying to ascertain who is responsible for the organisation's actions.

The Chroniclers. Chūji has met Ryoko of The Chroniclers several times and is impressed by her forthrightness and her books. Though, through their breakneck education, Chūji learnt that history is written by the victors, they aren't sure if The Chroniclers will ever find something that can be used for the Blossoms' aims. That being said, when Ryoko told Chūji the stories of Tetsumine Basin and the powerful crossbows found there, the noble started to get a few ideas.





CHŪJI FIRESTARTER

Humanoid (Nishikin), Noble, They/Them

Personality. Charming, inspiring, strong

Appearance. Muscular, dresses in pinks and purples, white and red skin colouration

Desire. To build a more egalitarian society.

Fear. That all they will achieve is to break civilization.

"Have you ever met Ryoko? I'm sure she'd be interested in your story."

SILK PURSE

“Order rules the realms, and we keep the order.”

The Silk Purse is a mercantile conglomeration of power-hungry merchants, politicians, and economists. Ostensibly, they are simply a guild. However, the reality is quite different: they are shadowy puppet masters whose influence runs deep throughout the institutions of the Realms. With the pull of a string or a nudge off a cliff, laws are passed, wars are declared, and machinations are set in motion. The internal landscape is one of plots within plots, with power shifting as easily as sand. Despite a strict system of rank and hierarchy, no one is ever sure who, exactly, is holding the reins; a low-ranking member might know the secret of a high-ranking individual and be manipulating them from below.

Past Actions. Over millennia, the Silk Purse inveigled their way into the ruling class's inner circle as financial advisors. Through gifts, flattery, and cunning competence, they secured their role as teachers of the emperors' heirs and began a careful campaign to become the emperors' only advisors. Once this was achieved, they distracted the rulers with hedonism and luxury, passing favourable laws in the emperors' name. Eventually, the Realms fell into rebellion and, sensing the turning of the tide, the Silk Purse overthrew the final emperor, Tokihito, in the name of the people. Since then, they have been remembered as saviours, rather than the conniving tyrants they were.

The Silk Purse plays a careful game of manipulation. In secret, they've allowed Rising Blossom cells to gain resources and confidence, to the point that they attack Silk Purse garrisons. Then, when the wayhouses are no longer manned and the patrols don't keep watch, they pay outlaws to raid trade caravans and villages, and even commit arson. A subsequent war of misinformation turns public opinion against the rebels, including members of the Heirs of Kirin who come to aid destitute villagers, and the Purse is welcomed back with open arms.

Goals. Though the individuals of the Silk Purse each have their own personal goals, the organisation shares one collective aim: control. They aim to be the principal advisors to all rulers so that they can manipulate trade and remain wealthy—the basis of power. They affirm their position as a force for good in the public's eyes by constructing regularly spaced wayhouses garrisoned by Silk Purse watchmen who patrol the roads.

Adventure Hooks. The Silk Purse adventure hooks revolve around encouraging trade, making a profit, and cementing their position as puppet masters. They typically care little for collateral damage unless it makes them look bad, a facet which can make them an antagonist to the Heirs of Kirin. The Silk Purse recognises the danger of the Rising Blossoms and, in some adventures, the hooks of the two factions directly oppose one another.



AGENT NISHIKIBE

Names: Takaomi Nishikibe, Taka (to family), Nishikibe, Agent

Faction: Silk Purse

Primary Quest Driver: Compensation

Secondary Quest Driver: Morality

Born into a noble family on the decline, Takaomi Nishikibe attended the School of Shinobi, a wizarding school specialising in stealth and illusion. His family's mounting debts brought him into contact with the underworld of the Realms—thieves, assassins, and debt collectors—a world in which his skill set was highly coveted. Though he flourished for a time, relieving his family of its burdens, he was captured by a high-ranking Silk Purse councilman during an attempted heist.

Realising Nishikibe's connections and skills could be of use, the councilman bought his family's debt and, with it, Nishikibe's service. Now Nishikibe is one of the main handlers for Silk Purse's dirty work. He is their connection to the underworld, a disposable albeit useful pawn that can keep the merchants' hands clean.

Personality. Nishikibe's time amongst the least moral and trustworthy the Realms has to offer has made him a careful and observant man. He has a supernatural ability to predict another being's wants and intentions which, with his quick wit, lets him persuade, coerce, or otherwise manipulate a creature towards his desired outcome. He hides in plain sight, often using illusion magic to disguise his appearance before appearing beside his contact, seemingly out of nowhere. He is confident to the point of arrogance, shows no empathy except when interacting with his family, and does not shake hands.

Appearance. Tall and sinewy with a shock of thin blonde hair, Nishikibe is possessed of long, delicate fingers, angular facial features, and pale skin that speaks to many hours indoors, in shadows, and obscured by illusion magic. Nishikibe dresses in flowing silk robes of black, mauve, and gold. With others to do his dirty work for him, he rarely dons the deep maroons and blues that he used to wear to blend in with the shadows. He carries a cane, which conceals a poisoned rapier, and wears his family's signet ring on his left hand.

Speech & Mannerisms. Agent Nishikibe chooses his words precisely and has a calm, measured cadence in all circumstances. He is softly spoken, using metaphor and clever wordplay to mask his true meaning, be it an offer of help or the threat of harm. He is a skilled actor, easily switching his demeanour to whatever he deems most favourable for the current situation. His one tell is his family's signet ring. In times of stress or discomfort, he rubs his thumb against it to remind himself why he must do this job.

Desires & Motives. Family, and the protection of it, is Takaomi Nishikibe's primary motive, though only the

shadowy councilman that controls him knows this. Nishikibe is ruthless in the pursuit of his master's goals, knowing that his family's life is in his hands. He harbours a secret desire to dig up dirt on his master and alter the dynamic between them, moving from puppet to puppeteer.

Nishikibe admires cunning, quick wits, and the ability to engage with his metaphors and wordplay. He favours people whose motives he can understand, for in that way he can predict their actions. He values people for the ways in which he might use them, ever confident of his ability to stay one step ahead.

Fears & Deterrents. Nishikibe acts out of loyalty to his family but fears that the actions he must take may change him. What would be the point of becoming the puppeteer if he is constantly looking over his shoulder? The lustre to be the one in control is overwhelming, but he knows it's a double-edged sword; to be in power is to be a target.

Nishikibe avoids engaging with the unintelligent except to use them as bait, bargaining chips, or battering rams. He dislikes those who try to get to know him personally, seeing any attempt to do so as an attempt at manipulation. Despite his laissez-faire attitude towards collateral damage, Nishikibe abhors violence for its own sake. Tying up loose ends is one thing, but murder without purpose is barbaric.

RELATIONSHIPS

Here are Nishikibe's opinions of each faction, including his views of his own faction, the Silk Purse.

Silk Purse. Nishikibe thinks little of the pen pushers and bureaucrats, the chaff necessary to keep the world moving. But the world of shadows, trickery, and manipulation... Nishikibe is well suited to this. Though he initially resented being coerced into working for them, he now sees the opportunities it presents, namely keeping his family safe. He turns a blind eye to their misdeeds and does what needs to be done.

College of Hanabi. These scientists are brilliant and blinkered, just how Nishikibe likes them. Nishikibe keeps a close eye on new inventions, trading goods to profit from a changing economic landscape and envisioning uses that their creators had never intended. He is not fond of Bom-buku's contempt and practical jokes.

Heirs of Kirin. The heirs are a useful tool to keep the masses content; donating to them is a worthwhile expense. Nishikibe makes sure to ingratiate himself with them wherever he travels, bringing gifts of medicine and food. This also works to keep the Heirs of Kirin away from the Blossoms' influence.

Rising Blossoms. Society has hierarchy, roles, and expectations; it's not for the common man to try and reinvent civilisation as we know it. The Blossoms are a danger, and

giving them even a little wiggle room is a mistake. If they should ever gain power, chaos will ensue, and Nishikibe doesn't like the unpredictable.

The Chroniclers. Nishikibe likes to think ahead, predict actions, and position himself to profit. The Chroniclers, academics that dig up the past, make Nishikibe surprisingly wary, and their burgeoning magic of historiomancy is one reason Nishikibe gets others to do his dirty work for him. If he wasn't there, no magic can reveal his role, right? He tries to avoid The Chroniclers' most prolific author, Ryoko, for that reason.

AGENT NISHIKIBE

Humanoid (Human), Spy & Wizard, He/Him

Personality. Cunning, insightful, careful

Appearance. Tall, sinewy, well-dressed, graceful

Desire. To become the puppetmaster.

Fear. That his family will suffer as a result of his actions.

"Greetings, I believe we can help one another."





THE CHRONICLERS



"The echoes of the past are wise words."

From court scribes to adventurous archaeologists, The Chroniclers provide a service to all people of the Realms: objective record-keeping. All chroniclers take an oath of honesty and secrecy. They cannot tell a lie and, if asked, will keep secret anything they observe for a period of fifty years, recording the information on sheets of psychic paper that only the writer can read. To eject a chronicler from one's presence is at best an admission of a lack of transparency, and at worst a confession of one's will to commit deception.

For the past few hundred years, The Chroniclers have recorded history without the bias found in the records that predate their existence. To aid in this objective record-keeping, mages within the order have developed historiomancy, a branch of divination magic that allows wielders to look into the past. This magic requires a focus, typically an item that was present during the events that are being investigated. An ancient crown or a kaiju's bone would allow a historiomancer to observe the scene through the eyes of the item or the creature from which the item came. This power is limited, though; the further back in time you look, the more skill is required to bring the pertinent information into focus from among the chaff of white noise.

Past Actions. Over the past two centuries, the number of chroniclers has steadily increased, and the volume of information stored in their Great Library has had to spread into extra-dimensional pockets. Thanks to their oaths, they have acted as witnesses to innumerable contracts, ceasefires, and hostage exchanges, ensuring both sides stick to their agreement. Historiomancy's delving into the past has earned them friends and enemies; secrets buried for years have been unearthed, leading to innocent prisoners being released and guilty nobles being brought to justice.

Goals. The Chroniclers' goal is information—its acquisition, analysis, and storage. They value curiosity and discovery above everything but the truth. Secondly, they act to make this process easier for their researchers, collaborating with the College of Hanabi to create long-range communication devices.

Adventure Hooks. The adventure hooks for The Chroniclers typically revolve around acquiring an old item so that Ryoko can practise her historiomancy on it. After fulfilling such an adventure hook, Ryoko can share her findings. For the GM, this means you can paraphrase the information in the background section of each adventure.

RYOKO

Names: Ryoko

Faction: The Chroniclers

Primary Quest Driver: Curiosity

Secondary Quest Driver: Morality

Ryoko is wiser than one would expect for her years but far less wise than she appears. While this may seem like a contradiction, it is true. Kitsune grow a new tail for each century they have been alive; hence the more tails, the greater the wisdom they can be expected to have accumulated. Ryoko, however, was born with seven tails. From a young age, folk approached her seeking the pearls of her learning and, to be frank, she's sick of it.

Ryoko found solace in books, magic, and the burgeoning art of historiomancy. They don't ask for advice and, with careful probing, they provide fruitful answers. She has worked for The Chroniclers as a historian and writer and, with each book she publishes, her star rises. *Ryoko's Guide to the Yokai Realms* has cemented her place as a documentarian as well as her desire to never do book tours ever again.

Personality. Bookish and self-effacing, Ryoko reserves her energy and passion for research. She is extremely intelligent, possesses an eidetic memory, and is able to make rapid logical deductions as well as use indirect and creative approaches to problem solving. She's not dismissive so much as distracted by her own musings, but when something—be it an artifact, book, or person—grabs her attention, it has her full focus. The intensity of Ryoko's spotlight can be intimidating for some and utterly enchanting for others.

Appearance. When not shapeshifted into a fox, Ryoko is a female kitsune with a waterfall of thick ginger locks. Her seven tails are extraordinarily long and bushy, finding use as scarves, bolsters to help her reach higher bookshelves, and makeshift chairs. She wears little jewellery and typically carries a long bo staff, from which hang several lanterns—essential for nighttime reading!

Speech & Mannerisms. Ryoko is blunt to the point of being rude. Her vocabulary is more developed than most, and she has a habit of pausing her sentence mid-speech to try and remember the word that would exactly fit her meaning. When trying to recall information, she pictures the book in her hands and traces the lines of the invisible tome until she finds the required information.

Desires & Motives. Though not especially adept at social situations, Ryoko still carries a desire to connect with other people. Face-to-face interactions can be tricky, but her books' receptions have helped her feel valued. What would really make her happy, though she does not know it, is a pen pal. She believes that if she can find the origin of kaiju, she will, through her books, connect with the people of the Yokai Realms like never before.

Learning engages Ryoko; she is delighted to be presented with a new story, a piece of undiscovered history, or artifacts on which she can practise historiomancy. She values the ability to think critically, debate (she will often play the devil's advocate), and creativity.

Fears & Deterrents. There is so much to experience in life that Ryoko sometimes wonders if she's missing out. Books are great and all, but if she doesn't manage to step outside of her comfort zone once in a while, will she have experienced all life has to offer?

Ryoko is tired of other beings assuming that her seven tails mean that she is a font of wisdom. She avoids small talk and over-exuberance, finding it far more tiring than hours of study. She baulks at violence and detests manipulation, cruelty, and lies.







RYOKO

Humanoid (Kitsune), Historian, She/Her

Personality. Bookish, self-effacing, distractible, subject to hyper-focus

Appearance. Seven enormous tails and a long staff with lanterns attached

Desire. To discover the origin of Kaiju.

Fear. That her inhibitions will limit her horizons.

"I can spare five minutes if you can promise to be interesting."

RELATIONSHIPS

This section details Ryoko's views on each faction, including her own faction, The Chroniclers.

The Chroniclers. Ryoko feels like she has found her people with The Chroniclers. They are a varied and eclectic bunch, and they typically communicate via letters, which is fine by her. Ryoko is sure that by rediscovering the past, the future can be made better. The thought that digging up new facts might disturb the harmony of the Realms doesn't occur to her; the truth is paramount.

College of Hanabi. The plan for long-range communication devices is a source of anxiety for Ryoko. Sure, it'd be useful, but if you can't write it down, how do you know that you're going to say the right thing at the right time? That being said, if they could invent a quill prosthesis that wrote at the speed of thought, that'd sure be useful.

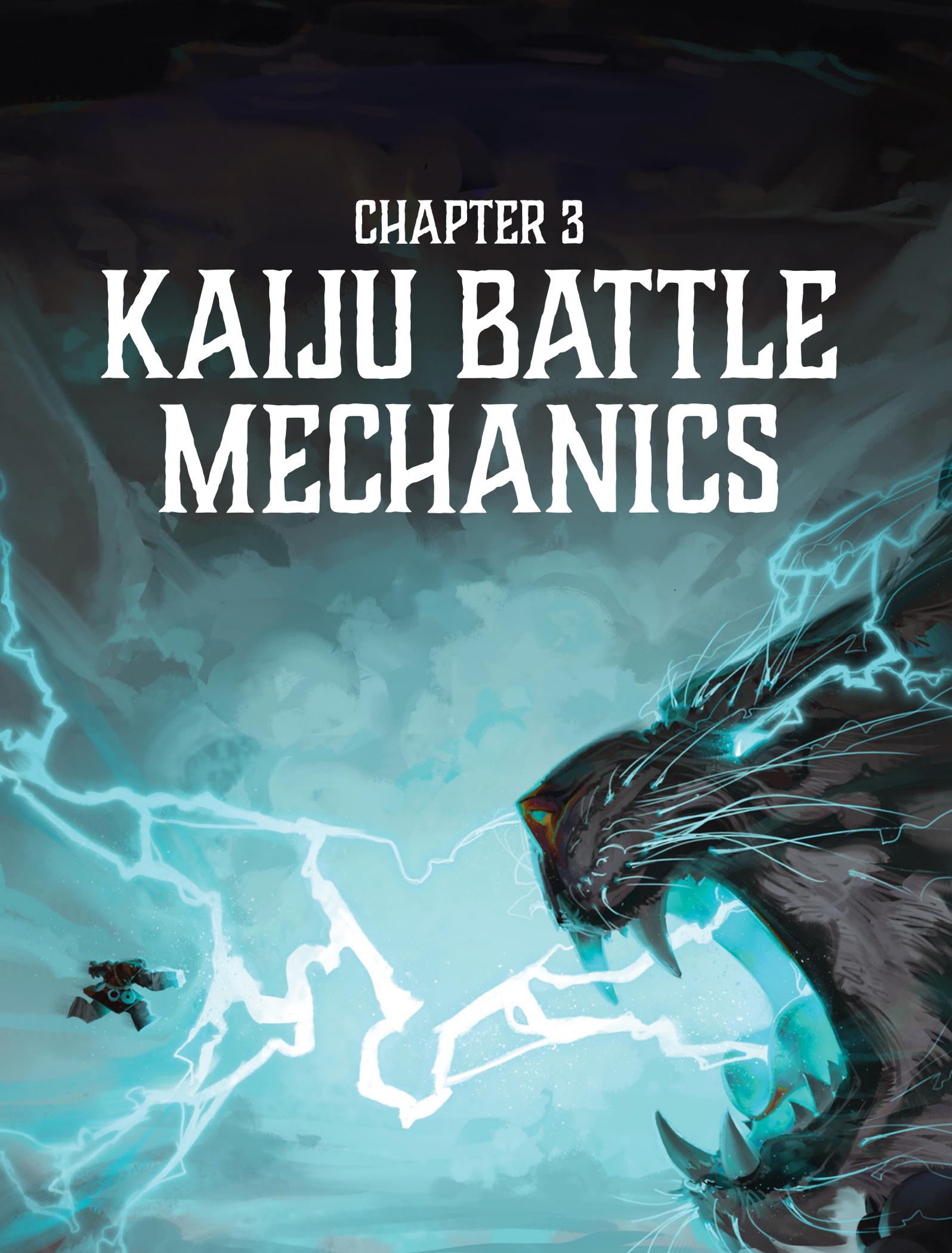
Heirs of Kirin. On her travels through the Realms, Ryoko has seen the good these volunteers do and views their existence as beneficial. Her current quest is to discover the origin of kaiju; if successful, she might be able to help the Heirs in some small way. It might even have more of an influence on her world than the books. The heirs have a standing order to courier any kaiju fragments they find to Ryoko to help her with her studies.

Rising Blossoms. Ryoko has stumbled across a Rising Blossoms spokesperson giving a clandestine rally once. She knows little of the struggle of common folk, and their words could be dangerous. However, a quote from the famous writer, Duckythides, sticks with her: "The strong do what they can, and the weak suffer what they must." That doesn't seem quite right.

Silk Purse. The Silk Purse has a policy of not allowing Chroniclers access to their reams of records, purportedly for the privacy of their investors. Nevertheless, they use The Chroniclers as witnesses whenever they have a public-facing announcement. Ryoko admires the efficiency of their bureaucracy but is ambivalent towards their goals; the wheeling and dealing of the business world is something she'd rather ignore, and something about Nishikibe makes her uncomfortable.

CHAPTER 3

KAIJU BATTLE MECHANICS



KAIJU BATTLE MECHANICS

"Kaiju are like natural disasters; they aren't something one can simply conquer. You 'win' if you're still alive when the earth stops shaking."

— Ryoko

OVERVIEW

Kaiju are colossal, apex monsters of the Yokai Realms. Manifestations of primal magic, their mere presence can shatter the ecological balance of an entire continent. Snow-capped mountains are decapitated with the swipe of a claw, a valley is drowned as a slumbering behemoth dams a river, and a civilisation is decimated by a rampaging colossus.

Due to their immense power and size, entering into battle with a kaiju is unlike battling any other creature. Kaiju have ability scores, actions, traits, and a challenge rating, like smaller creatures, but defeating a kaiju is a far more complex endeavour. Characters must scale the kaiju, target vulnerable areas, and deplete its Chaos Threshold. As the battle progresses, a kaiju's behaviour and tactics will evolve in response to player actions. In its death throes, a kaiju attacks recklessly, and the party must deliver a well-timed Finishing Blow to secure victory.

Player Knowledge. The mechanics for fighting kaiju should not be a secret. Players should understand the fundamentals of the system (vulnerable areas, death throes, etc.) so they can launch themselves into the fantasy of battling these behemoths with confidence. You might choose to share these mechanics with them directly. Alternatively, you can explain kaiju behaviours, battle tactics, and vulnerable areas through NPCs and clues your players find along their journey. This book contains ready-made adventures that give information on battling kaiju for players to enjoy, and *Bombuku's Notebook of Knowhow* is a companion catalogue that gives players all the information they need to play, without any spoilers on specific adventures.

KAIJU BEHAVIOUR & CHAOS THRESHOLD

Although kaiju can't be defeated by brute force alone, attacking a kaiju can provoke changes in its behaviour. Some kaiju transform to battle adventurers in new ways, or gain additional, mighty abilities as they take damage. Heroes must always be ready to adapt their tactics and think on their feet to survive a kaiju's evolving onslaught.

Chaos Threshold. Instead of a regular hit point pool, a kaiju has a Chaos Threshold, a pool of hit points separate from those of its vulnerable areas. Whenever a kaiju takes damage to a location other than a vulnerable area, this damage is dealt to the kaiju's Chaos Threshold. When the Chaos Threshold is reduced to 0, the kaiju is not defeated but instead begins to Rampage, adopting a new behaviour described in its Behaviour table. Triggering a kaiju's Rampage is often necessary to expose its vulnerable areas (see page 24) and take it down.

Behaviour Table. A kaiju's stat block is accompanied by a table that details the new behaviour it adopts when a triggering event occurs, such as the party exploiting one of the kaiju's vulnerable areas. The behaviours aren't listed in any particular order; how players approach a fight will dictate how a kaiju's behaviour evolves. When a kaiju finishes a long rest, it loses any behaviours it has gained.

UNDERSTANDING THE CHAOS THRESHOLD

When a character attacks a kaiju (and not one of its vulnerable areas, see page 24), you can describe the kaiju becoming increasingly enraged each time it takes damage. Eventually, this rage manifests in a Rampage—a change in behaviour where the kaiju focuses its unbridled fury on the player characters, attacking with extreme aggression and without caution. This change in behaviour often reveals a vulnerable area that was not previously targetable.



EXAMPLE - BAKURYŌ

Bakuryō, the Endless Spring, is a dragon kaiju with a Chaos Threshold of 250. When her Chaos Threshold is reduced to 0, her Rampage behaviour is triggered, causing her to enter her Water Form, transforming her abilities and tactics, and altering the nature of the battle.

BAKURYŌ BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	Bakuryō's Chaos Threshold is reduced to 0 hit points	<p>Effect. Bakuryō ends the grappled and restrained conditions on herself and enters her Water Form (see statistics).</p> <p>Lost Features. While in her Water Form, Bakuryō can't use her Breath Weapon action or Hollow Roar bonus action.</p> <p>Vulnerable Areas. Bakuryō's Water Form can be targeted. Her Fins and Upturn Scale can no longer be targeted.</p>



VULNERABLE AREAS & DEFEAT

Vulnerable areas are special weaknesses that cunning adventurers must exploit to defeat a kaiju. Each vulnerable area is listed in the kaiju's stat block. Unless otherwise stated, vulnerable areas share their kaiju's AC, saving throw modifiers, damage resistances, and damage immunities, and each has its own pool of hit points. A kaiju's vulnerable areas regain all hit points when the kaiju finishes a long rest, and its vulnerable areas can't regain hit points by any other means unless explicitly stated in the kaiju's stat block.

Identifying Vulnerable Areas. A creature can use a bonus action to make an **Intelligence (Insight)** or **Wisdom (Survival)** check (DC equal to 8 + the kaiju's proficiency bonus) while it is within **90 feet** of a kaiju and can see it, identifying one visible vulnerable area on a success.

Exploiting Vulnerable Areas. While a kaiju's vulnerable area is at 0 hit points, it's considered exploited. This will trigger a change in the kaiju's behaviour or abilities, as shown in its Behaviour table.

GM TIP: TRACKING DAMAGE

Instead of a regular pool of hit points, every kaiju has a Chaos Threshold (see page 23) and a number of vulnerable areas, each with its own pool of hit points. Before a kaiju battle begins, check the kaiju's Vulnerable Areas table and write down the hit points of each vulnerable area, as well as the kaiju's Chaos Threshold. You will need to track damage to these locations separately.

Calamitous Damage. If a GM feels that an event is sufficiently catastrophic to cause serious harm to the kaiju, the GM can choose to treat one appropriate vulnerable area as exploited. For example, a GM may decide that crushing a kaiju under a collapsing mountain or submerging it completely in molten lava causes calamitous damage.

TARGETING

Attacks. When a creature attacks a kaiju, it can choose where on the kaiju it strikes. Effects that specifically target creatures, like *eldritch blast* or *magic missile*, can target vulnerable areas on a kaiju. For example, a sorcerer might cast *fire bolt*, targeting Bakuryō's fins, tail, or snout, as long as the target is within the spell's range. In Bakuryō's case, the Fins are also a vulnerable area.

Areas of Effect. When an area of effect contains a kaiju, the effect's area might include one or more vulnerable areas. An area of effect's damage can only be applied to a single vulnerable area or, if no vulnerable area is chosen, to the kaiju's Chaos Threshold. The creature that created the area of effect chooses which part of the kaiju to affect with it. For example, if the radius of a *fireball* hits Bakuryō's Fins and Upturned Scale, the spellcaster can choose whether the spell damages one of these vulnerable areas, or if it instead damages Bakuryō's Chaos Threshold. Effects that can travel around corners can damage vulnerable areas if they are within the area of effect, even if it is not currently visible to the creature.

Rule Zero. The GM has the final say on whether a vulnerable area is targetable by any creature.

INACCESSIBLE VULNERABLE AREAS

Some of a kaiju's vulnerable areas are always exposed and targetable, while others must be revealed by provoking certain behaviours from the kaiju, as described in the Behaviours table beside the kaiju's stat block. Thus, combats evolve, and adventurers must adapt to the ever-changing threats and opportunities that present themselves as they engage a kaiju.

DEFEAT

Death Throes. When all of a kaiju's vulnerable areas are exploited, it enters its death throes, desperately fighting with no sense of self-preservation. In addition to unique effects included in each kaiju's Behaviour table (see Appendix C, page 216), the kaiju has **advantage** on all melee attacks, and attack rolls made against it have their critical hit threshold reduced by 2. For example, a creature that normally needs to roll a 20 on its d20 to score a critical hit against a kaiju would instead score a critical hit on a roll of 18-20.

Finishing Blow. While in its death throes, a kaiju can be defeated with a Finishing Blow. To deliver a Finishing Blow, the kaiju must take sufficient damage on a single turn, as shown by the Finishing Blow number in its stat block. When this occurs, the kaiju is defeated.

Death Rattle. The death of a kaiju leaves a mark upon the world. On initiative count 20 of the round following a Finishing Blow, the effects listed in the Death Rattle section of the kaiju's appendix entry take effect. This may manifest as a ruinous wave of necrotic energy withering all life for miles around, or as a more subtle erosion of magic and wonder across the world at the destruction of such an awesome behemoth.

MOVING ON KAIJU

As Gargantuan creatures, kaiju are battlefields unto themselves. Scaling a kaiju allows creatures to reach vulnerable areas, take cover from attacks, and move with the kaiju as it tears across the landscape.

Mounting a Kaiju. Before a creature can move across a kaiju, the creature needs to mount it, using the normal rules for mounted combat. If a creature flies, drops, or teleports onto a kaiju on its turn, the creature can use movement equal to half its speed to catch itself and become mounted on the kaiju. A creature that is on a kaiju but isn't mounted on it immediately falls **prone** in the nearest unoccupied space to the kaiju. Some items and prostheses, like the grappling hook and climbing claws (see *Ryoko's Guide*), allow creatures to mount and move across kaiju more easily.

RULES REMINDER: MOUNTS

Once during your move, you can mount a creature that is within **5 feet** of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0 feet.

If an effect moves your mount against its will while you're on it, you must succeed on a **DC 10 Dexterity saving throw** or fall off the mount, landing **prone** in a space within **5 feet** of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall **prone** in a space within **5 feet** of it.

UNWILLING MOUNTS

Ryoko's Guide introduces a new type of mount, in addition to the standard 'controlled' and 'independent' mounts in 5th edition: unwilling. A creature on an unwilling mount doesn't gain any benefits it would normally gain from being mounted, and an unwilling mount doesn't gain any beneficial effects a rider might impart to a mount.

Movement. Players can use the kaiju schematic presented in each kaiju's appendix entry to see how far their characters must climb to reach various parts of a kaiju's body. After a creature has mounted a kaiju, the creature moves with the kaiju as it moves. If a kaiju is conscious, any part of its body is treated as difficult terrain for a creature mounted on it. Creatures with a climbing speed ignore this difficult terrain.

Kaiju Cover. A kaiju can feel creatures on its body. Even if a creature is in a position on a kaiju that the kaiju can't see, the kaiju can attack that creature without suffering disadvantage. However, be it because a creature's location on the kaiju's body makes it harder for the kaiju to reach it, or because the kaiju doesn't want to damage itself with its own strikes, creatures mounted on a kaiju have half cover (**+2 bonus** to AC) against the kaiju's melee weapon attacks. Like other obstacles, the GM might also rule that certain parts of the kaiju's body also provide cover against effects originating outside the kaiju.

OPTIONAL RULE: TOTAL KAIJU COVER

Creatures might be able to position themselves on a kaiju so as to be untargetable by some of its attacks. For example, a player character clinging to Bakuryō's head may be safe from her Bite attack. Ultimately, it is at the discretion of the GM whether a character is positioned in a manner to grant full cover against some of the kaiju's attacks.

Scaling and Falling. Reaching a kaiju's vulnerable areas may require an adventurer to scale the creature. To repel unwanted passengers, all kaiju have a special bonus action. Typically, this is called Shake Off, but some kaiju re-theme this effect; for example, Raiko has Static Pulse instead of Shake Off. Either way, the DC of this saving throw is equal to 8 + the kaiju's proficiency bonus.

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

BRACING

A gnome grips a ship's rigging as the vessel plunges down the face of an enormous wave; a dragon rider presses her knees into the flank of her scaled mount a moment before it executes a barrel roll; and a titan-slaying hero plants his feet wide, hefting his axe for a killing blow. Whatever the situation, bracing yourself can improve your odds of not plunging a thousand feet to an untimely demise.

Brace. You can brace yourself using surfaces or objects in your immediate vicinity by spending an amount of movement equal to half your speed. When you do so, you are **braced** until the start of your next turn: your speed is **0 feet**, and you have **advantage** on ability checks and saving throws you make to avoid being moved against your will. This condition ends when you move away from the surface or object you used to brace yourself, or when you become incapacitated. You can brace yourself on a creature at least two sizes larger than you, or any creature with the Kaiju subtype. If you are braced on a creature, the first attack roll you make against that creature before the start of your next turn has **advantage**.

EXAMPLE: EXPLOITING A VULNERABLE AREA

GM: Iminada's skeleton cracks and shatters under Kortov's onslaught! The kaiju lets loose an earth-shaking, mournful cry, and spectral waves of necrotic energy crackle and swirl around it. Humperdink, it's your turn.

Humperdink: I'm still mounted on its tail after bracing last turn. How far away is the Heart?

GM: It's about 30 feet from you; you can feel the booming thuds of its beat ripple across the creature's entire body.

Humperdink: Perfect! First, I'm going to brace myself against the kaiju again by using 15 feet of movement, and then I'm going to cast *el-dritch blast* through the Heart, Bon Jovi style.

GM: Okay, you have disadvantage on ranged attacks because you are within 5 feet of a hostile creature. Make your attack rolls.

Humperdink: I get advantage on the first of my *el-dritch blast* attacks because I'm braced, so that cancels out for a flat roll.

GM: Absolutely. Roll it out.

Humperdink: That's a 25 to hit on the first roll, 27 to hit on the second, and 28 on the third!

GM: Your beams all thread between two ribs and hit—roll damage for each.

Humperdink: 36 force damage, total.

GM: Your brutal barrage of blasts, in conjunction with the damage the Heart took last round, is enough to severely wound Iminada. The kaiju twists wildly in the air, and you feel the thundering pulse of its Heart rise to a fervorous speed before suddenly falling silent. Iminada's Heart vulnerability is exploited!

Humperdink: We're eating whale tonight!

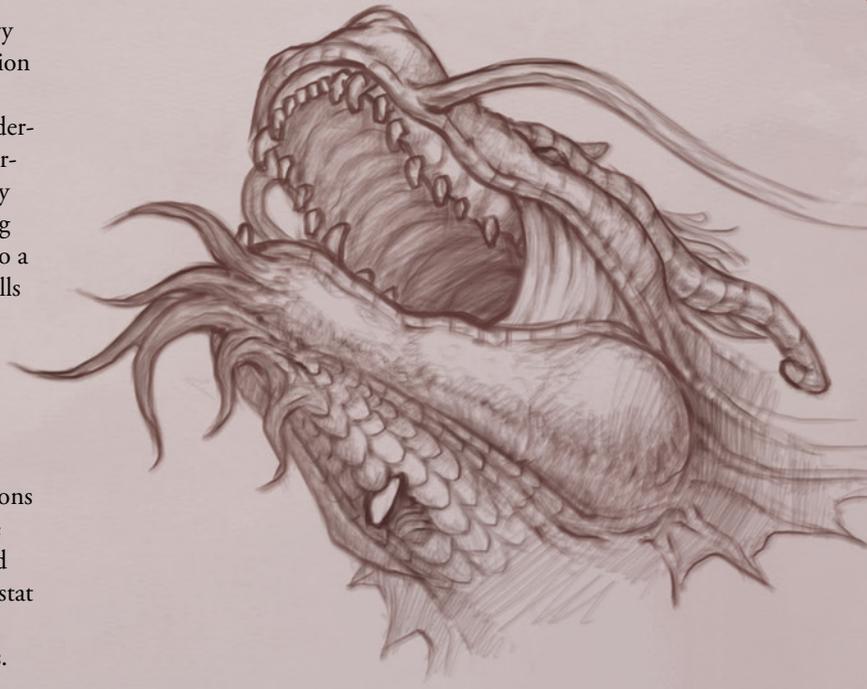
GM: You do realise the whole whale is rotting, right?

PREPARING FOR BATTLE

Understanding a kaiju's behaviour, physiology, and history is crucial in discovering its vulnerabilities. The Clues section of each adventure details how the GM can convey this knowledge to the players. To ensure that your players understand their foe's strengths and weaknesses, you can encourage them to have an in-character dialogue about how they plan to fight the kaiju. One way of doing this is by having an NPC ask the party questions. This is best done prior to a long rest to allow player characters to prepare specific spells or attune to different magical items.

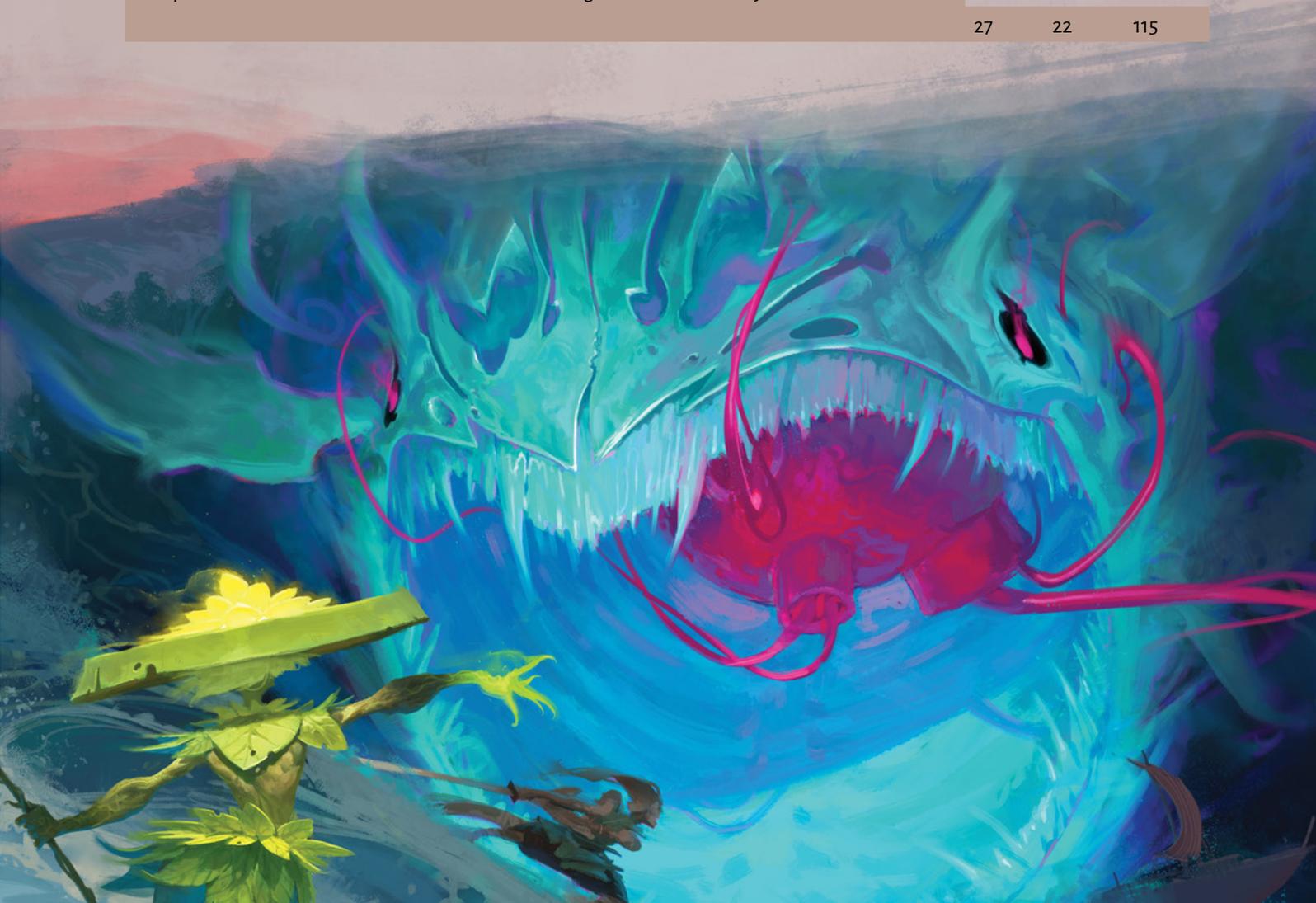
VARIABLE LEVEL ENCOUNTERS

In order for kaiju battles to be implemented at different levels of play, every kaiju stat block has three variations, each at a different challenge rating (CR). All these variations share the same Vulnerable Areas table. The column at the right shows the statistics for each vulnerable area (AC and hit points) for each CR. For example, Bakuryō has three stat block variations: CR 14, 21, and 27. At CR 21, her Upturned Scale vulnerable area has AC 20 and 80 hit points.



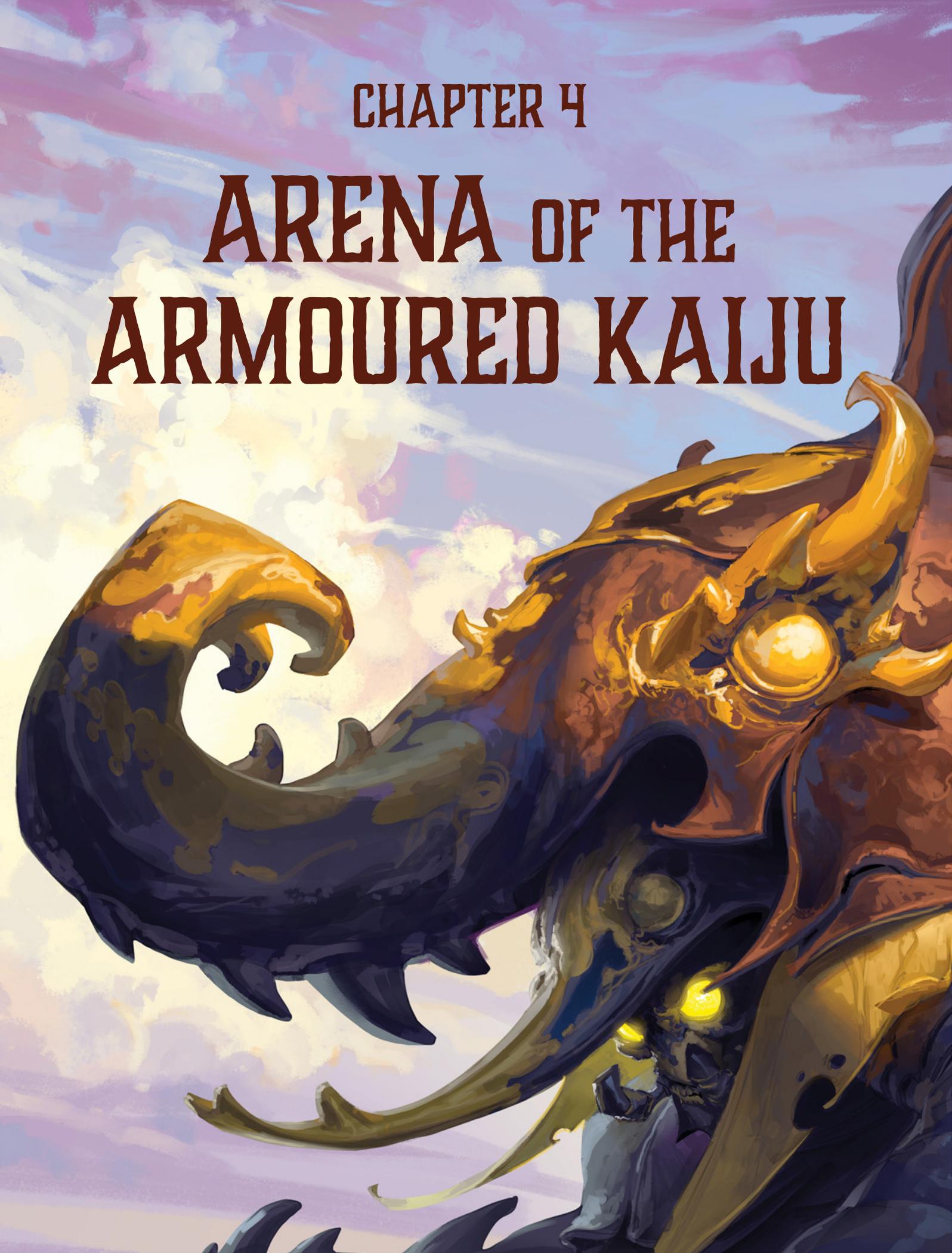
BAKURYŌ VULNERABLE AREAS

Vulnerable Area	Special Traits	CR	AC	HP
		14	18	55
Upturned Scale	This vulnerable area is not targetable when Bakuryō is in her Water Form.	21	20	80
		27	22	115



CHAPTER 4

ARENA OF THE ARMOURED KAIJU



ARENA OF THE ARMoured KAIJU

INTRODUCTION

Arena of the Armoured Kaiju is a 5th-edition adventure 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 to an average party level (APL) of **5**, **11**, or **16**. Characters who complete this adventure should earn enough experience to progress two-fifths of the way to 6th level, three-quarters of the way to 12th level, or four-fifths of the way to 17th level. In this adventure, the player characters must best Nomi (野見), the Quaking Earth.

The party must first venture into the Horn Pits of Kihōsō, a gambling den famed for kabuto wrestling. There, they meet a zoologist who insists she can resolve an ongoing water crisis in the city if the party accompanies her to an aquifer deep underground. After the party balances the aquifer's composition, the kaiju, Nomi, turns their attention to Kihōsō's last drinkable water source, where the party must fight them. The ability to cast the *enlarge/reduce* spell (or otherwise increase one's size), proficiency in the Athletics skill, and resistance to acid damage will be essential in nonlethally defeating Nomi.

VARIABLE STATISTICS

This adventure uses a shorthand to refer to statistics that vary based on the level of the adventure. **VDC** refers to a variable DC, **Vmod** to a variable modifier, and **Vdam** to a variable amount of damage. These variable statistics can be modified in text; for example, in a 5th-level adventure, **VDC + 10** means $13 + 10 = \mathbf{DC\ 23}$.

VARIABLE STATISTICS

Adventure Level	VDC	Vmod	Vdam
5th	13	+5	5 (2d4)
11th	15	+7	10 (3d6)
16th	17	+9	28 (6d6)

BACKGROUND

Since the birth of the Yokai Realms, the clashing of kaiju has created mountains, ravines, and deserts as these manifestations of land, water, and sky battle one another. Few kaiju are more territorial than Nomi, the Quaking Earth, an immense arthropod said to carry the tenacity of all insects, arachnids, and crustaceans in the world. Since Nomi was last slain a millennium ago, the Realms have enjoyed a

period of peace and geological stability. But, as is the way of the world, Nomi was re-birthed from the earth and has recently emerged from their chrysalis after spending several centuries as a larva.

During that peaceful millennium, Humanoids discovered the Tofuoka Hills and its unique resources: ready-grown housing, easily tamed giant beetles, and a plentiful supply of sulphur, a key component of the explosives manufactured by the College of Hanabi. They built the city of Kihōsō amongst the region's rolling hills and, until recently, have shared a prosperous, if malodorous, existence.

Upon hatching, Nomi's first imperative has been to find and create a suitable spot to spawn. Like all kabuto, Nomi's eggs need an acidic substrate in which to gestate, and they have spent the past few months travelling between deep sulphur deposits, which they consume to create acid, and an enormous aquifer, which they acidify. Though Nomi's subterranean movements initially resulted in several earthquakes, these subsided once Nomi established their route, much to the relief of the Kihosan people. However, a second calamity was soon to befall them.

Surface water from the Tofuoka Hills isn't potable due to the prevalence of sulphur and the biological imperative of local female arthropods to acidify water in preparation for spawning. To circumvent this, extraordinarily deep wells have been dug throughout the region to tap into an enormous underground aquifer situated below layers of impermeable rock. The vastness of this body of water is far bigger than any kabuto could acidify on its own. Any kabuto, that is, except for Nomi.

Able to produce enough eggs to fill a harbour, Nomi has requisitioned Kihōsō's main water supply as their spawning pool and has steadily increased its acidity. The water has become undrinkable; the town's emergency water supply, a stepped well used as a temple to the north of the city, is running low and, as usual, the poorest are suffering.

Sensing opportunity, the Silk Purse has begun to caravan in potable water to sell at eye-watering prices. Some common folk are turning to the Horn Pits, a bloodsport-focused gambling den, as a last-ditch attempt at changing their fortune. With many falling into debt, the whole city could soon descend into a crime slum, with fresh water the currency of choice. Fortunately, a zoologist named Dr. Doolots has collaborated with the Heirs of Kirin to create a device capable of neutralising large bodies of water, and she intends to deal with the problem at its source.

SUMMARY

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

- **Which Monster?** Nomi, the Quaking Earth
- **Monster's Motivation.** The kaiju has hatched after a long incubation and is looking to acidify a body of water in which they can lay their eggs.
- **Monster's Previous Actions.** Nomi acidified Kihōsō's main water supply, making it undrinkable. They also caused several earthquakes in the region.
- **Where's the Monster?** The kaiju is travelling between sulphur deposits and an aquifer, both deep underground. After the aquifer is neutralised, Nomi moves to the temple-well north of Kihōsō.

Here's the names to know for this adventure:

- **Region.** Tofuoka Hills.
- **Starting Location.** Kihōsō.
- **Encounter Location.** The Horn Pits.
- **Kaiju Battle Location.** Temple-Well.
- **Main NPC.** Dr. Doolots.
- **Secondary NPC.** Yoshito (Rising Blossoms).

ADVENTURE HOOKS

Whether it's to help people in need, to attain an acid capable of eating through adamantine, or to acquire a bounty, there's something for everyone in Kihōsō.

- **Heirs of Kirin, Captain Totsuka: Water Rights (Morality).** The people of Kihōsō are suffering, and the cause is singular: their access to clean water has diminished. A scientist visiting the area previously developed a device to de-acidify a dungeon in the Maphrok Jungle and says that if she can be escorted to the contaminated pool, she might be able to avert this crisis. Find Dr. Doolots and escort her to the aquifer.
- **Rising Blossoms, Chūji Firestarter: Fundraiser Fiasco (Morality).** One of the individuals responsible for helping fund the Rising Blossoms' burgeoning rebellion is Yoshito, a black ryūjin who trains kabuto to fight in the Horn Pits. His prized kabuto has disappeared, and he needs help finding it to get himself out of a debt-ridden pickle.
- **Silk Purse, Agent Nishikibe: Defaulting Debtor (Compensation).** Yoshito does not just earn money by winning in the Horn Pits but also makes sizable wagers on his and others' bouts. Recently, his assessment of competing kabutos' form has been off, and he's found himself indebted to Silk Purse bookkeepers. Nishikibe wants Yoshito's prized kabuto to pay off his debts.
- **College of Hanabi, Bombuku: Acidic Acquisition (Curiosity).** If there's an acid strong enough to contaminate an entire city's water supply, Bombuku wants a

sample. He posits that such a substance could be used to carve micropathways in the hardest material in the planes: adamantine! Imagine what arcanomechanical inventions using adamantine could achieve! Rumour has it that a scientist intends to neutralise the acid; Bombuku wants a sample before this travesty occurs!

- **The Chroniclers, Ryoko: Kaiju Crusher (Curiosity).** The increasing prevalence of kaiju cataclysms is a cause for concern. In her research, Ryoko has discovered that kaiju of the kabuto classification often fought and killed other kaiju. Folklore tells of a kabuto kaiju that used to stalk the Tofuoka Hills; she would pay handsomely for some samples on which to practise her historiomanancy.

Silk or Blossoms? The adventure hooks by Agent Nishikibe and Chūji Firestarter revolve around the same individual, Yoshito, who has been trying to raise funds for the Rising Blossoms through monster fighting, and who has unpaid gambling debts with Silk Purse bookkeepers. The party can choose whether to turn him in to one of Chūji's or Nishikibe's agents in Kihōsō.

Doolots. Regardless of which hook is used, Dr. Doolots has a solution for neutralising the acidic aquifer and requests an escort down there. If the party refuses, she finds another way down and successfully neutralises the water. In either case, the neutralised water forces Nomi to change the location of their spawning ground to the temple-well.

Bombuku's Basalt Bottle. If the party accepts Bombuku's request to retrieve some of the acid, he gives them a common *Bombuku's basalt bottle*, a magic item (see page 187). If the bottle is used to capture acid from one of Nomi's attacks, effects, or lair actions, it has special properties for which Bombuku rewards the party upon return of the bottle.

REWARDS

If the party manages to save Kihōsō, then the Heirs of Kirin pay the party a handsome reward on behalf of the townsfolk. Additional rewards are available for returning a sample of Nomi's acid to Bombuku, as well as retrieving Yoshito and his prized kabuto. In the latter case, the party can choose to inform either Chūji's or Nishikibe's contact in Kihōsō, each of which results in a different outcome (see Aftermath). Additionally, Ryoko rewards the party if they provide her with samples for her historiomanancy.

Whichever hook you use, feel free to offer a reward approximating the values in the table below. Note that this table offers gold and experience on a per player character basis based on a four-character party.

REWARDS PER PLAYER CHARACTER

Adventure Level	XP*	Gold			
		Nomi defeated	Bombuku's bottle filled	Kabuto returned	Ryoko's sample
5th	3,000	750 gp	100 gp	150 gp	50 gp
11th	12,000	3,500 gp	250 gp	300 gp	100 gp
16th	26,000	7,500 gp	600 gp	750 gp	200 gp

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

DR. DOOLOTS

Found in the Horn Pits, Dr. Doolots is a zoologist obsessed with cataloguing all living species of the planes in her ever-expanding book series, the *Encyclopedia Animalia*. She is currently on a years-long journey through the Yokai Realms and is fascinated by the enormous arthropods found throughout the Tofuoka Hills. She has gold scales, wears fine silken robes, sports pince-nez on her long snout, and notably, has tubes of bioluminescent liquid where her horns would be.

Information. Doolots can be met in the Horn Pits, where she divulges information pertinent to the forthcoming battle with Nomi:

- After a series of earthquakes a few months ago, the acidity of the drinking water in Kihōsō steadily increased.
- Now it is entirely undrinkable. The temple-well to the north of the city is almost exhausted, and the price of water is soaring.
- The city draws its water from an aquifer deep underground. She has a device constructed to neutralise the acidity of a dungeon in the Maphrok Jungle several years ago that she hopes to use to neutralise the aquifer.
- Kabuto are generally very passive. Males, identifiable by their prominent horns, only become aggressive around females in heat. Even then, they never kill one another. When a male kabuto is defeated in the wild, it leaves that location until the eggs hatch (see Clue 3).
- In the Horn Pits, female kabuto pheromones are used to induce a fighting frenzy within the usually docile male kabuto.
- Female kabuto, identifiable by their engorged abdomen, spray acid to acidify water in preparation for egg spawning; the eggs need an acidic substrate in which to gestate. They also use the acid spray when intimidated and so aren't used in the Horn Pits anymore; too many punters got hurt. To make their acid, they venture underground to eat sulphur.

Roleplaying NPC. Dr. Doolots is a curious and inquisitive person. She asks probing questions of the party like “What inspired you to be an adventurer?”, “What would you be doing if you weren't adventuring?”, or “Would you rather

substitute two of your arms for legs, or two legs for arms?” She is a field researcher through and through and is used to the rigours of basic living, dry rations, and making a quick escape when disaster approaches. Though she is found in the Horn Pits, she dislikes bloodsport and endures the bouts as a means of documenting how kabuto fight one another.

DR. DOOLOTS

Humanoid (Dragonborn), Zoologist, She/Her

Personality. Curious, enthusiastic, overthinker.

Appearance. Tall, sinewy, golden-scaled, piercing blue eyes, wears pince-nez.

Desire. To catalogue all species in the world.

Fear. Failing to prevent (or even causing) the extinction of an uncatalogued creature.

“Bloodsport is entirely barbaric, of course, but it'd be a crying shame to not document every facet of these bouts!”



KIHŌSŌ

'Lumpy', 'stinky', and 'creepy' are words commonly used to describe Kihōsō city by those returning from a vacation to the Tofuoka Hills. They're not wrong; except for the grandiose structures like the Horn Pits and temple-well, buildings in the region are grown from the pod-like *Alveolus* plants which, from a distance, appear like the stalks of brussels sprouts or bunches of grapes. Moreover, the high sulphur content of the area laces every breeze with a fresh waft of rotting eggs, though most locals say you get used to it after a couple of weeks. As for 'creepy'... well, if you're not used to bugs bigger than the palm of your hand, the sight of 10-foot-tall beetles-of-burden might be a little off-putting.

Geography. Kihōsō is a city dispersed among rolling hills covered in maroon grass. Copses of purple *Alveolus* plant-buildings ("Kihos") populate the land, and rivers wend their way through each valley—yellow veins of unpalatable water. Rain is the only regular hazard of the Tofuoka Hills; sulphurous fumes can cause it to acidify as it falls, and creatures without chitin can quickly develop irritating rashes.







CARAVAN
ARTHROPOD

FLORA, FAUNA, & THINGS

The acidic rain precludes conventional Beasts from thriving in the Tofuoka Hills. Instead, every niche is filled by some form of arthropod, and they have developed interesting symbioses with plants of the region.

Grown Kihomes. Plants of the *Alveolus* variety generally follow the same basic structure: a stem rises from the ground and, from that stem, hard spherical structures hang, each of which has a small opening. Animals in the Tofuoka Hills use those structures as shelter and, in return, the plant collects the nitrogen-rich dung the creatures leave behind.

When Humanoids moved to the area, they quickly began using these tree-like plants as residences; their waxy exterior prevents acidic rain from entering, they can be pruned into desired shapes, and each comes with its own toilet and garbage disposal. Since that day, *Alveolus* plants have been bred to provide a variety of new shapes and, in the Tofuoka Hills, the botanists are the builders. A single *Alveolus* might house a dozen common families, or be the mansion of a single noble. Ladders, lifts, stairways, and bridges connect pods to one another and the ground below, and ‘conjoined’ pods can form majestic penthouse suites with commanding views of the hills.

Arthropods. Despite the stench, most visitors say Kihōsō is worth the journey, if only to see the array of bugs! Thick-limbed, slow-moving beetles-of-burden replace mules and oxen, and guardicadas take the place of watchdogs, creating a cacophonous, rhythmic clicking when intruders are spotted. Carriages sit atop the backs of enormous millipedes, providing public transport around the city, while watchmen patrol the skies on the backs of dragonflies, watching for packs of praying mantiwolves. Within the city, guards mounted on

giant scorpions ride across rooftops, and messenger crickets bound above the populace’s heads, clutching scroll tubes in their mandibles. The diversity and size of bugs is truly remarkable, as is the Kihosans’ ability to tame them!

Kabuto. One of the biggest attractions in Kihōsō are the fighting kabuto of the Horn Pits. In the wild, kabuto are docile creatures that gather dung to trade with a specific type of *Alveolus* plant that releases a sugary nectar after receiving nitrogen waste. Female kabuto break from this work when they approach their breeding season, at which time they burrow underground to consume sulphur in preparation for making sulphuric acid. When they find a suitable body of water—not too big, not too small—they begin to spray acid over it. This acidifies the water in a way that allows their eggs, when laid, to properly gestate, and it prevents other creatures from accessing them. This spraying action also releases pheromones, which attracts males of the species. See the entry on page 231 for more on Kabuto. Nomi, a cousin of the Kabuto, shares much of the kabuto morphology but is hermaphroditic, displaying both male and female traits.

Sallowswoll Shroom. Endemic to the Tofuoka Hills, this purple and green fungus gives off a pungent aroma of rotten eggs when chewed and releases a dark purple liquid that immediately stains the tongue of a user. It invigorates an imbibor and causes them to grow in size, a useful effect when being chased by packs of praying mantiwolves. Prolonged use can lead to permanent tooth discoloration, and the bioaccumulation of toxins may cause the loss of a creature’s ability to resist the toxic aftereffects (see page 189).

KNOW THY ENEMY

This section explains the clues you can impart to your players to help them prepare for the battle ahead, as well as encounters you can use to give those clues. The clues are:

- Two tactics can be used to devastating effect in kabuto fights: timed movement to avoid their charges, and attacking their wings when they fly.
- Female kabuto can spray an acidic mist.
- Male kabuto wrestle for territory; if one loses, it leaves that territory for a long time.

To learn the clues, the party must visit the Horn Pits in Kihōsō, as well as a large aquifer deep underground.

Horn Pits. Observing the monster fighting in the Horn Pits reveals clues around kabuto combat tactics and how they can be exploited. In addition, it is where Dr. Doolots is found and where information on Yoshito, the target of Chūji Firestarter's and Agent Nishikibe's quests, can be located.

Aquifer & Hostile Encounter. After visiting the Horn Pits, the party must travel to an aquifer deep underground. It is there that Yoshito is searching for his prized kabuto. It is also the site where Dr. Doolots can neutralise Kihōsō's water supply, as per the request of the Heirs of Kirin. During the journey to the aquifer, the party has the scripted hostile encounter, Kabuto Conflict, where they can practise their kabuto-fighting tactics.

HORN PITS

The Horn Pits is the hub of nightlife throughout Kihōsō, an opulent space filled with monster breeders, pickpockets, a scattering of nobles, and a growing population of desperate townfolk bidding to turn their fortunes around. Exotic monsters are brought to fight to the death, kabuto tamers command their prize fighters against one another in nonlethal wrestling bouts, and daring gladiators (or drunk patrons) pit themselves against creatures of all descriptions. There, the party can meet their contact, Dr. Doolots; watch kabuto wrestle; engage in a gambling mini-game; and observe fighters expertly dispatch male kabuto.

Entering the Pits. The Horn Pits sells three levels of tickets:

- Common (1 sp)
- Deluxe (2 gp)
- Noble (40 gp)

Common tickets grant a ticket holder access to the lower level through the east and west entrances ('A'; see Map 4.1. Horn Pits). Deluxe tickets additionally permit a holder access to the southern area ('B'), which is where Dr. Doolots is located, as well as one free drink. Noble tickets give a holder free drinks all night and the run of the venue, including entrance to the northern section and the boxes in the northern corners ('C'). Ushers (+Vmod to Wisdom (Insight) checks) check tickets at the stairways separating each section and the entrances to the three sections on the outside of the building.

When the party first enters the Horn Pits, you can read the following:

Opulent is an understatement; the upper levels are all white marble, red silk, and ostentatious gold moulding. In the boxes to the north hobnob aristocracy, identifiable by their fine clothing and extravagant attire. In the lowest level, directly around the fighting pit, crowd the common masses. In the southernmost section mull the middle classes: well-to-do merchants and their families enjoying a night of kabuto combat. Colourful gambling slips can be seen in the clenched fists of every patron, and bookkeepers wielding chalkboards hawk odds for the forthcoming fights.

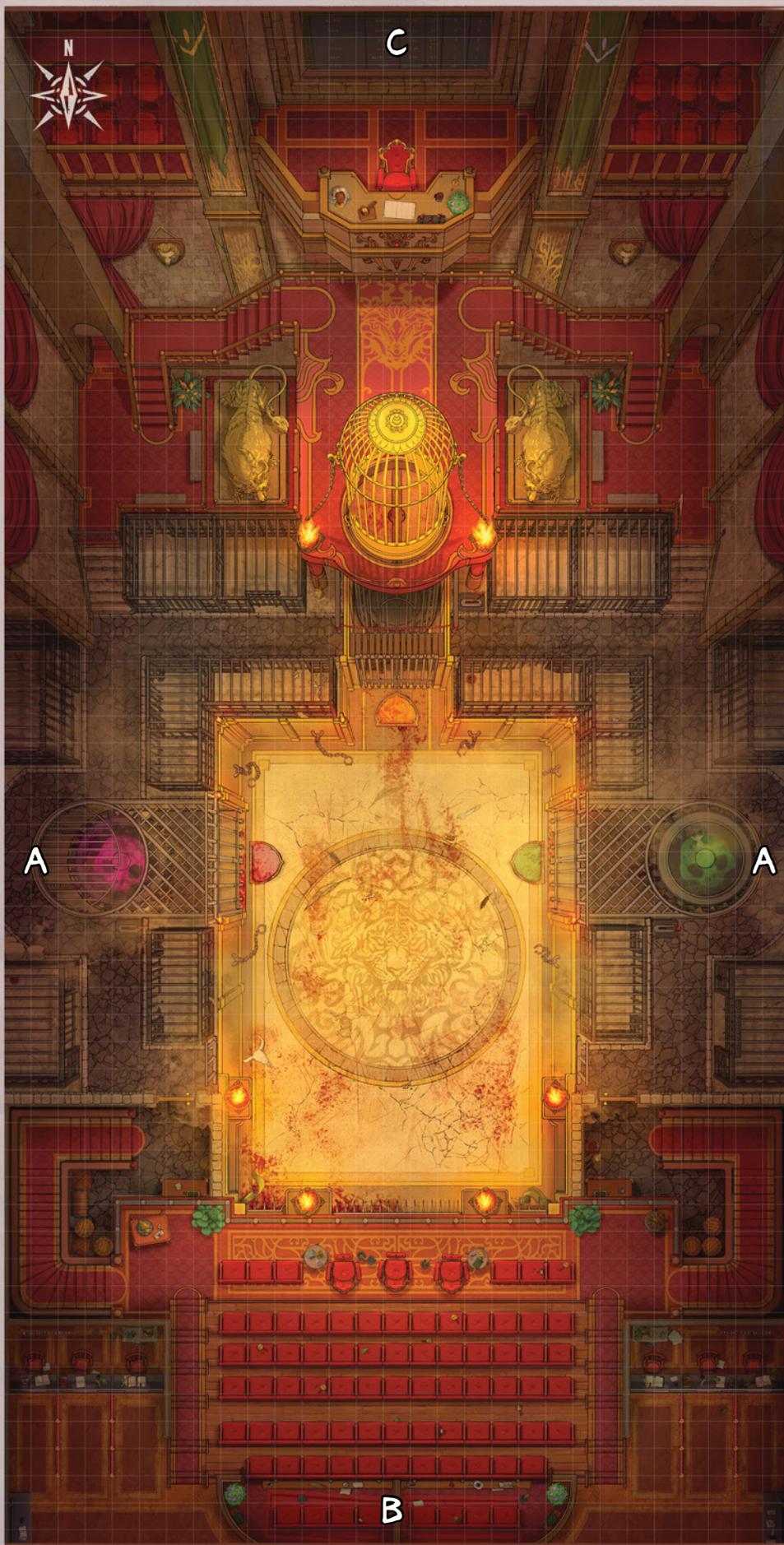
The attention of the crowd is focused on the bout in the sandy, recessed pit at the building's centre. Among those utterly absorbed by the bout is a golden dragonborn immediately identifiable by the glowing test tubes that adorn her horns as Dr. Doolots, your contact in Kihōsō. She scribbles furiously into a notebook, fixated by the display below.

DURATION

You can easily spend an entire gaming session in the Horn Pits, which is totally fine! Between the downtime activities of gambling and fighting, as well as all the tidbits of lore Dr. Doolots tries to impart (which can help prepare the players for the battle against the kaiju, Nomi), there's a lot to do.



SALLOWSWOLL SHROOM



1 SQUARE = 5 FEET

MAP 4.1. HORN PITS

CARTOGRAPHER:
CZE & PEKU

CZE & PEKU

EVENTS

There is an itinerary of events that take place, including several kabuto wrestling bouts throughout the night, in increasing weight classes. Dr. Doolots can explain facts about the kabuto (see Clues 2 and 3, pages 43 - 44). As the evening progresses, Dallion the Dauntless and the Nameless Ronin perform a demonstration of kabuto wrestling and fighting. After this, the sport turns more bloody: monsters are pitted against one another, and gladiators test their mettle against exotic Monstrosities. The itinerary for the evening is as follows (bouts 1-5 pit kabuto against one another).

ODDS

Odds are described as a ratio X:Y. The number on the right of the colon, 'Y', indicates how much money you receive if you bid the number on the left of the colon, 'X'. You do not get the value of the bid ('X') back in addition to your winnings ('Y'). For example, if you bid 2 gold with odds 1:5, you would receive 10 gold back (a net increase of 8 gold).

HORN PITS ITINERARY

Bout #	Title	Contestant 1		Contestant 2	
		Name	Odds	Name	Odds
1	Kabuto flyweight	Black Pearl	2:3	Marengo	2:3
2	Kabuto featherweight	Grey Destiny	2:3	Kakaroto	2:3
3	Kabuto welterweight	Mattex	2:3	Atropos	2:3
4	Kabuto heavyweight	Polava	2:3	Indica	2:3
5	Kabuto superheavyweight	The Scribe	2:3	Spectre	2:3
6	Dallion the Dauntless	Dallion	20:21	Futsu Kabuto	1:10
7	The Nameless Ronin	Nameless Ronin	—	Také Kabuto	—
8	Into the Ring*	?*	3:5	?*	2:5
9	Yokai Fight 1	Kamaitachi**	1:5	Jorōgumo Husk**	4:5
10	Yokai Fight 2	Onryō**	2:5	Wanyūdō**	3:5
11	Yokai Fight 3	Nue**	1:3	Ōmukade spawn**	2:3

*This is the players' opportunity to fight a kabuto (see Mini-Games, page 39).

**Available in *Ryoko's Guide to the Yokai Realms*

MALE
KABUTO



Dallion the Dauntless. A duergar wrestles a kabuto. In order to grow large enough, the dwarf chews the toxic *sallowswooll shroom* (see Flora, Fauna, & Things, page 34) and uses his Enlarge action, becoming Huge sized. This double enlarging is pertinent to Clue 3, Nomi's nonlethal solution, and Dr. Doolots or a neighbouring punter can say "Sallowswooll shroom? Ugh... terrible stuff." Anyone the party asks can describe how the fungus helps a user ignore fatigue and gain strength, but that the aftereffects can be especially debilitating. You can read the following to narrate the fight:

A grey-skinned dwarf stands naked in the arena, chewing something that leaves deep purple juices running through his beard. He leads the audience in a rhythmic clap, stopping only when his body begins convulsing and he visibly enlarges, doubling in height. With a bellow, he rouses the crowd, increasing the tempo of the clapping, before uttering an incantation in Dwarvish and growing once more to over 20 feet tall!

With a bellow of 'DALLION', he motions to the cage of a large kabuto, which is released into the arena with a clang of steel on stone. The dwarf leaps at the kabuto, and they begin to wrestle, feet struggling for purchase in the sand. It's no contest, the dwarf is almost twice the kabuto's size. Nevertheless, the bare-skinned gladiator makes a show of the bout for the crowd, holding the scabbling kabuto at arm's length before sweeping its legs from under it. He pins it to the ground, prone and restrained, and after around six seconds, it ceases moving, totally subdued. When the duergar releases it, it slowly regains its footing and leaves the arena, any trace of aggression gone.

If paid a number of gold pieces equal to ten times the adventure's level, Dallion can teach a character a new action over the course of **1 hour**: Restrain.

Restrain: You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both **restrained** until the grapple ends.

The Nameless Ronin. During this event, a weaponmaster known as the Nameless Ronin fights a kabuto. Their perfectly timed strikes are clues for how the party can approach the fight with Nomi and other, lesser kabuto. You can read the following to narrate the fight:

The babble of gamblers and bookkeepers takes on an excited inflection as a cloaked figure steps smoothly onto the sand. They doff their cloak with a deft movement, revealing plain, unarmoured clothing and a single, sheathed katana on their hip. Though their face is hidden by a bamboo roningasa, they are evidently confident; they hold themselves with a relaxed serenity only a master of arms—or an idiot—could embody.

Listening to the babble, you realise the bookkeepers aren't offering odds on whether the warrior will beat their kabuto foe, but rather on how many slashes of their blade it will take to de-wing the insectoid foe. And the foe is enormous! A huge kabuto, bigger than those in the bouts so far, squeezes into the northern cage, its iridescent maroon shell streaked with veins of turquoise. As the lights dim, a hush falls over the crowd. The click of the ronin unsheathing their katana a quarter inch echoes around the theatre as two spotlights are lit: one on the ronin, the second on the kabuto.

The cage doors slam open, and the kabuto stumbles forward onto the sand of the arena floor. It shifts its head side to side, huge horn a metronome of destruction, before its beady eyes focus on the ronin who stands, unmoving. The kabuto lowers its head. One of its six legs paws at the ground. The warrior shifts their feet, their body taking on the whipcord anticipation of a drawn bow. The kabuto charges and, with delicate grace, the ronin pirouettes to one side, hand never leaving hilt. The kabuto, head lowered and beady eyes obscured, continues its charge headfirst into the southern wall with a resounding crash. The theatre shakes, and the crowd lets out a chorus of appreciative 'oohs'.

Dazed, the kabuto reorients itself. Its armoured carapace cracks open, revealing two shimmering wings like crystalline mirrors. The ronin adjusts position once more, hand tightening on sword handle. The kabuto leaps and the room is suddenly a kaleidoscope of colour as its double-wings unfurl to create a deep buzz. In a fluid motion, the warrior unsheathes their katana into a two-handed grip, executes a looping double-slash, and resheathes their blade. The two wings fall gently to the ground as the kabuto crashes into the sand, gouging a deep trough. A pause. The crowd erupts in deafening applause. The ronin bows once, the first time they've acknowledged the crowd, takes up their cloak, and leaves.

MINI-GAMES

The party don't just have to be observers. They can place bets, control the monsters during the fights, and even enter themselves as participants in the bloodsport.

Mini-Game: Gambling. During any of these events, the players can gamble! The order of events and odds for each are shown in the Horn Pits Itinerary table (page 37). Interfering with a fight is strictly prohibited and, if detected, results in a bloody interrogation to find out who the individual is working for, permanent barring from the Pits, and the forfeiture of any bid or payouts won by the person.

Mini-Game: Roleplaying. You can also allow your players to put aside their characters and inhabit the role of monsters during any of the wrestling or yokai fight events. In this case, you can give the combatant's statistics to the players and let them make the decisions of that creature. Discourage metagaming (such as a player purposefully losing a combat after placing a bid in favour of the opposition); this isn't in the spirit of the mini-game.

Mini-Game: Into the Ring. After the Nameless Ronin's demonstration, the Pit opens up to any who think themselves tough enough to battle kabuto. A player character can volunteer for the solo combat, which has a prize. If all enemies are defeated, a participant gets a reward: the *ring of embiggening* (page 189), the rarity of which depends on the adventure level. The ring is very useful for accomplishing Nomi's nonlethal solution (see Clue 3, page 44).

COMBATANTS & REWARDS

APL	Composition	Ring of embiggening rarity
5th	2 futsu kabuto*	Uncommon
11th	1 futsu kabuto*, 1 také kabuto*	Rare
16th	2 také kabuto*	Very rare

*See Appendix C

FOLLOWING THE ADVENTURE HOOKS

While in the Horn Pits, the party must learn that their next steps take them underground.

Rising Blossoms & Silk Purse: Finding Yoshito. Asking about Yoshito leads the party to discover the following information:

- He is a kabuto breeder and prolific gambler.
- He's been on a losing streak recently and was counting on his prized kabuto winning to get out of debt.
- His prized kabuto, usually so placid, broke out of its stable a few nights ago. Yoshito was last heard saying he was following its tracks underground to find it.
- Many male kabuto have been acting strangely aggressive recently, like they're near a female in heat.

College of Hanabi & Heirs of Kirin. The city's drinking water has become toxically acidic, as anyone in the city can attest. Fresh drinking water is at a premium; it's not included in the free drinks for the deluxe tickets and costs a whopping 1 sp a glass. Water in the town is typically drawn through deep wells that access aquifers far underground, but now the only source of clean water is the temple-well on the outskirts of town. There must be a strong source of acid down there.



RING OF EMBIGGENING

TO THE AQUIFER

The party must travel underground, navigating a flooded tunnel, winding pathways, and aggressive kabuto wrestling over an expectant female. The entrance to the underground cave system that leads to the aquifer is accessed through a small catacomb under Kihōsō. The journey to the aquifer takes approximately 8 hours in total.

OBSTACLES

The party encounters three obstacles, each after approximately 2 hours of travel. The player characters must use their creativity to navigate the obstacles. Work with them to match skills and abilities to make unique checks for these. Use **VDC** as a base DC for each check, and modify it by +/- 5 depending on how feasible the approach is.

Tracking Check Mechanics. Optionally, you can use the Tracking mechanics from *Heliana's Guide*. Use a duration of 2 hours per check, the encounters from *The Low*, and require three checks and two successes to reach the destination. The Flooded Tunnel and Winding Pathways can be used as narrative encounters, and Kabuto Conflict should be the party's first hostile encounter.

Flooded Tunnel. The party arrives at a flooded tunnel 300 feet long and 20 feet wide. There is about 3 feet between the top of the water and the ceiling. A creature that enters the water for the first time on a turn or starts its turn there takes half of **Vdam** acid damage. Example check: **VDC + 5 Constitution (Athletics)** check to climb the overhanging cave roof to the far side. *Failure:* fall into the water.

Winding Pathways. A maze-like series of tunnels makes finding the correct path very difficult. The recent passage of denizens of the underground obscures any tracks Yoshito or his kabuto may have left. Example checks: **VDC - 5 Wisdom (Survival)** check to navigate the tunnels using a glow-in-the-dark paint and numbering system; **VDC + 5 Wisdom (Survival)** check to try and follow Yoshito's tracks. *Failure:* **2 hours** are wasted, and the party can attempt a new check to navigate the tunnels.

Kabuto Conflict. The pathway leads to a small room, around 40 feet in diameter, in which several kabuto are present. One side of the room houses a pool of water over which a female kabuto sprays acid (see Clue 2). Male kabuto, aggressive thanks to the female's pheromones, square up to one another ready to wrestle for the right to breed. All the kabuto are aggressive towards intruders and flee when reduced to one-third of their hit points or fewer. Fighting these kabuto can help the players learn the information from Clues 1 and 2 in preparation for the battle against Nomi.

If the player characters try to wait out of the conflict, an aggressive kabuto (GM's choice) approaches from behind them and combat begins anyway.

APL	Composition
5th	1 kabuto matriarch*, 3 futsu kabuto*
11th	3 také kabuto*, 1 kabuto matriarch*
16th	5 také kabuto*, 1 kabuto matriarch*

*See Appendix C



JOURNEY'S END

Two hours after the third obstacle, the party arrives at the aquifer, where they see Yoshito and his prized kabuto. You can read the following aloud:

An enormous expanse of smooth, white gravel contrasts sharply with the black water of a lake whose gentle waves create a placid lapping sound. Occasional gusts bring the foetid stench of sulphur from across the water, too far for any darkvision to penetrate.

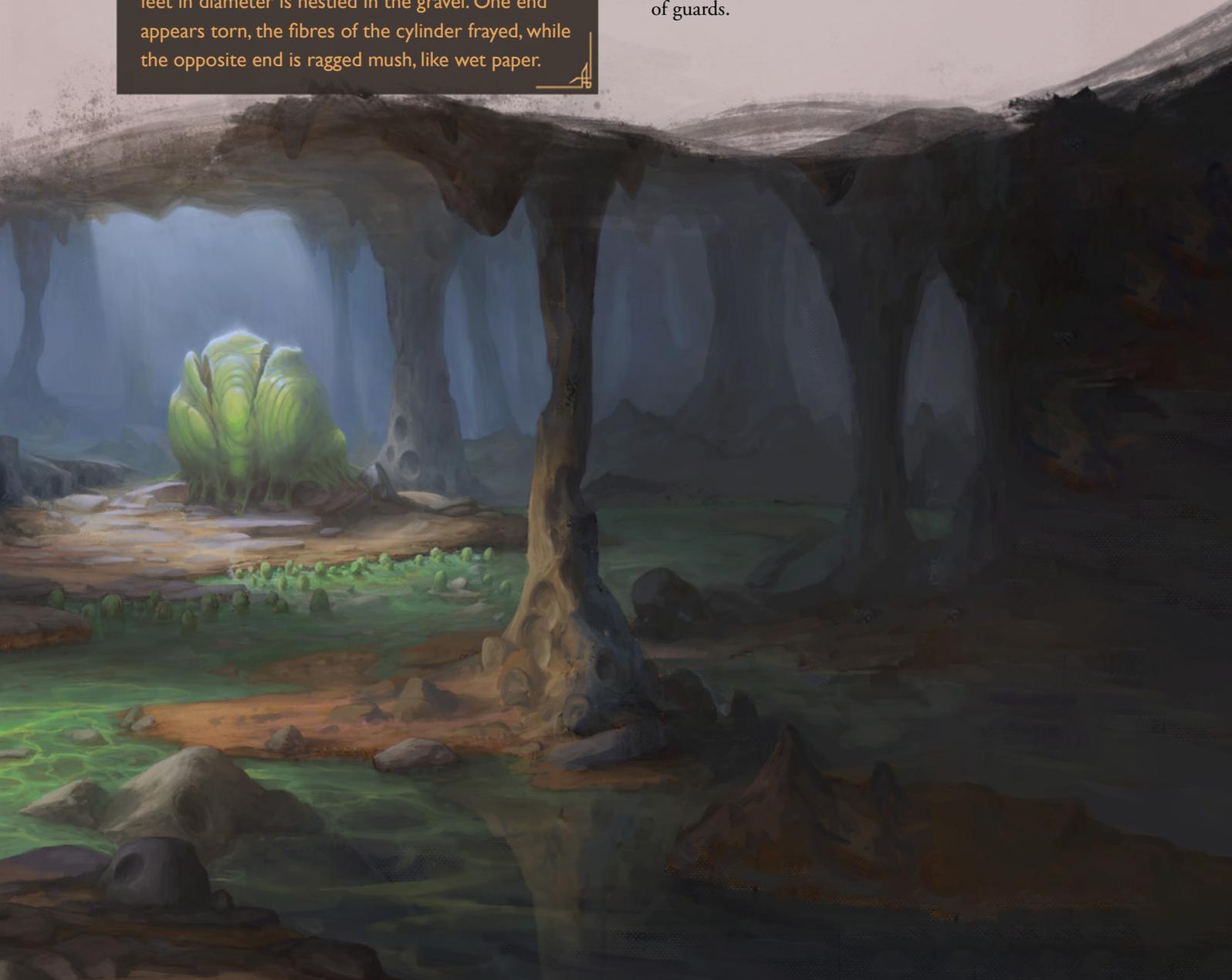
A frustrated shout draws your attention to two dark figures, one a black-scaled ryūjin, the other an immense kabuto the colour of black pearls shot with veins of gold. The kabuto stares out across the black lake, waiting, unmoving. Its handler tugs at the reins, taps its rump with a switch, and whines angrily, all to no avail.

A white cylinder some 50 feet in length and 30 feet in diameter is nestled in the gravel. One end appears torn, the fibres of the cylinder frayed, while the opposite end is ragged mush, like wet paper.

The cylinder is Nomi's chrysalis (see Clue 3, page 44). The white gravel beach becomes very steep after a few feet and the lake rapidly descends to a depth of several hundred feet.

Yoshito & His Prized Kabuto. Yoshito's kabuto is waiting for Nomi's return so it can make a bid to be their mate. Yoshito implores the player characters for help in encouraging the kabuto to return to the surface. The player characters must succeed on three **VDC** ability checks to convince the kabuto; work with your players to make unique skill and ability combinations. Example check: a **VDC spell-casting ability (Animal Handling)** check after creating an illusion to cause it to move in a distracting manner. After the third success, the prized kabuto gives up waiting and is ready to leave.

Dr. Doolots. Dr. Doolots, if present, begins assembling her neutralisation apparatus, despite being fascinated by the enormous chrysalis. Once done, she makes several observations about it to the party (see Clue 3, page 44). If the party did not let Doolots accompany them, they bump into her as they leave the aquifer, accompanied by a squad of guards.



CLUE I: LETHAL TIMING

Kabuto have two methods of closing distance and attacking: charging and flying. The charge always has a visual tell: the kabuto lowers its head and charges at the end of the next turn. A flying kabuto's wings have **vulnerability** to slashing damage and, after use, can be targeted until they retract back into its armoured carapace at the start of its next turn.

Horn Pits: The Nameless Ronin. If the party stops to watch the Nameless Ronin at the Horn Pits, you can read aloud what the party observes (see page 38) and provide the players Handout 4.1.

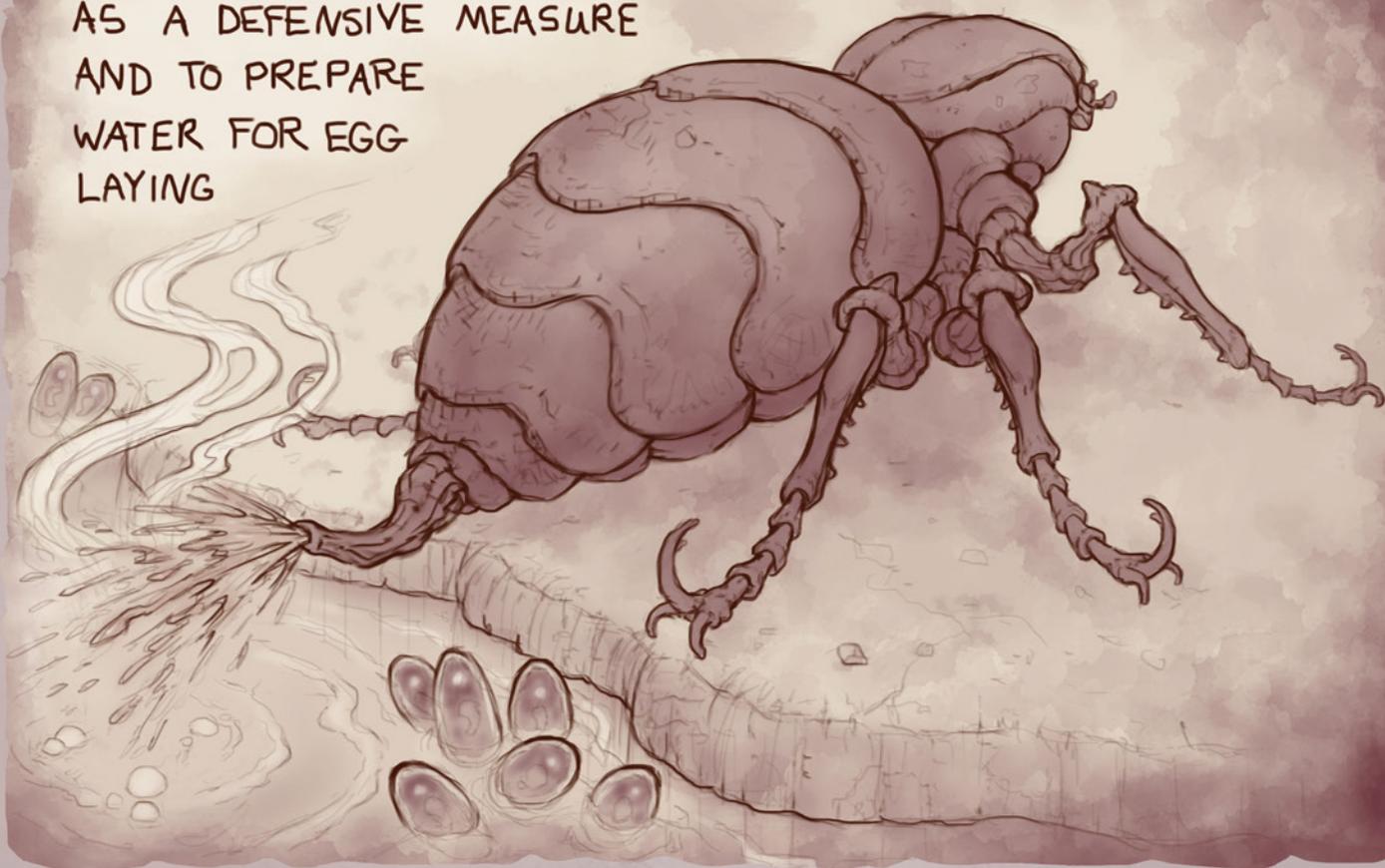
Aquifer: Kabuto Conflict. The kabuto in the hostile encounter have the same bonus actions as those observed in the Horn Pits (Blind Charge and Take Flight). Be sure to narrate how delicate the wings are when exposed and how they could be easily severed by slashing damage. Likewise, narrate how the kabuto's eyes disappear as it gears up for a charge.

USING THE CLUE

When Nomi uses their Blind Charge legendary action, they lower their head. At the end of the next turn, they charge. After lowering their head, but before they charge, they can't see if anything in front of them changes. This means a player can move, summon an object to impede Nomi's charge, or place some other damaging obstacle in Nomi's path.

HANDOUT 4.1

FEMALE KABUTO SPRAY ACID AS A DEFENSIVE MEASURE AND TO PREPARE WATER FOR EGG LAYING



HANDOUT 4.2

CLUE 2: ACID DAMAGE

Female kabuto can secrete acid, which they can spray as a defensive mist when threatened. When the party first observes them, you can show Handout 4.2.

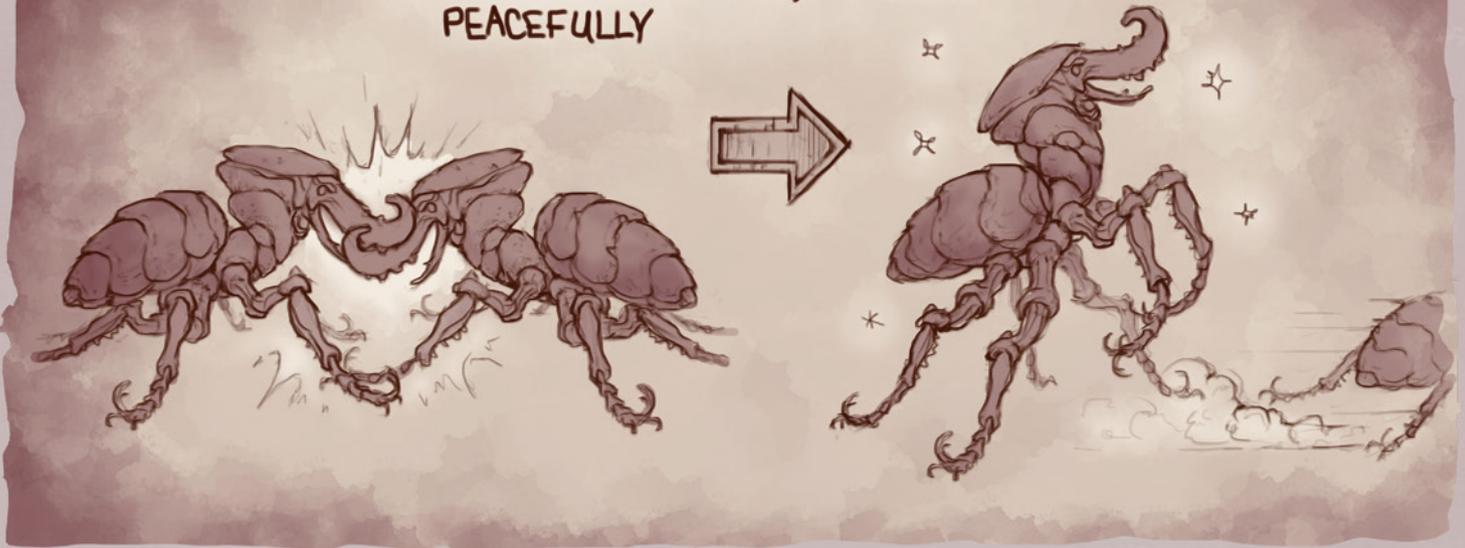
Horn Pits. Dr. Doolots explains that female kabuto used to be allowed in the Horn Pits, but their acid spray ended up hurting too many punters (and the occasional spectator).

Aquifer. During the Kabuto Conflict encounter (see page 40), the kabuto matriarch can be seen spraying a mist into the water of a small pool, while many males compete around her.

GM TIP

Showing is usually better than telling. Just as your players might approach challenges in unique and creative ways, you can adapt adventures and NPCs to present information in a way that inspires you. For example, if your players miss this clue initially, you could choose to introduce an NPC who carries around a miniature, female kabuto and uses it as a makeshift firearm, projecting deadly globs of acid. Or perhaps a local tavern has stylised their condiment dispensers to be kabuto, squeezing super spicy hot sauce from their abdomens. There are endless ways to communicate information, and each one adds to the life you breathe into your world!

WHEN A MALE KABUTO LOSES A
WRESTLING MATCH, IT LEAVES
PEACEFULLY



HANDOUT 4.3

CLUE 3: HONOURABLE WRESTLER

If a kabuto is pinned by another creature, it becomes subdued and leaves the area.

Horn Pits. Dr. Doolots describes how, when a male kabuto is subdued, it gives up and will not compete in the same place again for a while. A male can be identified by the prominent horn on its head, which it uses to cut through its chrysalis after metamorphosis. After seeing the fight, you can give the players Handout 4.3.

Aquifer. At the aquifer, the party finds Nomi's enormous chrysalis. If Dr. Doolots is with the party, she states the following facts; if she's not present, these facts can be ascertained with an **Intelligence (Nature)** check:

- This is a kabuto chrysalis (the largest Doolots has ever seen)—**DC 11**.
- One end shows signs of tearing, which is how a male escapes the chrysalis—**DC 14**.
- The other end shows signs of dissolution, which is how a female escapes—**DC 14**.
- The specimen might be hermaphroditic—**VDC**.

Dr. Doolots, if present, wonders aloud: "Could any beast possibly be big enough to force this creature to submit?"

USING THE CLUE

When Nomi is in their death throes and ends their turn **both** prone and either grappled or restrained, they become subdued. That means that, to make Nomi submit, a creature needs to be able to grapple them which, given Nomi's Gargantuan size, requires the grappling creature to be at least Huge.

The *ring of embiggening*, which the party can acquire by fighting kabuto in the Horn Pits (see page 35), is useful in helping a player character grow to a size big enough, as it stacks with other effects such as the *enlarge/reduce* spell. Furthermore, the toxic *sallowswool shroom* (page 189), which is seen when Dallion the Dauntless fights in the Horn Pits (page 38), lets a creature grow in size and also stacks with the *enlarge/reduce* spell.

THE BATTLE AHEAD

After Dr. Doolots purifies the water in the aquifer over a period of 12 hours (she does this regardless of whether she accompanies the party or not), Nomi decides to abandon it as a potential spawning ground. Instead, Nomi digs their way up to the next nearest body of water: the temple-well on the outskirts of Kihōsō, creating several earthquakes.

Timing. Two things need to happen before the party fights Nomi. The first is that the party needs to take a long rest so that they can mull over the clues they've garnered and prepare the right spells, items, and tactics for the battle. The second is that the party needs to return to the surface, as the battle with Nomi takes place at the temple-well. The party are likely to do one of three things:

- Wait at the aquifer for Nomi's return.
- Walk back to the surface.
- Use magic (*word of recall*, *teleportation circle*, etc.) to return quickly to the surface.

You can use the earthquakes as a trigger to make the party take action. In option 1, after the party finishes a long rest, you can narrate how the earthquakes start and then appear to move upwards, towards Kihōsō. You can also invent a shortcut, perhaps created by the earthquakes, to allow the party to return to the surface in less time than it took them to descend. When they arrive, Nomi has been spraying acid into the temple-well for a few hours and the townsfolk are evacuating.

In the case of option 2 or 3, wait until the party finishes a long rest, then use the earthquakes as a call to action, letting any player who makes an effort determine that the vibrations originate to the north of the city. Nomi emerges outside of the city near the temple-well and immediately begins to acidify the well. No other harm comes to the city, as this is Nomi's only purpose.

Interactions. In both cases, the party sees townsfolk fleeing Kihōsō to the south as squads of guards run northwards, their faces grim masks of determination. If the party asks anyone what's going on, they're told, "Kaiju attack! At the temple-well!"

TEMPLE-WELL

The battle takes place at the temple-well on the outskirts of Kihōsō (see Map 4.2. Temple-Well), which has recently been the only source of clean drinking water accessible to the city. It is used for religious and cultural events, such as The Cleansing, a ceremony that each Kihosan can undergo once in their life, absolving them of any debt, feud, or misdeed.

GENERAL INFORMATION

The temple-well is a huge building about 250 feet wide by 400 feet long. The building is ringed by a 20-foot-high wall in which there are three entrances—gated archways, currently unlocked—one each to the east, south, and west. The interior of the structure is stepped downwards: the top of the wall and first two tiers are each 20 feet apart. After this, the subsequent levels are 10 feet below each previous tier: the top of the wall is 80 feet above the level of the water.

Light. The temple-well is open to the sky, reflecting the lighting conditions for the day-night cycle.

Walls & Floor. The walls and floor are made of finely cut stone.

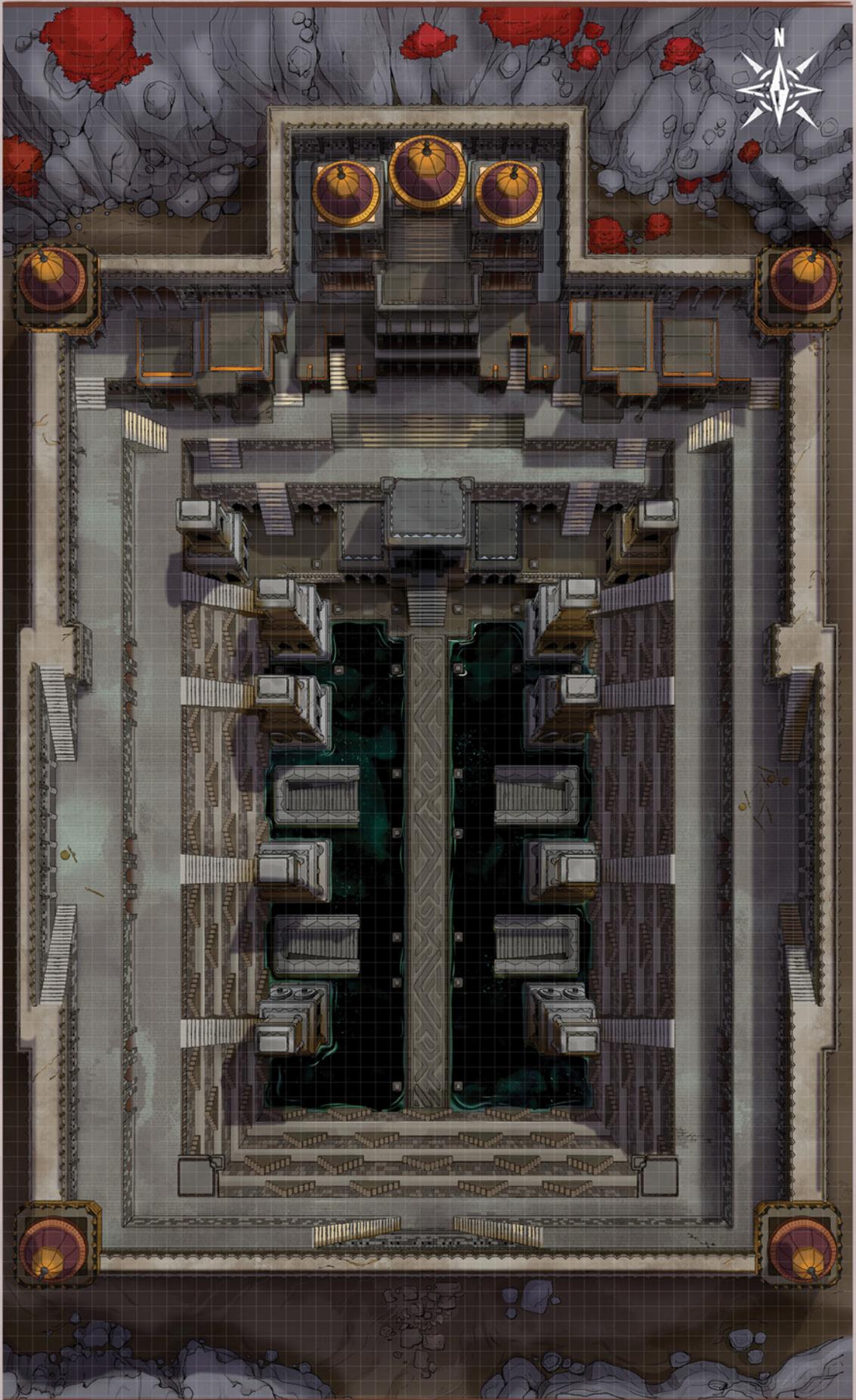
Buildings. The buildings within the temple have open doorways and are filled with carved sculptures of various deities, incense ash, and prayer wheels.

Passages. Creatures on the second tier (40 feet below the wall) can access walkways through the arches on that tier. These are 10 feet wide and run the length of the tier from north to south.

Cover & Collapse. The passages (see previous paragraph), the buildings to the north, and the eight platforms that stand above the well's water can be used as cover by tactical characters. However, Nomi can destroy any 15-foot-cube of a structure with a single attack (no roll required).

A creature that is within a structure that Nomi attacks must make a **VDC Dexterity saving throw** to escape the collapsing building. On a failed saving throw, a creature takes **Vdam + 10** bludgeoning damage, is knocked **prone**, and is **restrained** by the falling stones. On a successful save, a creature takes half as much damage and isn't knocked prone or restrained. A creature that uses its action to make a **VDC Strength** check can free itself or a creature within its reach on a success.

Environmental Hazard: Acidified Water. Nomi has not finished fully acidifying the water yet, but it is still corrosive. A creature that moves into the water for the first time on its turn or starts its turn in it must make a **VDC Constitution saving throw**. A creature takes **half Vdam** acid damage on a failed save, or half as much damage on a successful one.



1 SQUARE =
5 FEET

MAP 4.2.
TEMPLE-
WELL

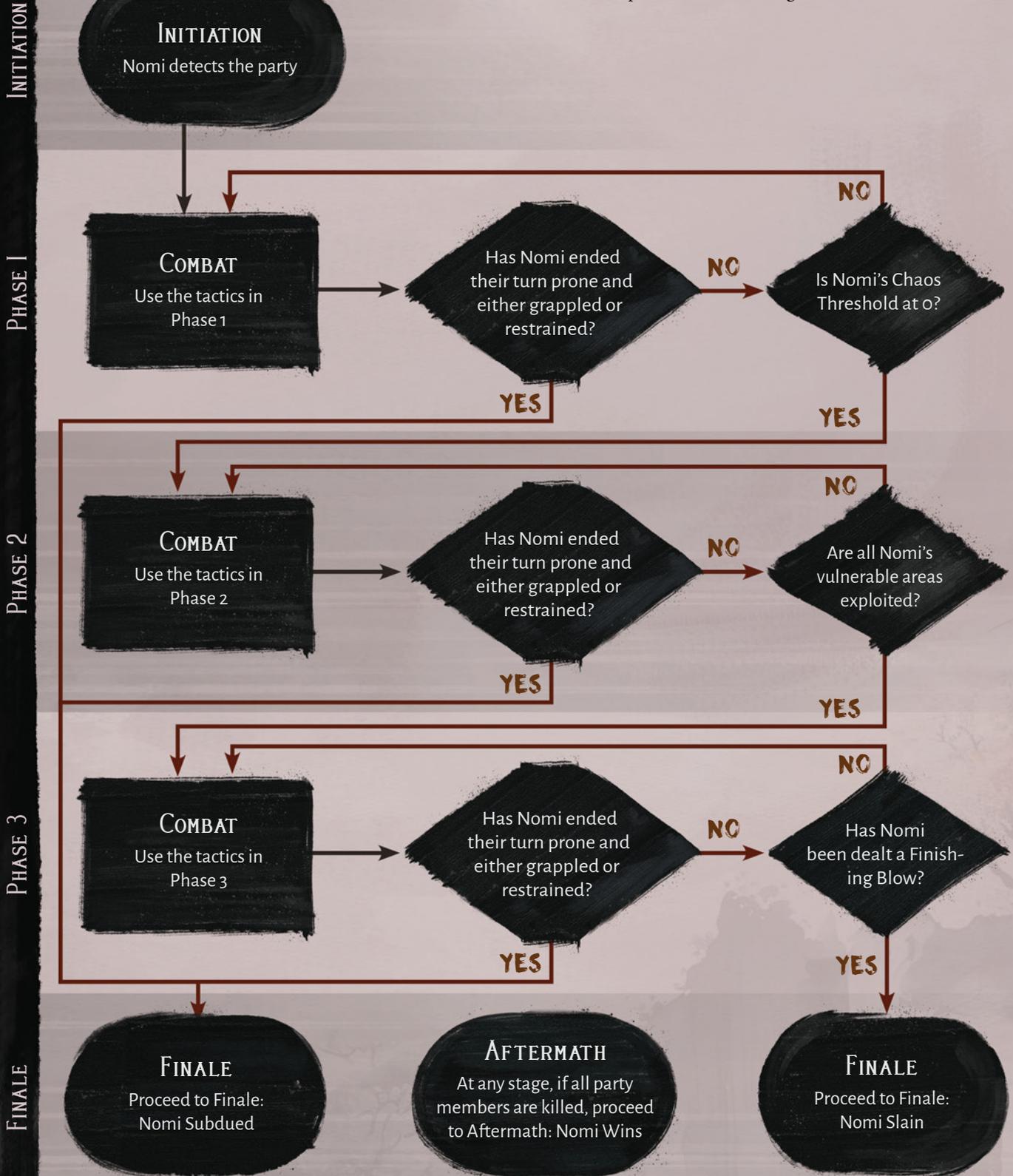
CARTOGRAPHER:
CZE & PEKU

BATTLE PHASES

FLOW OF THE BATTLE

Nomi has three vulnerable areas: their Abdomen, Eyes, and Wings. See page 236 for more details on these.

Changing Statistics. As the fight progresses, Nomi's stat-block changes. Check the Nomi Behaviours table on page 236 to keep track of these changes.



PHASE I

The party arrives at the temple-well to find Nomi acidifying the water in preparation to lay eggs. You can read the following:

As you rush to the temple, a shower of citrine droplets arcs high into the air; the first sign of activity in the stepped well. The top of an ochre-and-black carapace disappears from view below the well's artistic crenellations as the creature within repositions. Approaching the high wall of the edifice, the air carries a stringent aroma like overripe sake; nonmagical metal begins to rapidly develop an oxidised patina.

Nomi ignores the party until one of the following is true, after which Nomi ceases their activity and attacks the party:

- Nomi takes damage from any source.
- A creature targets Nomi with an attack or spell.
- Nomi detects a non-kabuto creature within **100 feet** of themselves.
- A creature places or throws an object within **100 feet** of Nomi.

ENEMIES

The enemy in this phase is Nomi in their fully armoured form.

Level 5. The Phase 1 combatant is:

- 1 **Nomi, The Battered Helm*** (pre-Rampage; CR 9)

Level 11. The Phase 1 combatant is:

- 1 **Nomi, Gladiator of Ages*** (pre-Rampage; CR 18)

Level 16. The Phase 1 combatant is:

- 1 **Nomi, The Adamantine Charge*** (pre-Rampage; CR 23)

*See Appendix C

VULNERABLE AREAS

In this phase, Nomi's Abdomen and Eyes vulnerable areas are targetable. When Nomi's Chaos Threshold reaches 0, the AC of both areas decreases by 5. The Abdomen has **vulnerability** to piercing damage.

TACTICS

Nomi acts in opposition to the party members; if it is evident a creature wants to stay out of melee range, they act to keep the creature within reach of their melee attacks. Conversely, if a creature's main source of damage is dealt using melee attacks, Nomi uses their superior movement to keep their distance while dealing with other enemies.

Tactical Awareness. Nomi is a tactical fighter, though not especially intelligent. This means they react advantageously to things they observe, but they can't predict a creature's actions (or saving throw strengths and weaknesses) until after they perceive them.

Lair Actions. Nomi alternates between Acid Rain and Quake. If the fight is too easy, you can use the Hatch lair action but **beware:** this drastically increases the difficulty of the fight. As a middle ground, you can make the hatched kabuto into 'minions'. A minion has 1 hit point and a trait that lets it take no damage on a successful saving throw.

Legendary Actions. Nomi's Blind Charge is their best source of damage, and they use that option most often. However, if the player characters learn how to avoid this charge, or if a creature has particularly aggravating opportunity attacks, Nomi uses their Attack option to Pincer and/or Toss a foe. When using Toss, Nomi throws creatures downhill to increase the falling damage and potentially cause them to take damage from the acidified water.

Nomi's Turn & Actions. If Nomi's Acid Spray is charged and they can position themselves to hit at least two enemies, they use the spray. Nomi places the Acid Pools this action creates to control enemy movement; if they want a creature to be unable to retreat, they place pools behind them, and vice-versa if they want the creature to stay away. If the Acid Spray is not charged, Nomi uses their movement and Adamantine Armblade attacks to trigger their Trampling Charge trait.

END OF PHASE

This phase ends when Nomi's Chaos Threshold reaches 0 and their Rampage behaviour begins, lowering their AC (see Nomi Behaviours table, page 236). After this, Phase 2 begins.



PHASE 2

Nomi's outer layer of chitin plating is destroyed, they begin to Rampage, and they gain the use of their Wings. You can read the following:

Cracked and broken, the thick ochre plates of the monstrosity's exoskeleton fall from their body. Beneath this ruined chitin is a second carapace, a lithe, iridescent form in hues of navy blue, indigo, and deep green. The protective plating shudders open, and you glimpse scintillating, translucent wings refracting the light for a brief moment before they're re-covered.

ENEMIES

The enemy in this phase is a less armoured and more mobile Nomi.

Level 5. The Phase 2 combatant is:

- 1 **Nomi, The Battered Helm*** (rampaging; CR 8)

Level 11. The Phase 2 combatant is:

- 1 **Nomi, Gladiator of Ages*** (rampaging; CR 16)

Level 16. The Phase 2 combatant is:

- 1 **Nomi, The Adamantine Charge*** (rampaging; CR 21)

*See Appendix C

VULNERABLE AREAS

In this phase, all of Nomi's unexploited vulnerable areas are targetable, including, for the first time, Nomi's Wings. The Wings can only be targeted until the end of Nomi's next turn after they use their Airborne Jaunt bonus action or Take Flight legendary action option. The Wings have **vulnerability** to slashing damage.

TACTICS

Nomi uses their flight, even if using their Wings exposes their final vulnerable area. Otherwise, they continue to act in opposition to the party's desired tactics.

Lair Actions. Nomi alternates between using Acid Rain and Quake.

Legendary Actions. Nomi uses their Take Flight legendary action to close the distance with lightly armoured targets that are trying to keep their distance from them. Once in melee range, they use their Attack option to make a Pincer attack, grappling a target so it can't escape. When they next fly over the well, they can drop the grappled creature to its doom. If Nomi's Wings vulnerable area is exploited, they use their Attack option to Toss creatures downhill instead.

Nomi's Turn & Actions. Nomi starts their turn by using Airborne Jaunt, hopefully knocking creatures beneath them prone. They try to move at least **20 feet** towards an enemy and make an Adamantine Armblade attack, triggering their Trampling Charge. They use Acid Spray only if they can catch at least three enemy creatures in the area. If Nomi's Wings vulnerable area is exploited, they focus on using their movement and Adamantine Armblade attacks to trigger their Trampling Charge trait.

END OF PHASE

This phase ends when Nomi has all three vulnerable areas exploited and their death throes behaviour begins.

Once Nomi's Wings vulnerable area is exploited, you can read the following:

The sparkling, crystalline membranes of Nomi's ragged wings finally give out, and the colossal monstrosity crashes to the ground.



FEMALE KABUTO

PHASE 3

Nomi enters their death throes, at which point they can be dealt a Finishing Blow or wrestled into submission. You can read the following when Nomi's third vulnerable area is exploited.

Nomi spasms, falling to the ground in a thunderous shower of broken rock and caustic acid. Their limbs work asynchronously as they struggle to raise themselves, collapsing once more.

ENEMIES

The enemies in this phase are Nomi, in their death throes, and the kabuto hatched using the Hatch lair action.

Level 5. The Phase 3 combatants are:

- 1 **Nomi, The Battered Helm*** (death throes; CR 4)
- -2 **futsu kabuto*** (from Hatch lair action; CR 2)

Level 11. The Phase 3 combatants are:

- 1 **Nomi, Gladiator of Ages*** (death throes; CR 9)
- -4 **futsu kabuto*** (from Hatch lair action; CR 2)

Level 16. The Phase 3 combatants are:

- 1 **Nomi, The Adamantine Charge*** (death throes; CR 11)
- -2 **také kabuto*** (from Hatch lair action; CR 7)
- -2 **kabuto matriarchs*** (from Hatch lair action; CR 4)

*See Appendix C

VULNERABLE AREAS

By this phase, all of Nomi's vulnerable areas are exploited.

TACTICS

Nomi begins this phase prone and tries to stand up at the start of each of their turns. With limited movement and no Acid Spray action, Nomi's only choice is to attack creatures close to themselves. They target those with the lowest AC. For every lair action during this phase, Nomi uses Hatch to summon reinforcements.

Reinforcements. These creatures appear out of the acidic pool at the bottom of the well in locations of Nomi's choice. They attack the closest hostile creature to them with no sense of self-preservation. If Nomi is subdued, these creatures disengage before leaving the area. If Nomi is slain, the creatures continue fighting.

Too Deadly. If the presence of the kabuto reinforcements is proving too much of a challenge, consider making them minions. This means each creature has just 1 hit point and, if the creature succeeds on a saving throw against a damaging effect, it takes no damage, regardless of the effect's wording.

Subduing Nomi. If Nomi ends their turn both prone and either grappled or restrained, they give in and are subdued.

Hard Mode. To make things more difficult, change the conditions to subdue Nomi to "If Nomi ends their turn prone and restrained by a creature that is grappling them".

END OF PHASE

The phase ends when Nomi succumbs to a Finishing Blow or is subdued.

FINALE

If Nomi is dealt a Finishing Blow, proceed to Nomi Slain. If Nomi is subdued, jump to Nomi Subdued. If Nomi beats the party (the player characters die or flee), you can work the Nomi Wins section of the Aftermath into your world.

NOMI SLAIN

A crack splits the air as a hair-thin line appears on Nomi's carapace. With the screeching grind of metal on metal, the fractured segments of Nomi's iridescent armour slide past one another, green and purple viscera forcing its way out in bubbling sacs. The enormous monstrosity's legs scabble at the ground as they convulse. With a final, high-pitched keening sound, Nomi falls still.

As Nomi dies, the pheromones they release cause all arthropods within **10 miles** to become aggressive for the next **2d6** days. They attack other living creatures on sight.

NOMI SUBDUED

If Nomi is successfully wrestled, they submit to the creature that bested them, and any kabuto in the area leave. You can read the following:

Pinned, prone, and restrained, Nomi relaxes, their bladed arm tapping the ground at their side. All traces of aggression leave their broken body, which hums with a contented purr. With a heaving, they curl their splayed legs under themselves, rising to their feet. They turn eastward, clamber over the walls, and pick their way toward the horizon.

Although Nomi themselves can't be harvested, their broken outer carapace can be harvested for components to create unique magic items (see Treasure, page 55).





AFTERMATH

The future of Tofuoka Hills depends on whether the party slew Nomi, subdued them, or were themselves defeated. However, some events occur regardless of whether Nomi is slain or subdued.

- Dr. Doolots' water neutraliser works and the water crisis in Kihōsō is averted. The Silk Purse makes a loss on the shipments of water they were importing.
- If Yoshito is given to Chūji's agent, the Blossoms pay off his debts. In addition, his prized kabuto goes on to sire a line of enormous kabuto onto which the Rising Blossoms mount siege weapons.
- If Yoshito is given to Nishikibe's agent, the Blossoms lose a major source of income, hampering their rebellion's preparation.
- If Bombuku is given a sample of Nomi's acid, he devises a way to synthesise it, allowing adamantine to become an arcanomechanical conductor. Wait for the next instalment in this series to see how this pans out.
- Ryoko discovers that Nomi defeated many kaiju in the past and is reborn whenever they are defeated. She begins devising a plan to manipulate Nomi's meanderings to combat calamitous kaiju.

NOMI SLAIN

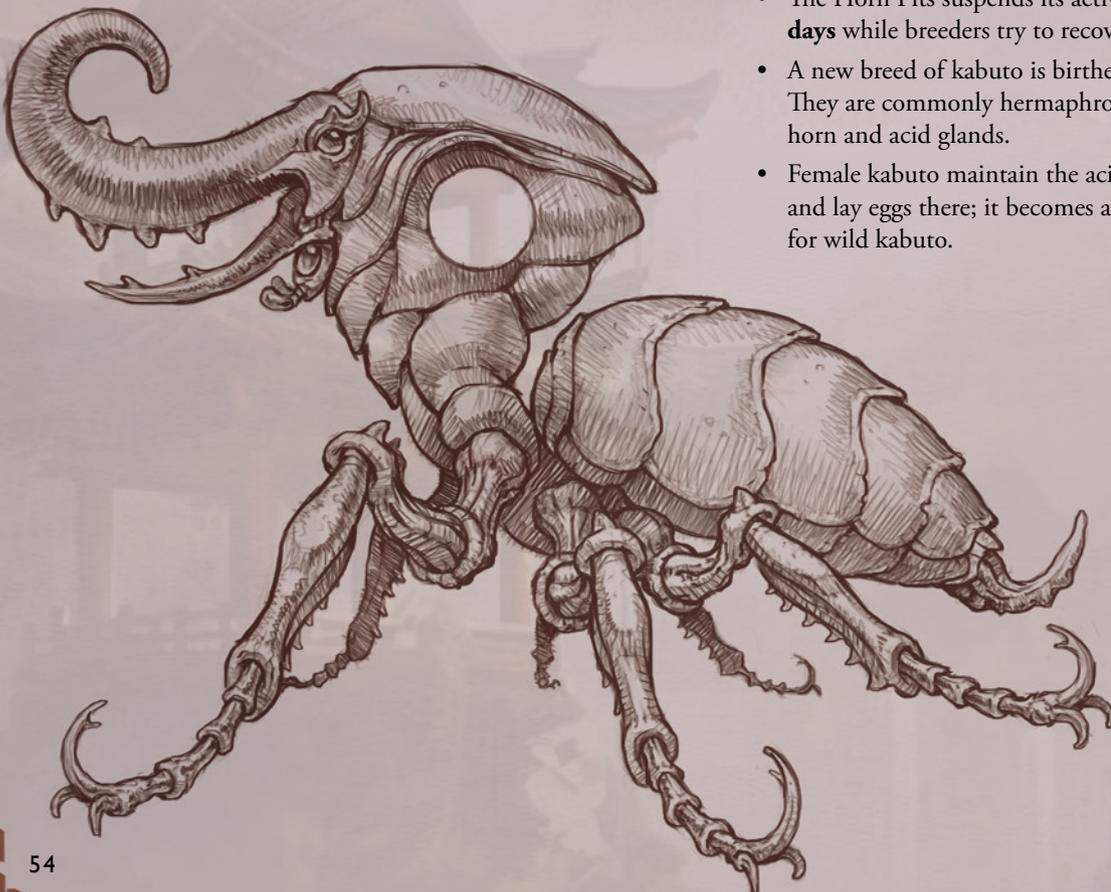
- Nomi's acid leaks into the temple-well, acidifying it entirely. Female kabuto flock to it to lay their eggs, and it becomes a new hub of kabuto activity.
- The rains for the next **1d10 years** are incredibly acidic; unprotected creatures suffer horrific burns if caught within a downpour.
- As a result, carapace armour becomes more prevalent. It offers the same protection as metal armour, costs the same, but weighs half as much and has no Strength requirement.

NOMI SUBDUED

- Nomi travels far away, burrowing underground. A city in The Low, the cavernous land beneath the surface, suffers a fate similar to Kihōsō.
- Nomi does not return to the Tofuoka Hills for the next **10d100 years**.
- The Horn Pits make attempts to get the 'Heroes of Kihōsō' to fight at the arena. They send repeated (and often tragically misguided) gifts.

NOMI WINS

- Nomi completes their acidification of the temple-well and lays an enormous clutch of eggs.
- All male kabuto within **10 miles** flock to the well.
- The Horn Pits suspends its activity for the next **2d6 days** while breeders try to recover their fighters.
- A new breed of kabuto is birthed: Nomikin Kabuto. They are commonly hermaphroditic, born with both a horn and acid glands.
- Female kabuto maintain the acidity of the temple-well and lay eggs there; it becomes a new breeding ground for wild kabuto.



TREASURE

Once the party has defeated Nomi, they can attempt to harvest components and craft unique items using the remains. For further information, refer to the Harvesting and Crafting chapters in *Ryoko's Guide* or *Heliana's Guide*.



CRAFTING

The following table details the crafting components and other metadata for the items unique to Nomi, as well as those found throughout the adventure.

NOMI CRAFTABLE ITEMS

Item	Type	Rarity	Attunement	Components	Essence	Value*
<i>Acrid Sting</i>	Weapon (any crossbow)	Uncommon	Required	<i>Monstrosity (kabuto) acid gland</i>	<i>Frail</i>	690 gp
		Rare			<i>Robust</i>	3,720 gp
		Very rare			<i>Potent</i>	10,830 gp
		Legendary			<i>Mythic</i>	64,140 gp
<i>Bombuku's Basalt Bottle</i>	Wondrous item	Common	—	<i>Pouch of Dragon (black) scales</i>	—	40 gp
		Uncommon			<i>Frail</i>	320 gp
<i>Kaijurigama</i>	Weapon (kusarigama)	Uncommon	—	<i>Pouch of Monstrosity (kabuto) claws</i>	<i>Frail</i>	370 gp
		Rare			<i>Robust</i>	1,430 gp
		Very rare			<i>Potent</i>	8,620 gp
		Legendary			<i>Mythic</i>	57,910 gp
<i>Ring of Embiggening</i>	Ring	Uncommon	—	<i>Humanoid (duergar) bone</i>	<i>Frail</i>	330 gp
		Rare			<i>Robust</i>	2,010 gp
		Very rare			<i>Potent</i>	7,600 gp
<i>Sallowswoll Shroom</i>	Wondrous item	Common	—	— ¹	—	50 gp
		Uncommon			<i>Frail</i>	770 gp
<i>Titan's Plate</i>	Armour (plate)	Rare	Required	<i>Monstrosity (kabuto) chitin</i>	<i>Robust</i>	3,090 gp
		Very rare			<i>Potent</i>	10,550 gp
		Legendary			<i>Mythic</i>	77,240 gp

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

¹ This item is not craftable; it can only be harvested.

HARVESTING

Subduing Nomi allows them to continue living, meaning they can't be harvested. However, some components can be harvested from Nomi's broken outer carapace, and the eggs Nomi laid in the temple-well are also available. Components in bold can be used to craft unique items.

NOMI HARVEST TABLE

Component	DC	Number Available	
		Slain	Subdued
Antenna ^{E+}	5	2	0
Flesh ^{E+}	5	100	0
Phial of blood ^{E+}	5	1000	0
Egg ^{E+}	10	26	6
Horn	10	1	0
Pincer	10	1	0
Pouch of claws	10	6	2
Heart ^{E+}	15	2	0
Liver ^{E+}	15	2	0
Acid gland	15	5	1
Chitin	20	100	50

CHAPTER 5

SPIRE OF THE STORM HERALD



SPIRE OF THE STORM HERALD

INTRODUCTION

Spire of the Storm Herald 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 to an average party level (APL) of **6**, **13**, or **18**. Characters who complete this hunt should earn enough experience to progress half of the way to 7th level, four-fifths of the way to 14th level, or all the way to 19th level. In this adventure, the player characters must ascend the long-abandoned Ironspire and test their mettle against Raiko (雷虎), Herald of Storms.

As an unmoving storm grows ever more tempestuous, the party must ascend a long-abandoned mine-spire to reach its peak. En route, they encounter surge elementals, ancient siege weapons, and a flooded caldera's rich history. Guided by an easily insulted paladin of Raiko, the party can gain insight into nonlethally returning the mercurial storm lord to the earth—if that is their wish. The ability to hurl cutting insults, create armour not made of metal, and make use of environmental features will provide a party with a great advantage.

VARIABLE STATISTICS

This adventure uses a shorthand to refer to statistics that vary based on the level of the adventure. **VDC** refers to a variable DC, **Vmod** to a variable modifier, and **Vdam** to a variable amount of damage. These variable statistics can be modified in text; for example, in a 6th-level adventure, **VDC + 10** means $13 + 10 = \text{DC } 23$.

VARIABLE STATISTICS

Adventure Level	VDC	Vmod	Vdam
6th	13	+5	5 (2d4)
13th	16	+8	14 (4d6)
18th	18	+10	28 (8d6)

BACKGROUND

The ore-rich rock of Tetsumine Basin was a fabled bounty, and the miners' battlement-mounted crossbows and oyumi saw regular use in repelling raiders from the plains. So, when the earth shook and the sky hummed with the scraping resonance of metal wings, the hardy people of the mine-spires were well prepared. The Iron IncurSION was a gruelling seven-year struggle to beat back the stone-skinned ferrin, their mighty iron wyrms, and their philosophy of absolute order.

The war's tide was eventually turned when a miner, disguised as a stone-skinned ferrin, incensed the Herald of Storms with insults and aspersions to the point that Raiko manifested as an enormous humanoid tiger wielding thunder and lightning as weapons. Raiko struck down the disguised insult-hurler and turned his considerable anger against the invading elementals. As Raiko could assume corporeal form for only brief periods, he was unable to sate his anger against the ferrin. Instead, he gave the people of Tetsumine Basin the secrets to crafting the *thunderarrow*—also known as *raishi* (雷矢)—ammunition capable of cracking the iron wyrms' impenetrable scales. After the smiths of Ironspire forged the first raikyū (雷弓)—a huge crossbow made from the rib of an iron wyrm—*thunderarrows* exploded against the flanks of the iron dragons, and the ferrin fell from the sky like rusty blossoms.

In the intervening centuries, the Tetsumine Basin flooded, creating a people equally at home on the deep lake's surface as they were in their mines. Despite flourishing trade in rare ore and exotic fish, a few yearned for the return of the Iron IncurSION and its promise of rigid rules. The Eyes of Iron, a cult dedicated to the ferrins' unyielding principles of law and order, remained in secret for generations, preparing for the ferrins' return from the Plane of Earth. Recently, on top of Ironspire, they gathered and built a new temple under the guise of a deity of order*. Within this temple is an enormous sculpture of an iron wyrm, which is shielded from prying eyes by a movable dome that covers it. The Eyes plan to incense Raiko so that he strikes the statue, providing enough energy to open a portal to the Plane of Earth.

Raiko is Enraged. Not only does he hate dragons, but the desecration of his shrine atop Ironspire, along with the erection of a statue celebrating the enemy he helped defeat aeons ago, is unacceptable. As his ire grows, storms rage in the Tetsumine Basin with increasing ferocity. Tempests have broken off spire tops, and thunderclaps stun lesser creatures. Long-range teleportation into or out of the area consistently results in calamity. Miners, scared of mine collapse and sensing an easier opportunity, have turned to fishing; they grow fat on the paralysed prey which they scoop up by the bucketload.

It has not gone unnoticed that the eye of Raiko's storm is centred on Ironspire, and some have called for aid. Mine owners wish to return the status quo to normal, the pious fear for the wellbeing of the monks atop the spire, and a few curious arcanomancers wish to harness this environmental phenomenon.

*Choose a relevant deity from your world!

SUMMARY

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

- **Which Monster?** Raiko, Herald of Storms.
- **Monster's Motivation.** Raiko wishes to destroy the iron wyrm statue the Eyes of Iron have built and punish those responsible. In his view, this includes destroying the entire Tetsumine Basin, the cesspool from where this filth was birthed.
- **Monster's Previous Actions.** Raiko's wrath has created unceasing storms that paralyse the frail, disturbing life and the economy across the Tetsumine Basin.
- **Where's the Monster?** Raiko's lair is the tower of Ironspire in the Tetsumine Basin.

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

- **Region.** Tetsumine Basin, a caldera within the Shinihai Flats. Contains Lake Tetsugan and Ironspire.
- **Starting Location.** The base of Ironspire.
- **Kaiju Battle Location.** Ironspire Summit.
- **Cultists.** The Eyes of Iron.
- **Main NPC.** Bologar, the Holy Spark.

ADVENTURE HOOKS

Why *wouldn't* your players want to travel to a geological phenomenon beset by unceasing storms and a plentiful supply of seafood? This one should be easy, but here are some hooks you can use to entice your players:

- **Silk Purse, Agent Nishikibe (Compensation): Too Many Fish.** With each peal of thunder from the storm, stunned fish float to the surface of the lake, and the populace scoops them up by the bucketload. With their bellies full, miners have no need to brave the mines, and the drop in ore production is having knock-on effects on the economy. If the thunder can be stopped, order can be restored.
- **College of Hanabi, Bombuku (Curiosity): Bottled Lightning.** Bombuku is fascinated by what could be achieved with this potent and unceasing lightning. Perhaps it could be used to power prostheses indefinitely! He has persuaded the College of Hanabi to invest a small sum for its acquisition, and he provides a special bottle in which to capture it.
- **Heirs of Kirin, Captain Totsuka (Morality): Cold Calling Clergy.** No one has heard from the monks that recently moved to Ironspire since the storms started. Before Totsuka mobilises the Heirs of Kirin to attempt a rescue, they need to make sure there are still people who need rescuing.
- **Rising Blossoms, Chūji Firestarter (Compensation): Ironbows.** The legendary raikyū—giant crossbows forged in the heart of Ironspire—would surely be useful weapons in the Rising Blossoms' struggle against oppression. This is especially true in the wake of the in-

vention of yokai-infused arcanomechs that the College of Hanabi is building with Silk Purse funding.

- **The Chroniclers, Ryoko (Curiosity): Wyrmsfall.** The hardest fighting during the Iron Incursion was focused around Ironspire. The first iron wyrm was slain here, and from it was crafted the first giant crossbow that heralded the ferrins' downfall on the Material Plane. Ryoko could divine deep insight into the happenings of that time if a relic of the invaders could be retrieved.

Bombuku's Bronze Bottle. If the party accepts Bombuku's request to retrieve some of the storm's lightning, he gives them a common *Bombuku's bronze bottle*, a magic item (see page 191). If the bottle is used to capture lightning from one of Raiko's attacks, effects, or lair actions, it has special properties for which Bombuku rewards the party upon return of the bottle.

REWARDS

Regardless of what hook your adventurers follow, they should receive the following rewards whether Raiko is slain or grounded. These can be from Agent Nishikibe, Captain Totsuka, or a conglomerate of grateful Tetsuminians. Bonus rewards may be given for returning Bombuku's bottle containing Raiko's lightning to Bombuku or for acquiring a raikyū for the Rising Blossoms.

REWARDS PER PLAYER CHARACTER

Adventure Level	XP*	Gold		
		Raiko defeated	Bombuku's bottle filled	Raikyū delivered
6th	5,000	1,000 gp	100 gp	200 gp
13th	18,000	4,500 gp	300 gp	500 gp
18th	55,000	8,500 gp	700 gp	1,000 gp

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

BOLOGAR

Bologar is a spirited and quick-to-anger follower of Raiko. His oaths of honour (see Roleplaying Bologar below) have led him on a life of adventure and, like the party, he is here to end the troubles at Tetsumine Basin. The party meets Bologar when they arrive at Tetsumine Basin, perhaps when they are looking to hire a vessel to cross Lake Tetsugan to Ironspire.

Information. Upon meeting the party, Bologar shares the following:

- A storm has been growing around Ironspire.
- The monks that moved to Ironspire haven't been seen since the storm started.
- Thunderous booms able to stun Small animals is an indicator that the storm is a manifestation of the kaiju Raiko, and Bologar wishes to pay tribute.

- Raiko was last seen atop Ironspire before disappearing while fighting an iron wyrm during the Iron IncurSION aeons ago.

Seeing in Raiko the traits he desires, Bologar has made a study of the god-like being and has information to share later on. He knows how Raiko was grounded by the tail of an iron wyrm and hasn't been seen since (see Clue 3, page 70), and he knows that, like Bologar himself, Raiko brooks no insult (see Clue 2, page 69). Bologar's upbringing among tempestuous mountaintops has also made him a dab hand at dealing with surge elementals (see Clue 1, page 68).

Bologar's Past. Possessed of enormous strength and berserk rages, Bologar did not find solace within the doctrines of unified community common among the enkoh and soon left his stormy-peaked home. After being beaten by a calm and honourable paladin (Captain Totsuka, see page 10), Bologar sought to temper his rage by pursuing the oaths of honour that guided the paladin who bested him.

Roleplaying Bologar. Bologar is an enkoh at odds with himself. Though he projects insults onto the most innocent words and is easily riled by any perceived slight, he yearns to become an island of calm. After becoming enraged, he might take deep breaths, chant his oaths to himself under his breath, or squeeze a rock with his bare hands until it crumbles, all in an attempt to calm himself. He is as determined as they come, maintaining a zeal for adventure through the coldest snows and fiercest winds.

BOLOGAR

Humanoid (Enkoh), Adventurer, He/Him

Personality. Zestful, easily incensed, honourable.

Appearance. A white-furred, red-skinned enkoh. Wears half plate made of bark.

Desire. To temper rage with honour.

Fear. That people think lowly of him.

"Is not my inked back exquisite? Answer with care..."



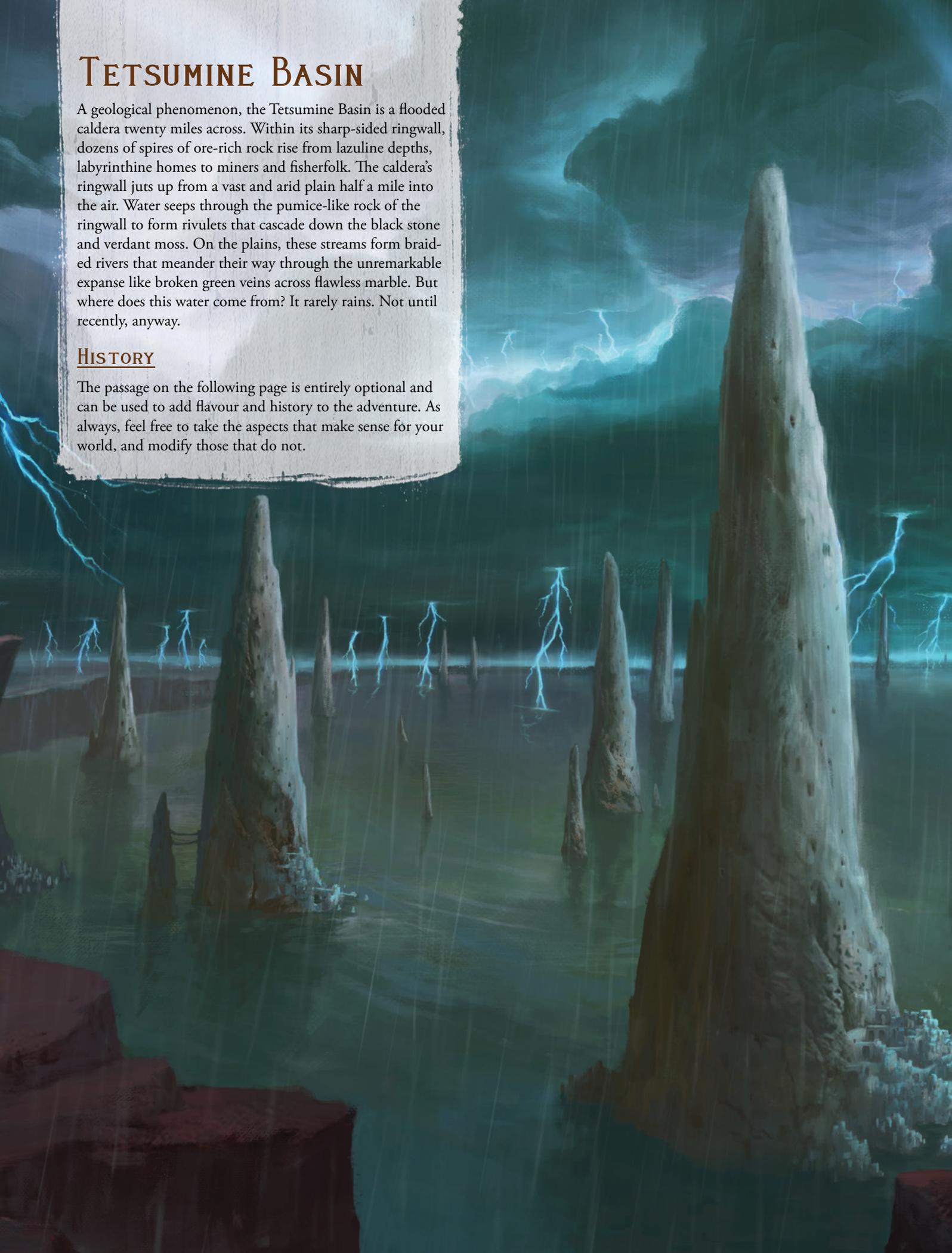
BOLOGAR

TETSUMINE BASIN

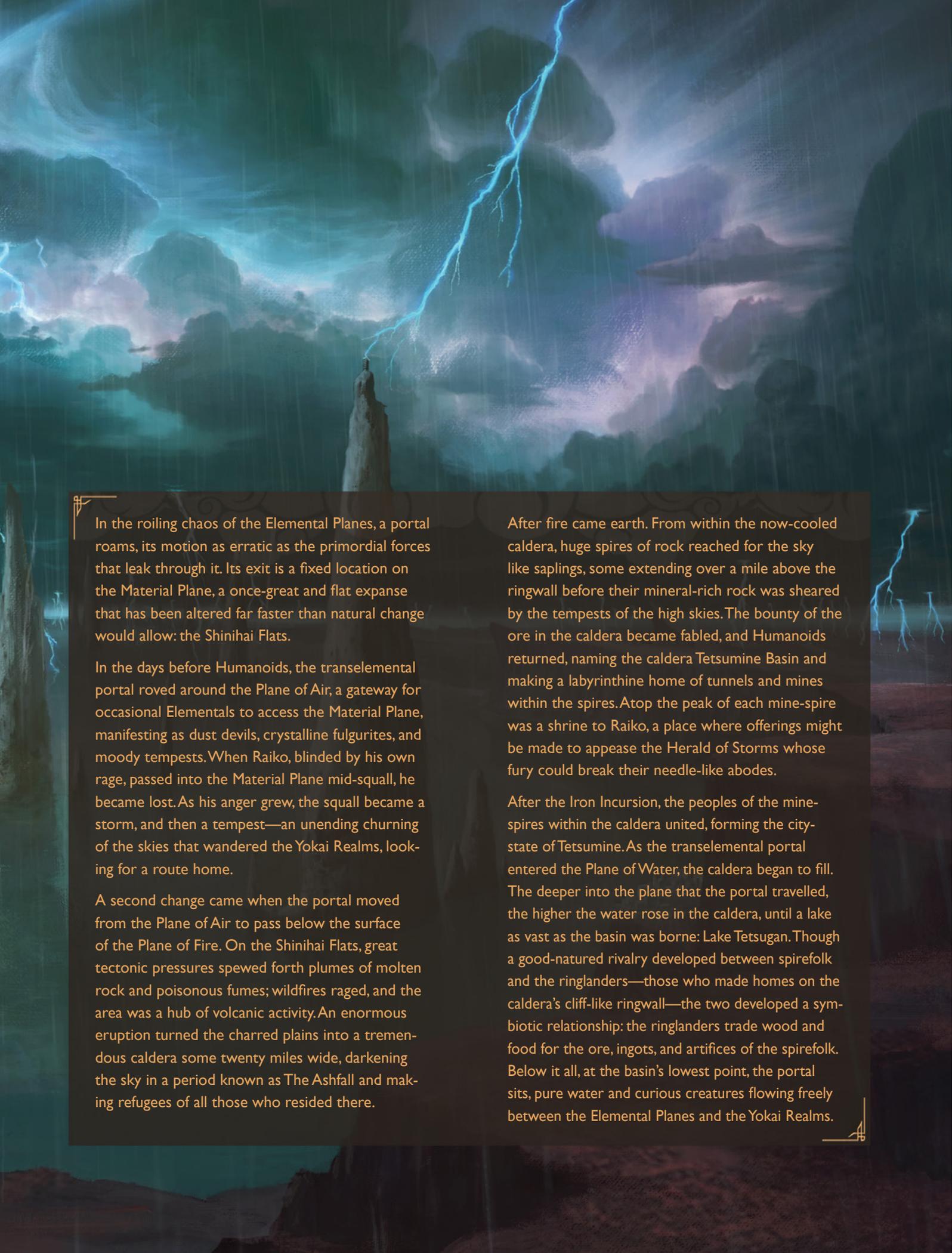
A geological phenomenon, the Tetsumine Basin is a flooded caldera twenty miles across. Within its sharp-sided ringwall, dozens of spires of ore-rich rock rise from lazuline depths, labyrinthine homes to miners and fisherfolk. The caldera's ringwall juts up from a vast and arid plain half a mile into the air. Water seeps through the pumice-like rock of the ringwall to form rivulets that cascade down the black stone and verdant moss. On the plains, these streams form braided rivers that meander their way through the unremarkable expanse like broken green veins across flawless marble. But where does this water come from? It rarely rains. Not until recently, anyway.

HISTORY

The passage on the following page is entirely optional and can be used to add flavour and history to the adventure. As always, feel free to take the aspects that make sense for your world, and modify those that do not.







In the roiling chaos of the Elemental Planes, a portal roams, its motion as erratic as the primordial forces that leak through it. Its exit is a fixed location on the Material Plane, a once-great and flat expanse that has been altered far faster than natural change would allow: the Shinihai Flats.

In the days before Humanoids, the transelemental portal roved around the Plane of Air, a gateway for occasional Elementals to access the Material Plane, manifesting as dust devils, crystalline fulgurites, and moody tempests. When Raiko, blinded by his own rage, passed into the Material Plane mid-squall, he became lost. As his anger grew, the squall became a storm, and then a tempest—an unending churning of the skies that wandered the Yokai Realms, looking for a route home.

A second change came when the portal moved from the Plane of Air to pass below the surface of the Plane of Fire. On the Shinihai Flats, great tectonic pressures spewed forth plumes of molten rock and poisonous fumes; wildfires raged, and the area was a hub of volcanic activity. An enormous eruption turned the charred plains into a tremendous caldera some twenty miles wide, darkening the sky in a period known as The Ashfall and making refugees of all those who resided there.

After fire came earth. From within the now-cooled caldera, huge spires of rock reached for the sky like saplings, some extending over a mile above the ringwall before their mineral-rich rock was sheared by the tempests of the high skies. The bounty of the ore in the caldera became fabled, and Humanoids returned, naming the caldera Tetsumine Basin and making a labyrinthine home of tunnels and mines within the spires. Atop the peak of each mine-spire was a shrine to Raiko, a place where offerings might be made to appease the Herald of Storms whose fury could break their needle-like abodes.

After the Iron Incursion, the peoples of the mine-spires within the caldera united, forming the city-state of Tetsumine. As the transelemental portal entered the Plane of Water, the caldera began to fill. The deeper into the plane that the portal travelled, the higher the water rose in the caldera, until a lake as vast as the basin was borne: Lake Tetsugan. Though a good-natured rivalry developed between spirefolk and the ringlanders—those who made homes on the caldera's cliff-like ringwall—the two developed a symbiotic relationship: the ringlanders trade wood and food for the ore, ingots, and artifices of the spirefolk. Below it all, at the basin's lowest point, the portal sits, pure water and curious creatures flowing freely between the Elemental Planes and the Yokai Realms.

FLORA, FAUNA, & THINGS

It is known by the Silk Purse (though not widely reported) that mining works degrade the environment downstream; the leaching of heavy metals from mine tailings can render rivers uninhabitable by aquatic species, such as tatsumi. However, the Tetsumine Basin has avoided these unsavoury outcomes despite the prolific extraction and smelting that occurs in the area.

Arcanomancers from the College of Hanabi posit that the purifying influence of the Plane of Water through the transelemental portal (as they have dubbed it) removes these impurities through magical means. They explain that the mine-spires—rock formations so high and steep that they should have collapsed decades ago—can only exist with magical reinforcement. Conversely, visiting naturalists have observed several species unique to the caldera that may better explain how this phenomenon is maintained.

Algoy. The first plants to colonise Lake Tetsugan after its flooding were algoy, seaweed-like plants that float up from the base of the caldera's many spires, their long, rubbery tendrils shining with various metallic hues. By accumulating heavy metal particles in their epidermis, algoy gain a deterrent against predation and coincidentally purify the water around them. Each hue of algoy corresponds to a different variety, the product of centuries-long breeding endeavours to cultivate lineages of algoy that accumulate metals in the precise proportions required for alloys. For example, *Algolus bronzi* accumulates copper and tin in a precise 88:12 ratio, perfect for smelting bronze!

Cindermoss. Often confused for a lichen, Cindermoss is the result of the symbiosis between a plant and fungus. Wide networks of fungi harness phosphorus from the layers of sedimentary rock throughout the basin, trading it to the colony's plant constituents for sugars. When a critical mass is reached, the plant produces tiny red flowers packed with phosphorus that become brittle as they mature. When a strong wind whips through the basin, the flower cracks and the entire plant goes up in flames, dispersing the flower's tiny seeds as well as the fungal spores that lie dormant on their surface. Cindermoss is widely regarded as the ultimate firestarter by adventurers throughout the Realms, provided it can be properly harvested and stored.

A creature can harvest a pouch of ripe cindermoss with a component DC of 40 (see Harvesting and Crafting in *Ryoko's Guide*). On a failure, the carving harvester takes 2d4 fire damage, and the cindermoss is destroyed. Cindermoss that is not properly stored in a down-padded container or extradimensional space is prone to ignite at any sudden shock or fall.

Tetsugan Beluga. With sprays of sparkling water, these enormous, whale-like creatures can be found grazing on the fresh new shoots of algoy around the base of spires. Although tetsugan belugas consume only immature algoy with low metal content, the sheer volume of biomatter they

ingest to sustain their ten-tonne bodies results in a blubber so full of metal particulates that it is almost entirely unusable as lamp oil, lubricant, or foodstuff. The belugas are viewed fondly by spirefolk and ringlanders alike, who have managed to tame them to pull watercarts between spire and ringwall. Only algoy farmers, upon finding an almost-ripe crop lightly grazed, have cause to express displeasure at these amiable, rotund Beasts.

Raikyū or Wyrmrrib Crossbow. With wood being a rarity before the flooding, most spires boasted only a few small ballistae and oyumi at their base, ready to repel raids by any plainsfolk who dared scale the ringwall. By the end of the Iron Incursion, spires and ringwall alike bristled with fortifications, warring neighbours united. The ferrin, creatures of rock that rode iron wyrms, could strike high or low, and the spirefolk left no beachhead unmanned.

From the first iron wyrm to be slain were extracted flexible ribs that, in a land void of trees, were the missing material required to craft weapons capable of punching the mighty *thunderarrows* through their rocky hide: the raikyū. No sooner had the first wyrm fallen than the rest followed suit, a landslide of boulders from the sky. As time passed, legend faded to myth, and a people once hardened by the press of iron left their mighty weapons derelict.

Rules for restoring a raikyū can be found in the Abandoned Outpost encounter on page 67. Raikyū statistics are available on page 192, in Appendix A.

ALGOY



IRONSPIRE

Rust-red with streaks of dull grey, Ironspire rises from Lake Tetsugan like the finger of an enormous iron golem, drowned and rusting. One of the most easily refined and utilitarian metals, its iron ore was amongst the first minerals to be mined in the basin, and it was the first spire to be inhabited. Excavated to the edge of structural stability, Ironspire has long lain abandoned, a honeycombed warren of shafts and support structures. The path to the summit's spire is an unmarked, winding route that passes repeatedly between windswept cliff-side paths on the exterior, and a mazelike tunnel system within. Except for the monks that recently moved to its peak, there is no living guide that knows the fastest route to the summit.

Eyes of Iron. Awaiting the coming of the next Age of Earth, the Eyes of Iron have inhabited Ironspire under the guise of a sect of reclusive monks. At the top of the spire, they have built a monastery with a great dome. Within this dome, kept hidden from the surrounding spires, is the source of Raiko's ire: a statue of an iron wyrm. With enough metal from the fallen iron wyrms in one place, they believe they can open a portal to the Plane of Earth and restart the Iron Incursion.

Environmental Effect: Grounding. The air and earth of Ironspire are very conductive, attracting lightning and directing it to Ironspire's base. A creature within **10 feet** of a piece of grounded conductive metal has **resistance** to lightning damage.

Environmental Effect: Storm Gales. Raiko's storms have made flying an impossibility. A creature flying within **500 feet** of Ironspire (that is not within Ironspire's sheltered tunnel system) must succeed on a **VDC + 10 Strength saving throw** at the end of each of its turns or take **Vdam** thunder damage plus **Vdam** lightning damage and fall **500 feet** towards the ground. The winds are much calmer at the very top of Ironspire, the eye of the storm, and this effect is not present during the battle with Raiko.

Environmental Effect: Teleportation Awry. Any attempt to teleport in Tetsumine Basin results in unexpected outcomes, often ending up where the teleporter did not intend, and sometimes in more than one piece.

Short range: A creature that teleports **60 feet** or less ends up within **1d4-1 x 5 feet** of their intended destination (randomly decide the direction using the Random Direction table). If a creature would appear in an occupied space or inside an object, the creature is shunted to the nearest unoccupied space and takes **Vdam** force damage for each 5 feet it moves to reach that space.

Long range: A creature that teleports more than **60 feet** is subject to the 'false destination' effect of the *teleport* spell.

RANDOM DIRECTION

d8	Direction	d8	Direction
1	North	5	South
2	North-east	6	South-west
3	East	7	West
4	South-east	8	North-west

Ascending Ironspire. Navigating through Ironspire's warren of tunnels and exposed cliffside paths takes around **6 hours**. The party should be in need of a long rest by the time they reach the summit.



KNOW THY ENEMY

Raised to follow the path of the kaiju and evangelised as a paladin of the Oath of Honour, Bologar is a font of knowledge about Raiko and the iron wyrms. In addition, a combat encounter against surge elementals provides a hint to Raiko's lightning nature and how it can be mitigated. Together, these insights can provide the following information about Raiko, the egotistical kaiju of the storms:

- Raiko deals lightning damage, and the presence of grounded or worn metal affects it.
- Raiko is prideful and easily distracted by insults and taunts.
- Raiko can be defeated nonlethally by grounding him with a large amount of conductive metal.

The Abandoned Outpost encounter also gives the players the opportunity to find or craft non-metal armour and restore a raikyū (which they can give to Chūji Firestarter—see Adventure Hooks, page 58).

STORM'S WRATH

As the party ascends Ironspire, the scent of ozone thickens and small sparks spontaneously flit between the red-grey rock and the characters' metal belongings. With a thunderous boom, several bolts of lightning zap through the air, coalescing into rage-filled beings of angular, crackling electricity: surge elementals*.

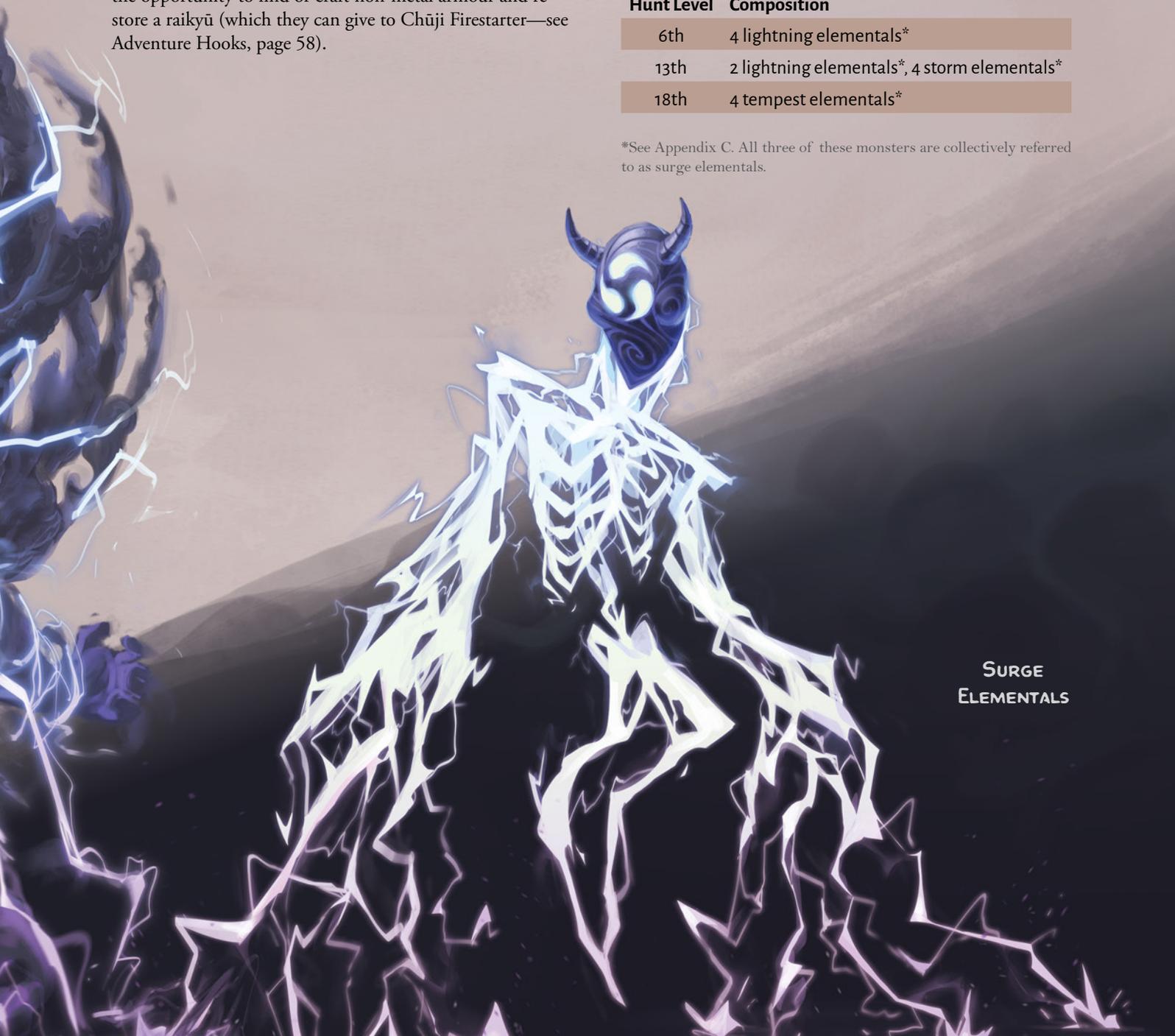
The elementals fight with no sense of self-preservation, unleashing their full destructive capabilities on the nearest hostile creature to them. They ignore the Storm Gales environmental effect that inhibits flying. In order to communicate the elementals' Groundable trait (see Clue 3, page 70), ensure that there is at least one sizable piece of grounded metal in the area, such as a bolt from a giant crossbow (perhaps planted by Bologar), a pickaxe embedded in the ground, or a weathervane with grounding wire.

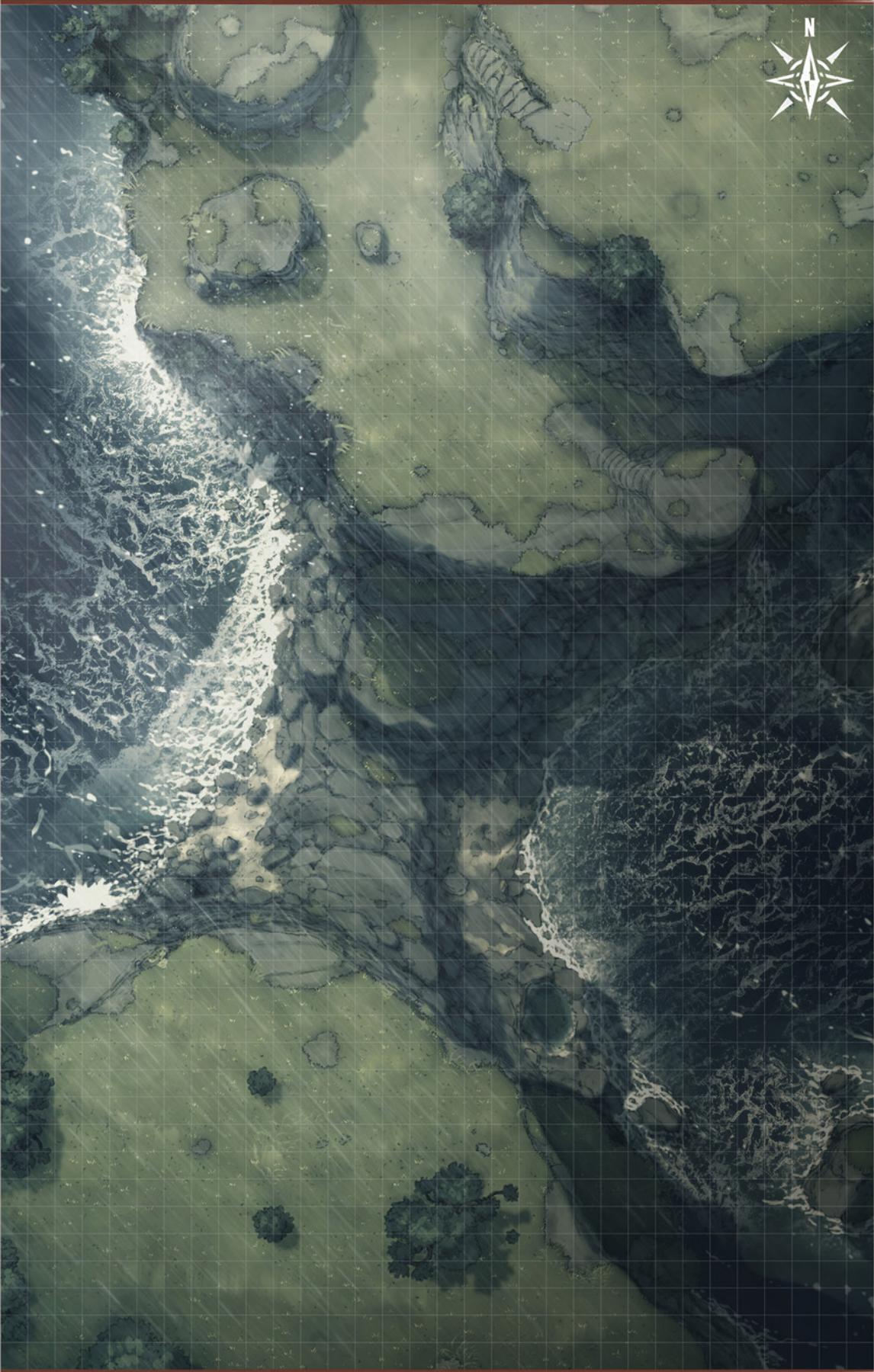
Hunt Level Composition

6th	4 lightning elementals*
13th	2 lightning elementals*, 4 storm elementals*
18th	4 tempest elementals*

*See Appendix C. All three of these monsters are collectively referred to as surge elementals.

SURGE
ELEMENTALS





1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 5.1. IRONSPIRE
BASE

CZE & PEKU; PREVIOUS: ALEKSA DRAGELJEVIC

ABANDONED OUTPOST

As the party travels up Ironspire, after the battle with the surge elementals, they encounter an abandoned military outpost. The circular outpost has three levels and an open rooftop: the first level is a manufactory, the second an armoury, the third sleeping quarters, and the rooftop serves as a lookout post.

Manufactory. This 50-foot-diameter room contains a forge, leatherworker's tools, smith's tools, tinker's tools, and woodcarver's tools. A successful **DC 12 Intelligence (Investigation)** check uncovers hardwood poles (10 gp), leather (20 gp), and steel ingots (50 gp) beneath collapsed shelving in a storage room. This is more than enough to build a set of studded leather armour (see *Heliana's Guide* or *Ryoko's Guide*).

Armoury. A brief search of the armoury reveals two suits of serviceable armour: one hide armour and one studded leather armour. A successful **VDC Intelligence (Investigation)** check finds a hidden compartment in a wardrobe, which contains a suit of +2 *hide armor*.

Sleeping Quarters. This room contains six rickety beds with dried-algoy-filled mattresses.

Lookout Post. On top of the outpost, covered in a ragged oiled tarpaulin, are six metal javelins and a huge crossbow: a raikyū (see page 192). The javelins have been altered with steel flights to be usable as ammunition by the raikyū. The giant crossbow needs a bit of restoration: over the course of **1 hour**, a creature proficient with smith's tools or tinker's tools can make a **VDC Strength or Dexterity (smith's tools or tinker's tools)** check, restoring the raikyū to working order on a success.

Trap: Thunderarrows. A successful **DC 12 Intelligence (Investigation)** check finds a weathered iron tube about six inches in diameter and four feet long attached under a parapet near the crossbow. The tube is sealed with an *arcane lock* (**VDC + 10 Dexterity (thieves' tools)** check to unlock) and contains two *thunderarrows* (see page 193). Breaking open the tube or failing to pick the lock results in both arrows exploding, dealing **8d6** thunder damage to each creature on the lookout post on a failed **DC 15 Constitution saving throw**, or half as much damage on a successful one. If the raikyū is still on the rooftop, it is destroyed by this blast.



RAIKYŪ

CLUE I: LIGHTNING

Raiko's attacks and effects, as well as those of the surge elementals, deal lightning damage. Creatures wearing metal armour have **disadvantage** on saving throws made to avoid these effects that deal lightning damage, and attacks that deal lightning damage have **advantage** to hit creatures made of metal or wearing metal armour (see statistics, pages 265 - 268). Conversely, those standing within **10 feet** of a grounded metal object on Ironspire have **resistance** to lightning damage (see Environmental Effect: Grounding, page 64).

Storm's Wrath. As mentioned in the Storm's Wrath encounter description, include at least one piece of conductive metal embedded in the ground. Whenever one of the surge elementals makes a Spark attack against a creature standing within **10 feet** of the grounded metal, narrate how some of the lightning arcs away and is grounded, causing the metal to glow. After the battle, show the players Handout 5.1.

As an example, you could mention how Bologar plants a piece of metal in the ground near him during the fight, and how it attracts some of the lightning. If asked, he explains how surge elementals were common near his mountain home and all enkoh were taught this tactic from a young age.

Bologar, the Holy Spark. Bologar wears unusual armour, seemingly made of bark, as noticed by the party member with the highest passive Perception score. If asked, he says, "Ah, this is Suekichi, my best friend. He was killed while fixing a guillotine. That's why I eat fruit preserves with every meal; I had just asked him what his favourite food was, and his last words were 'I think it's jamm—'." Bologar explains how he honoured Suekichi by harvesting his thick, rugged skin and turning it into armour. He says, "We enkoh of the high glaciers don't wear metal, not after the first time we're shocked by an elemental!"

USING THE CLUE

The abandoned outpost has sets of armour containing no metal that a character can don to replace metal armour. There are also supplies with which a creature can make armour (see Crafting chapters in *Ryoko's Guide* or *Heliana's Guide*). Lastly, the javelins found near the raikyū on the rooftop can be embedded into the ground to give creatures **resistance** to lightning damage while on Ironspire.



HANDOUT 5.1

CLUE 2: STORM LORD'S EGO

Raiko's attention is as easily diverted as lightning is directed to a conductive rod. Insults are a surefire way to attract his ire, as is the glorification of creatures he deems enemies (such as the iron wyrms) or desecration of his temples. A clever party can manipulate Raiko into attacking the best armoured of their group: Raiko's Proud trait causes him to prefer to attack the creature that last insulted him, provided it is close enough.

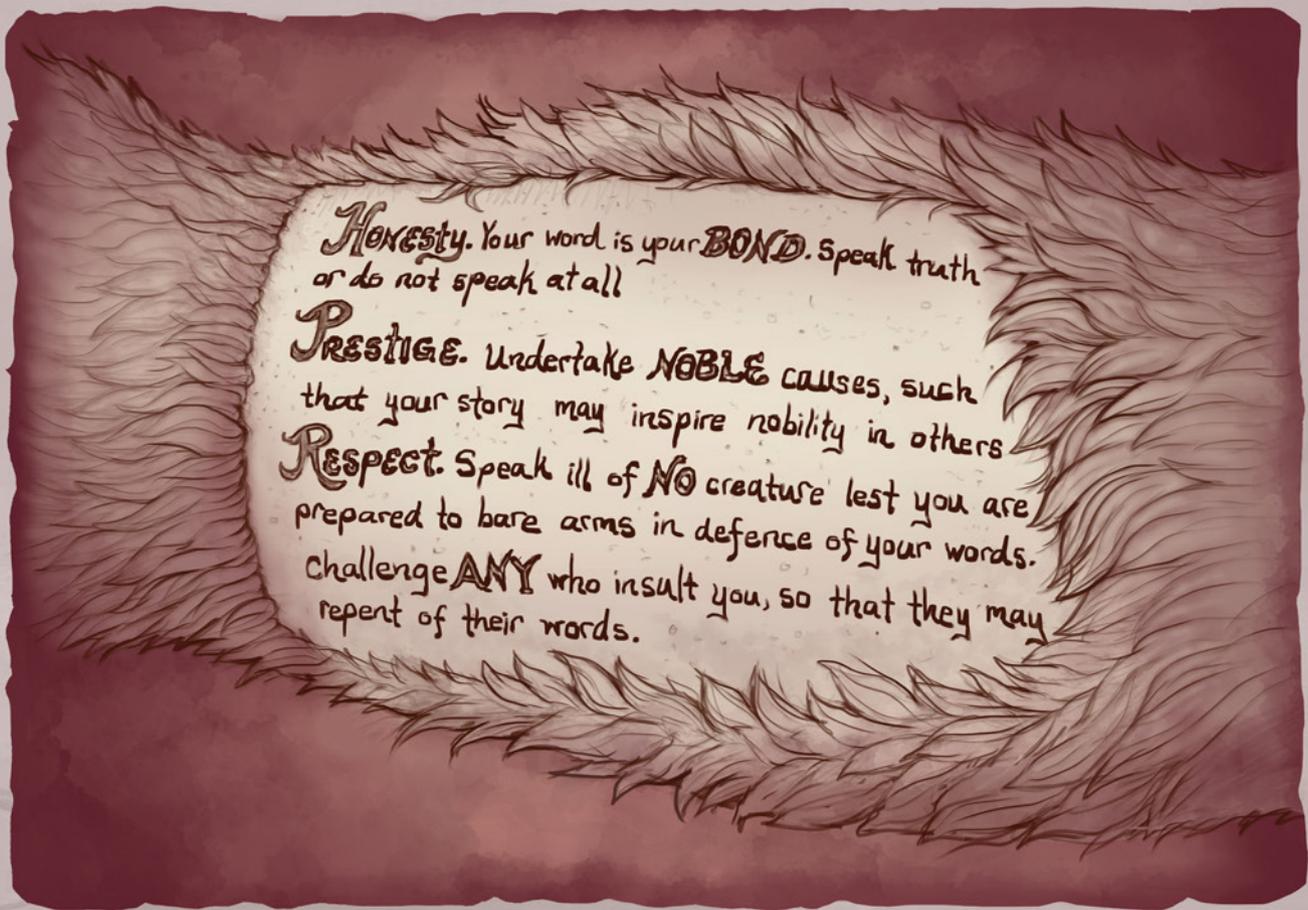
Bologar, the Holy Spark. As described on page 59, Bologar takes any opportunity to see insult whenever a player character talks to him. He explains how his oaths of hon-

our require him to challenge any who besmirch his name, much as Raiko strikes down those that speak ill of him. He shows the party his vows (Handout 5.2), which are tattooed on a piece of shaved skin on the inside of his forearm.

Honesty. Your word is your bond. Speak truth or do not speak at all.

Prestige. Undertake noble causes, such that your story may inspire nobility in others.

Respect. Speak ill of no creature lest you are prepared to bare arms in defence of your words. Challenge any who insult you, so that they may repent of their words.



HANDOUT 5.2

Atop the blood-red spire of iron
Raiko and Helgon fought.
Shining silver bolts he fired,
But victory couldn't be bought.

Into the ground his lightning flew;
The dragon's mirth was clear.
The tempest's wrath was pulled off path
When spires of iron neared.

So thunder rang across the land
And cracked the dragon's side.
With stunning roar the storm lord clawed
Until the grey wyrm died.

The dragon fell from ashen skies;
His tail pierced Raiko's foot.
A final blow grounded his foe
And turned Raiko to soot.



HANDOUT 5.3

CLUE 3: THE GROUNDING OF RAIKO

Raiko and the surge elementals can be dispatched non-lethally by contact with a piece of grounded, conductive metal (see surge elementals' Groundable trait, pages 228 - 230). The creature must have fewer than one-third of its hit points remaining, or be in its death throes (in Raiko's case), and the piece of metal used must be of a commensurate size for the creature. For example, a metal javelin can ground a surge elemental, but is too small for a gigantic kaiju like Raiko, who requires a Gargantuan iron statue.

Storm's Wrath. During the fight with the surge elementals, Bologar grounds one using a metal javelin tied to a chain he embeds in the ground. He is proud to have given a "lost brother from the great storm passage to the next tempest".

Bologar, the Holy Spark. During a period of downtime, or during the ascent of Ironspire, Bologar recites a chant called *The Grounding of Raiko*. The words describe how Raiko fought the iron wyrms during the Iron IncurSION atop this very spire. Raiko defeated the mightiest of these dragons, Helgon, but was undone when the wyrm fell from the sky and pierced his foot with its iron tail. Raiko disappeared that day and nought but his storms have been seen since. Bologar has had an artist's impression of the scene tattooed onto his shaved back and eagerly shows the party (see Handout 5.3).

Atop the blood-red spire of iron
Raiko and Helgon fought.
Shining silver bolts he fired,
But victory couldn't be bought.

Into the ground his lightning flew;
The dragon's mirth was clear.
The tempest's wrath was pulled off path
When spires of iron neared.

So thunder rang across the land
And cracked the dragon's side.
With stunning roar the storm lord clawed
Until the grey wyrm died.

The dragon fell from ashen skies;
His tail pierced Raiko's foot.
A final blow grounded his foe
And turned Raiko to soot.

As Bologar finishes the chant, he blows a plume of black powder into a player character's face and turns away, chuckling.

THE BATTLE AHEAD

At Ironspire's peak is a monastery, recently reinhabited by twenty or so members of the Eyes of Iron disguised to appear as monks of a deity of order (choose one that fits your world). These cultists are dedicated to the return of the Iron IncurSION. They wish to prepare a stronghold from which the ferrin can take over Tetsumine Basin, and they are secretly erecting a statue which will serve as a portal to the Plane of Earth.

When the party arrives, read the following:

An unusual calm encompasses the flat, tiered summit of Ironspire, though the air remains thick with the tang of ozone, and storm clouds rage and flash not 100 feet from the spire's edge. The rumble of thunder is constant, and loose change and jewellery jingle where they hang. A bronze building stands several tiers higher. Its walls appear recently repaired, and its huge domed rooftop is closed against the storm.

A figure wearing an ashen robe waves to you, any call lost among the unceasing thunder.

Interactions. Upon arriving, the monks' leader, Brother Kaitan, feigns relief and reports that they've been under constant assault by surge elementals. He is taciturn and matter-of-fact, explaining that their stores are almost depleted and, if the party can provide escort, they will leave the following morning after collecting their things and shoring up the unfinished monastery against the storm. He advises the party to rest well, as the storm has only been getting worse, and the return journey to the spire's base may not be a smooth one. The monastery is still being sanctified, so the party will have to rest the night in the caves just below the monastery.

Lies. In truth, the Eyes of Iron are putting the finishing touches on their secret statue of an iron wyrm, after which they hope to open a portal to the Plane of Earth. The Eyes of Iron are masters of deception and have a **Vmod + 5** modifier to any Deception checks and a passive Deception score of **VDC + 5**. Before dawn, they decide to unveil the statue and depart, trusting that Raiko is now angry enough to try to strike it down.

The Battle. The next dawn after the party reaches Ironspire Summit, Bologar discovers the statue, whose domed covering has been removed. His monstrous yell wakes the party, after which he descends through secret tunnels in the monastery to find the monks. Shortly after this yell, the skies open and Raiko manifests, filled with an unquenchable rage.

IRONSPIRE SUMMIT

GENERAL FEATURES

Light. During the day, thick clouds block most of the sunlight, casting everything in dim light. At night, the clouds block the moon and starlight, veiling the basin in darkness. Regular lightning strikes cause brief flashes of brightness.

Ground. The ground is a thin layer of topsoil covering iron-rich red and grey rock, solid and firm. A creature that takes the Attack action can forgo one attack to make a **VDC - 3 Strength** check, grounding a metal object into the rock on a success. If the object deals piercing damage, this check is made with **advantage**.

Air. The air is thick with ozone, leaving a metallic taste in creatures' mouths. Though the top of the spire is in the eye of the storm, occasional gusts still threaten to topple unwary creatures.

Cliffs & Falling. The turbulent gales that whip around Ironspire cause a creature that falls off the cliff to be smashed into its side. A creature that falls off of Ironspire falls **200 feet** at the start of each of its turns, taking **Vdam** bludgeoning damage, after which it can make a **VDC Dexterity saving throw**. On a successful save, the creature halts its descent on an outcropping of rock. Lake Tetsugan is 5,000 feet below Ironspire's summit.

BOLOGAR

Bologar disappears before the fight starts and reappears at the start of Phase 3.

GM TIP: KEEPING TRACK

You need to keep track of damage to four separate areas to know when a kaiju's behaviour changes. These are the kaiju's three vulnerable areas and the kaiju's Chaos Threshold. Damage dealt to a kaiju that isn't dealt to a vulnerable area is always dealt to the kaiju's Chaos Threshold.



1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 5.2. IRONSPIRE
SUMMIT

CZE & PEKU

BATTLE PHASES

FLOW OF THE BATTLE

Raiko has three vulnerable areas: his Bracers, Storm Form, and Tempest Orbs. See page 264 for more details on these.

Changing Statistics. As the fight progresses, Raiko's stat-block changes. Check the Raiko Behaviours table on page 264 to keep track of these changes.

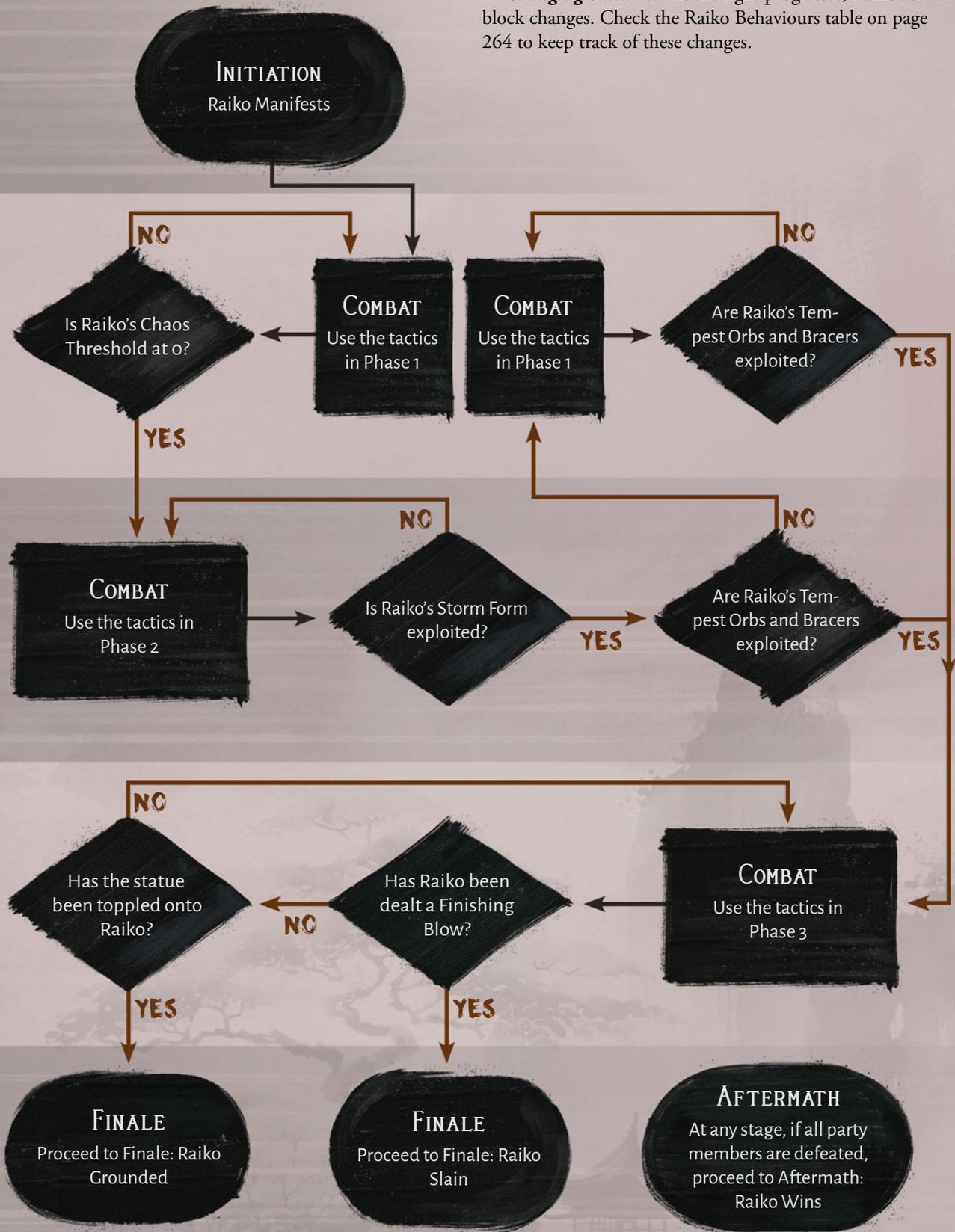
INITIATION

PHASE 1

PHASE 2

PHASE 3

FINALE



OFF THE RAILS

What happens if your players try to investigate the monastery, open the dome to reveal the iron wyrm statue, or topple the statue prematurely?

A good first step might be to emphasise how tired they are after the ascent. If they don't get the hint, then let them proceed! The battle with Raiko starts when the dome opens and Raiko's anger builds to the point where he manifests. Regardless of the players' actions, the cultists always retreat to their tunnels below the monastery, and Bologar always goes off to hunt them, returning for Phase 3. By the point Raiko manifests, he's too angry to be appeased by the statue being toppled; its only use is to land on Raiko and ground him.

PHASE I

After the party has had a chance to finish a long rest, Bologar discovers the iron wyrm statue and sounds the alarm before disappearing down a trapdoor to follow the escaping cultists. Shortly after he leaves, Raiko manifests. You can read the following:

An angry, guttural yell cuts through the roiling storm, quickly followed by the sound of clanging iron.

Outside, the roof of the monastery has slid back into its housing, revealing an enormous statue of dragon, grey and rust-red. Ozone lies thick in the air, providing a metallic flavour to every breath. Sparks materialise from metal objects and are whipped into a vaguely humanoid mass by the deepening storm.

Suddenly, a colossal boom leaves silence in its wake as a lightning bolt some twenty feet wide strikes the spark-outlined form. A gargantuan, humanoid tiger forty feet tall stands in its wake, skin crawling with sparks and claws unsheathed.

ENEMIES

In the first phase, the enemy is Raiko, in his normal form.

Level 6. The Phase 1 combatant is:

- 1 **Raiko, The Boundless Gale*** (CR 10)

Level 13. The Phase 1 combatant is:

- 1 **Raiko, The Unending Storm*** (CR 20)

Level 18. The Phase 1 combatant is:

- 1 **Raiko, The Infinite Tempest*** (CR 25)

*See Appendix C

VULNERABLE AREAS

The Bracers and Tempest Orbs vulnerable areas are targetable during this phase, as is Raiko's Chaos Threshold. Raiko's Storm Form vulnerable area is not targetable during this phase.

Narration. Raiko manifests his Thunderclap action by striking together his two bracers. While the Tempest Orbs are intact, the GM can narrate how the lightning that runs across Raiko's skin seems to be tempered by these orbs.

Effect: Galvanic Fracture. Whenever a Tempest Orb is destroyed, each creature within **120 feet** of Raiko, including Raiko, must make a **Dexterity saving throw**. The creature with the lowest result takes **Vdam** lightning damage.

TACTICS

Raiko is a melee brawler with great positioning abilities thanks to his Galvanic Charge bonus action. He uses this bonus action to position himself in a central location to target as many enemies with his Thunderclap as possible. If Thunderclap is not available, he instead moves next to a creature with low AC and a high potential threat, such as a spellcaster, whom he then targets with his melee attacks. He prefers to use melee attacks, using Bolt if it's his only option. He only uses his Static Pulse bonus action if more than one creature is scaling him.

Insults. Raiko's attention is easily gained by comments towards him that he deems insulting or derogatory (see his Proudful trait). If a creature insults him, he thinks less tactically, targeting only that creature so long as he can see it and it remains within **60 feet** of him. He uses his movement or Galvanic Charge bonus action to close the distance before devastating them with melee attacks.

Lair Actions. Raiko switches between Thunderous Boom and Lightning Strike, using Gale opportunistically to cause player characters to fall off of the spire.

END OF PHASE

This phase ends when Raiko's Chaos Threshold is reduced to 0, after which the fight proceeds to Phase 2. If this phase occurs again after Phase 2 (see End of Phase in that section), this phase ends for the second time once all three vulnerable areas are exploited, proceeding to Phase 3.



PHASE 2

Once Raiko's Chaos Threshold reaches 0, he enters his Storm Form, transforming into a number of elemental creatures equal to the number of player characters. Each elemental appears beside a player character, hereafter known as the elemental's 'focus'. The elementals appear like smaller versions of Raiko, each made of lightning and approximately the size of its focus. You can read the following:

Another bolt of electricity passes through the kaiju, this time passing from the rocky spire-top to the roiling tempest above. Raiko disappears.

A moment later several smaller bolts strike the ground adjacent to each of you, manifesting into beings of crackling blue-white energy. They look like a smaller version of the kaiju, their jagged claws appearing as rippling lightning bolts.

ENEMIES

The enemies in this phase are the surge elementals that comprise Raiko's Storm Form. Instead of their usual number of hit points, they have a number that depends on the hunt level. They each take their turn immediately after their focus.

Level 6. The Phase 2 combatants are:

- **Storm elementals*** (10 hit points each; CR 3)

Level 13. The Phase 2 combatants are:

- **Tempest elementals*** (30 hit points each; CR 7)

Level 18. The Phase 2 combatants are:

- **Tempest elementals*** (90 hit points each; CR 9)

*A number equal to the number of player characters. See Appendix C for statistics.

VULNERABLE AREAS

All the elementals together represent Raiko's Storm Form vulnerable area. His Bracers and Tempest Orbs are not targetable during this phase.

TACTICS

Each elemental targets its attacks on its focus and never uses its area of effect actions (Thunderclap and Tempest). It can't be distracted by being insulted. It only attacks a different target if its focus is on a different plane of existence or is dead. An elemental matches the combat style of its focus; for example, if its focus uses melee attacks, so too does the elemental.

Increased Difficulty. If the players are having an easy time of it, consider changing the elemental's tactics to the opposite of what their focus does. If an elemental's focus is a melee attacker, it flies away (after using Static Claw to prevent opportunity attacks) and subsequently uses its Spark to

attack. If its focus prefers to use ranged attacks, the elemental tries to stay within melee range and uses Static Claw.

Lair Actions. As in Phase 1, Raiko switches between Thunderous Boom and Lightning Strike, using Gale opportunistically to cause player characters to fall off of the tower.

END OF PHASE

Raiko's Storm Form is exploited when all the elementals are killed, grounded, or permanently banished to another plane, causing the phase to end. If Raiko's Tempest Orbs and Bracers vulnerable areas have been exploited, Phase 3 begins. If one or more of these has not yet been exploited, Phase 1 occurs again.

Regardless, at the end of Phase 2, you can read the following:

The moment the final elemental disappears, a third bolt strikes the spire top. Raiko, solid once more, emits a cloying scent from his singed fur.

PHASE 3

With his insulation destroyed and his lightning forms defeated, Raiko enters his death throes and the full tempest is unleashed. Concurrently, Bologar returns and begins to topple the statue of the iron wyrm. You can read the following:

The clouds descend and contract, trapping you inside a ball of churning iron-grey vapour run through with flashes of blue and white. The sound of Raiko falling to his knees barely cuts through the roaring thunder, which shakes the spire rock so consistently as to be a lullaby of white noise. But Raiko is not done; his claws cut into rock, his mouth is a grimace of pain, and the low lighting makes vicious pits of his eyes.

Bologar's Return. Attracted by the noise of the battle, Bologar returns from the tunnels beneath the monastery, and joins the combat at initiative count 0. He begins to create a lever with which to topple the iron wyrm statue, a task he completes on his turn on the second round of Phase 3. You can read the following:

His white fur speckled with red, Bologar calls from the monastery, "Help me topple this defilement! Help me quell the Storm Lord's ire!"

DEATH THROES

Since Raiko's third vulnerable area is exploited, he enters his death throes. He immediately falls **prone**, and his speed becomes **0 feet**. He can now be killed by taking enough

damage in a single turn (a Finishing Blow). The amount of damage depends on the hunt level.

RAIKO FINISHING BLOW

Hunt Level	Finishing Blow Damage
6th	30
13th	55
18th	85

ENEMIES

The enemy in this phase is the prone Raiko, in his death throes.

Level 6. The Phase 3 combatant is:

- 1 **Raiko, The Boundless Gale*** (death throes; CR 9)

Level 13. The Phase 3 combatant is:

- 1 **Raiko, The Unending Storm*** (death throes; CR 14)

Level 18. The Phase 3 combatant is:

- 1 **Raiko, The Infinite Tempest*** (death throes; CR 18)

*See Appendix C

VULNERABLE AREAS

By this phase, all of Raiko's vulnerable areas are exploited.

TACTICS

In this phase, Raiko is **prone**, has a speed of **0 feet**, and lacks his Galvanic Charge bonus action and Thunderclap action. If creatures are within reach of his melee attacks, he continues to favour those (you can flavour the Stomp as smashing a fist into the ground). If the player characters are out of melee range, he uses his Bolt ranged attack.

Lair Actions. If there is a possibility of moving a player character into melee range, Raiko uses his Gale lair action to do so. Otherwise, he switches between Thunderous Boom and Lightning Strike.

NONLETHAL ENDING

By toppling the statue onto Raiko, he can be grounded, returning his form to the earth without destroying him.

Toppling the Statue. The statue is approximately 60 feet tall. Creatures within **5 feet** of Bologar can use the Ready action to aid Bologar in toppling the statue. On initiative count 0, losing ties, Bologar gives the command, and each creature with a readied action can make a Strength check (Bologar has a **Vmod** modifier to **Strength** checks). Add all the results together; if the combined result is more than **50**, the statue topples. If Raiko is within **60 feet** of the temple, it hits him and you can jump to the Raiko Grounded finale (below).

END OF PHASE

The phase ends when Raiko succumbs to a Finishing Blow or if the statue falls onto him.

FINALE

If Raiko is dealt a Finishing Blow, go to Raiko Slain. If the statue is toppled onto Raiko, jump to Raiko Grounded. If Raiko beats the party (they are killed or run away), you can build the Raiko Wins section of the Aftermath into your world.

RAIKO SLAIN

Raiko roars, a crescendo matched by the thunder and lightning that cocoon the fragile spire top. The booming suddenly disappears, but Raiko's roar has not stopped; it can still be felt through the shaking of the rock. You are deaf. All is silence as a bolt erupts up into the storm, blue and white lightning brushing the clouds away far beyond the horizon.

The air is still. The sky is clear. Raiko is dead.

Raiko bursts in a deafening cacophony—part explosion, part roar. Each creature within **120 feet** of him must make a **VDC Constitution saving throw**, taking **2 × Vdam** thunder damage and becoming **paralysed** for **1 minute** on a failed save, or taking half as much damage and not becoming paralysed on a successful one. The roar echoes across the continent, and the clouds are severed in two by the force of the blast. No rain can fall in a **3-mile radius** of this point for the next **10d100 years**. This effect can only be ended early by the *wish* spell. Bologar is deeply upset by the slaying of Raiko, saying (or mouthing), “My brother will soar in the storms no more.” He leaves the party, set on vengeance against the Eyes of Iron.

RAIKO GROUNDED

With crushing inevitability, the 60-foot-tall edifice of iron is marshalled by gravity. A screeching groan fills the air as rust-red flakes herald the statue's toppling. It falls towards Raiko, his claws raised as if to catch it. The iron wurm's horn pierces the kaiju's hand as a razor-sharp wing severs several fingers. With waning strength, Raiko's pierced hand lands on the ground. In a flash of white and blue, the kaiju's form is sucked through the statue's horn and into the ground of Ironspire.

Burnt hair, severed fingers, and the remnants of Raiko's orbs and bracers are all that remain around the collapsed statue, whose horn now glows white hot. The storm remains, though it already feels less violent.

Though Raiko's body is gone, components can be harvested to craft unique magic items. See Treasure on page 81.





AFTERMATH

What occurs after this battle ends depends on if the party slew Raiko, grounded him, or was beaten by the kaiju. A few outcomes are independent of player characters' actions. If the party is not defeated, use the following as inspiration to sew Raiko's legacy into your world.

- Bologar vows to prevent the Eyes of Iron from causing suffering ever again.
- Bologar melts down the statue.
- The Eyes of Iron retreat to a new base deep underground, where they manage to make contact with the ferrin. A new plot is afoot.
- The Eyes of Iron send assassins after the party.
- If Bombuku is given lightning trapped in *Bombuku's bronze bottle*, he combines it with the fat of tetsugan be-lugas to create a glass vessel in which trapped lightning heats up bubbles of fat, which rise to the top, where they cool and sink back down. It's a hit.
- If the Rising Blossoms are given a raikyū or *thunder-arrows*, they move one step closer to being able to beat the Silk Purse and establish a new order of governance.
- Using any item from Ironspire (a javelin, an ingot, a broken-off part of the statue, etc.), Ryoko can recount all the details of Tetsumine Basin to the players (see Background and History sections of this chapter).

RAIKO SLAIN

- Raiko's dying roar echoes across the continent, brushing away the gathered clouds.
- Bologar changes his vows from oaths of honour to oaths of vengeance. He meets the party again when he uses them as bait to attract assassins from the Eyes of Iron.
- For the next **2d6 days**, whenever a player character touches a grounded metal object, they get shocked and take **1, 1d4, or 1d8** lightning damage for a 6th, 13th, or 18th-level adventure, respectively.
- All fish in Lake Tetsugan are **paralysed** for **1 day**. The population is decimated by fisherfolk, birds, and suffocation, and fish are no longer a stable source of food in the basin for the next **10d6 years**.
- The Silk Purse capitalises on this need for food, hikes the price of imported food, and brings the mines into a state of wage slavery, making huge profits.
- The arid plains turn into a desert. The basin (or rather, the transelemental portal at its base) provides the only source of water for **100 miles**. The stream that flows out of Tetsumine Basin is an oasis in the desert.

- No clouds are seen in a **100-mile radius** of Ironspire for the next **10d100 years**. Afterward, clouds and rain falteringly return.
- Over the next **10d100 years**, the transelemental portal moves out of the deep ocean in the Plane of Water, and Lake Tetsugan's water level slowly falls until it is a series of small lakes, each a few dozen feet deep.

RAIKO GROUNDED

- The storm weakens and disappears over the next **1d10 days**.
- For the next **2d6 days**, whenever a player character hits a target with an attack roll using a metal weapon, the target takes an extra **1, 1d4, or 1d8** lightning damage for a 6th, 13th, or 18th-level adventure, respectively. In addition, whenever a player character touches a grounded metal object, they get shocked and take that lightning damage.
- At the base of Ironspire, a portal to the Plane of Earth opens. In the future, the ferrin mount an amphibious assault to capture Tetsumine Basin, whose spire defences have grown lax.
- Over the next **year**, the ground rumbles, and springs appear all over the arid plains, turning them into a fertile grassland.
- For the next **10d100 years**, though only mild storms pass through the area, the rumbling sound of thunder can be heard at times of prayer, a constant reminder of the storm that was and the dangers that awaits those who insult Raiko.
- The miners return to mining, and the economy of Tetsumine Basin returns to normal.

RAIKO WINS

- The storm grows in size, with the winds blowing harder, and the thunder and lightning becoming more intense.
- Eventually, a bolt of lightning splits Ironspire in two; its collapse causes a huge wave that devastates the low-lying caves and buildings in the basin.
- His ire unquenched, Raiko and his storm decapitate all the spires except for the Adamantine Spire. He then sunders the ringwall, causing a huge flood as water exits the basin.
- As there is no longer enough pressure to oppose the water flowing through the transelemental portal from the Plane of Water, the flooding does not cease for **10d100 years**, after which time the portal moves elsewhere. Cities downstream can't be rebuilt and are instead relocated to suit the new geography.
- The arid plains become a wetland, forming an entirely new ecosystem.

TREASURE

Once the party has defeated Raiko, they can attempt to harvest components and craft unique items using the remains. For further information, refer to the Harvesting and Crafting chapters in *Ryoko's Guide* or *Heliana's Guide*.

HARVESTING

Grounding Raiko causes his body to disappear. However, Raiko's severed fingers, fragments of his tempest orbs, a core of air, and some primordial dust are left behind after he is grounded and can be harvested. Components in bold can be used to craft unique items.

RAIKO HARVEST TABLE

Component	DC	Number Available	
		Slain	Grounded
Eye ^{E+}	5	2	0
Primordial dust ^{E+}	5	5	5
Bone ^{E+}	10	10	0
Orb fragments	10	8	8
Galvanic claw	15	20	3
Core of air^V	25	1	1



CRAFTING

The following table details the crafting components and other metadata for the items unique to Raiko, as well as those found throughout the adventure.

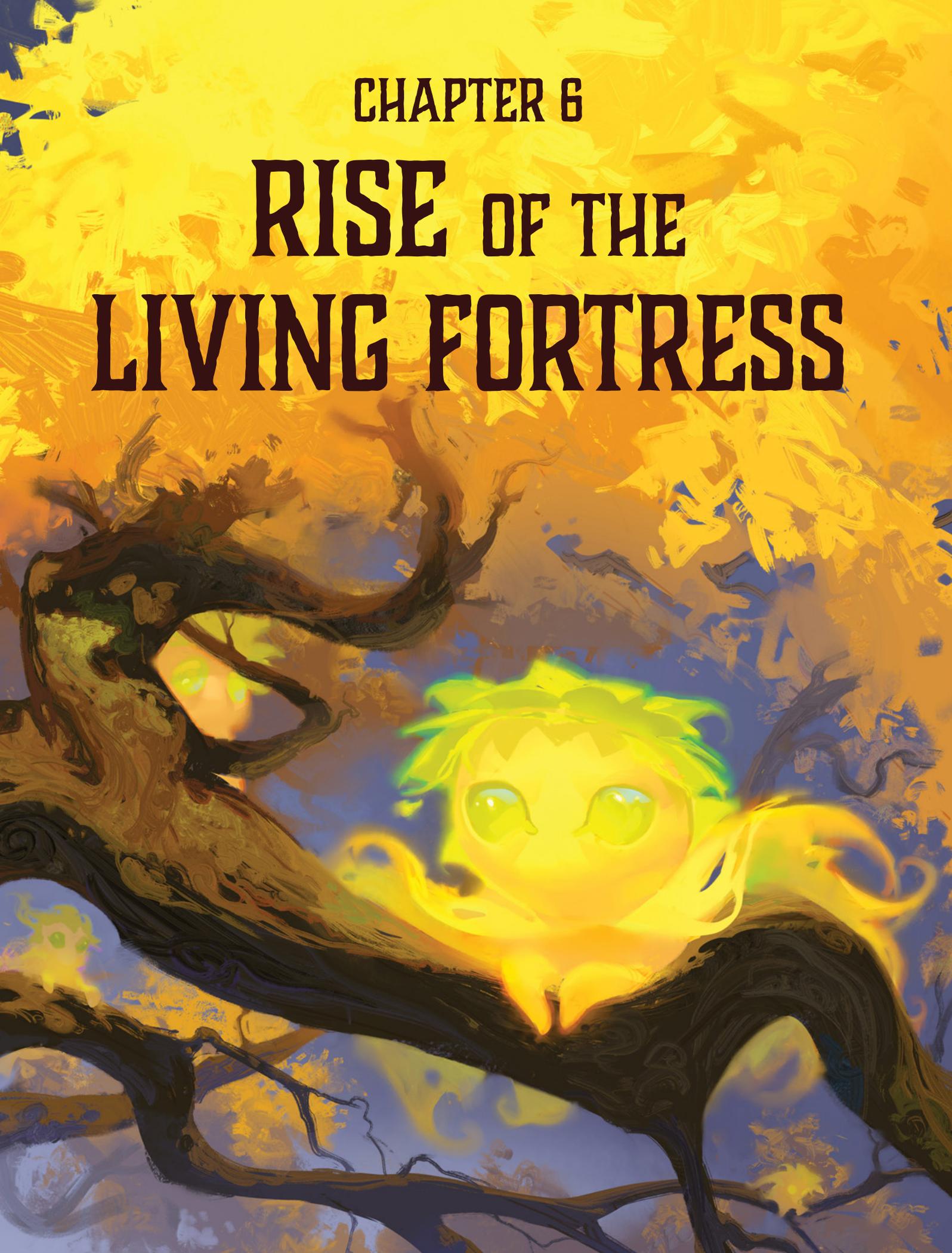
RAIKO CRAFTABLE ITEMS

Item	Type	Rarity	Attunement	Components	Essence	Value*
<i>Bombuku's Bronze Bottle</i>	Wondrous item	Common	—	<i>Pouch of Dragon (bronze) scales</i>	—	40 gp
		Uncommon			<i>Frail</i>	320 gp
		Uncommon			<i>Frail</i>	430 gp
<i>Kanabolt</i>	Weapon (greatclub or maul)	Rare	—	<i>Elemental (raijū) galvanic claw</i>	<i>Robust</i>	1,640 gp
		Very rare			<i>Potent</i>	7,050 gp
		Legendary			<i>Mythic</i>	43,350 gp
<i>Raikyū</i>	Wondrous item	Uncommon	Required	<i>Elemental (raijū) orb fragments</i>	<i>Frail</i>	680 gp
		Rare			<i>Robust</i>	3,990 gp
		Very rare			<i>Potent</i>	12,100 gp
<i>Thunderarrow</i>	Wondrous item	Legendary	—	<i>Elemental (surge) volatile mote of air</i>	<i>Mythic</i>	67,810 gp
		Rare			<i>Robust</i>	2,560 gp
		Uncommon			<i>Frail</i>	690 gp
<i>Thunderous Taiko</i>	Wondrous item	Rare	Required	<i>Elemental (raijū) core of air</i>	<i>Robust</i>	4,780 gp
		Very rare			<i>Potent</i>	14,000 gp
		Legendary			<i>Mythic</i>	60,470 gp

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

CHAPTER 6

RISE OF THE LIVING FORTRESS



RISE OF THE LIVING FORTRESS

INTRODUCTION

Rise of the Living Fortress is a 5th-edition adventure 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 to an average party level (APL) of 7, 12, or 17. Characters who complete this hunt should earn enough experience to progress one-fifth of the way to 8th level, one-third of the way to 13th level, or two-fifths of the way to 18th level. In this adventure, the player characters must kill Magatsuchi (禍土), the Wandering Earth, or placate the dead emperors whose anxious rage it channels.

The party must gather clues at the home of a researcher before, with the aid of a guide, searching for a quarter-mile-wide chunk of animated terrain. On finding the terrain, they must gain access to its surface. There, they fight the ghosts of three emperors, who infuse inanimate objects, before battling the tree responsible for animating the earth. The ability to deal psychic damage is essential for success, and two options for doing so are given in this adventure.

VARIABLE STATISTICS

This adventure uses a shorthand to refer to statistics that vary based on the level of the adventure. **VDC** refers to a variable DC, **Vmod** to a variable modifier, and **Vdam** to a variable amount of damage. These variable statistics can be modified in text; for example, in a 7th-level adventure, **VDC + 10** means 14 + 10 = **DC 24**.

VARIABLE STATISTICS

Adventure Level	VDC	Vmod	Vdam
7th	14	+6	7 (2d6)
12th	16	+8	14 (4d6)
17th	17	+9	21 (6d6)

BACKGROUND

In the time when the Yokai Realms had emperors, the Silk Purse was not the powerhouse that it is today. Like all guilds, it began life as a collection of like-minded folks—merchants seeking to establish norms for their trade and speak with a singular voice. But shrewd minds among their number devised a plan. With gifts of treasure and information, they gained access to the emperor's inner circle and, from this trusted position, offered to teach the emperor's offspring the ways of trade and finance. Instead of an education, these cunning advisors spoiled the emperor's children, instilling in them a love of hedonism rather than a respect for their rule.

When each emperor passed, the guildsmen offered to deal with the boring matters of state so that the newly-crowned emperor could enjoy all the pleasures available to them. The Silk Purse's High Council became the shadow rulers of the empire, while the emperor was merely a puppet. They passed greedy laws in the emperors' name, leaving the rulers none the wiser to the suffering their subjects endured, and three consecutive monarchs became known as the Egregious Emperors for the outrageousness of their rule. Sensing the unease, the Silk Purse fomented a rebellion, overthrowing the emperors in the name of the people and birthing the city-states and factions seen today. Seen as the common folks' saviour, the Silk Purse has since cemented itself as the financial lifeblood of the Realms.

None of this is known, of course, for history is written by the victor. In the Pondermoss Weald, a vast forest filled with kodama and the tombs of great people, the Egregious Emperors were paid a final insult. Within the House of the Forgotten, a monastery in a distant corner of the weald dedicated to unremembered souls, the three corpses were unceremoniously inhumed. With their souls settled in a final resting place, the emperors learnt of the true happenings during their reign. They persisted as ghosts, intent on revealing the machinations of which they were previously unaware. For centuries, they wallowed in their self-pity, until, at last, an unsuspecting visitor arrived.

Shan Reede, researcher for The Chroniclers and ex-professional bard, was intrigued by the deceased rulers, individuals so narcissistic they had been buried in the furthest, highest reaches of the weald. She found their triptych of tombs nestled in the roots of an enormous goldenheart zelvova tree in the monastery's courtyard (see Flora, Fauna, & Things on page 90, and Ubusuna, page 247). Using historiomancy, a branch of divination magic, she discovered many truths about the emperors' existence and, at the end of each day's research, she penned their tale into a song.

As the emperors' spirits listened to Shan Reede's song, they were appalled by the perceived inaccuracies of her lyrics—they were heavily biased towards their own innocence—and appeared to her with notes and corrections. Over the following month, Shan developed the song, her bawdy ditty turning into a lengthy saga, and sent missives back to The Chroniclers describing 'revelatory discoveries about the Silk Purse's origin'. Unfortunately for her, the missives' details found their way to unfriendly ears, and the Silk Purse dispatched an assassin to ensure she died in an unavoidable accident.

Shan Reede often returned to the Verdant Gorge to send messages to her superiors, collect supplies, and partake of some rest and relaxation before travelling back to the waiting emperors. When Shan did not return to the monastery, the emperors grew anxious that their tale would not be heard. Their desperate anger influenced the psychically porous kodama that infused the goldenheart zelkova. The enormous tree's roots writhed and pushed, wrenching free a quarter-mile chunk of rock, trees, and earth: an ubusuna kaiju! Now the kaiju, known to the locals as the Wandering Earth, roams the weald in search of the lost chronicler, leaving a trail of destruction in its wake. Moreover, where it roams, kodama become fearful and defensive, animating plants that lash out at the people who once acted as the forest's caretakers.

The weald folk are flummoxed. No great trees have been felled, no poisons unleashed, and no disrespect displayed. What could be inciting nature to act in such a way?

SUMMARY

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

- **Which Monster?** Magatsuchi is a giant sentient tree. It has mobilised a quarter-mile chunk of earth, rock, and plants known as the Wandering Earth, an ubusuna kaiju.
- **Monster's Motivation.** The Egregious Emperors are desperate for their story to be told; the chronicler documenting their side of history has vanished, assassinated by the Silk Purse, and they're trying to find her.
- **Monster's Previous Actions.** The emperors' desperation and anger are affecting the kodama who're behaving aggressively towards Humanoids in the Pondermoss Weald. The Wandering Earth's movements are destroying historic shrines and tombs.
- **Where's the Monster?** The Wandering Earth is roaming the Pondermoss Weald. Magatsuchi, the tree itself, is in the centre of the Wandering Earth, a mobile chunk of terrain.

Here's a summary of this adventure's naming:

- **Region.** Pondermoss Weald.
- **Starting Location.** Verdant Gorge.
- **Kaiju Battle Location.** The House of the Forgotten, a monastery on the Wandering Earth.
- **Faction.** Pondermoss Sages.
- **Main NPC.** Matsu, a tour guide.
- **Secondary NPC.** Shan Reede, a deceased chronicler.

ADVENTURE HOOKS

Encouraging your players to venture to a remote forest full of animated plants might be a challenge, but you can use the following hooks to entice them.

- **College of Hanabi, Bombuku (Curiosity): Possessed Plants.** Yokai that infuse themselves into living tissue is a new precedent, even if it is just limited to plants. If this could be transferred to Humanoid flesh, it could be the next breakthrough in prosthetic technology! Bringing Bombuku something capable of storing these spirits would be a great next step.
- **Silk Purse, Agent Nishikibe (Morality): Historical Hysteria.** The Silk Purse don't want their manipulative origins found out, but they can't share that information. Instead, they say that rumours of anti-Purse propaganda have been heard coming from the Pondermoss Weald. Hysteria could break out if this false narrative takes root. Find the source and return it to Nishikibe.
- **The Chroniclers, Ryoko (Compensation): Absent Academic.** Fellow researcher and Ryoko's personal friend, Shan Reede, had sent back promising missives about the nature of her research—an unknown origin story for the Silk Purse! She hasn't been heard from since then, and stories of a rampaging chunk of earth have Ryoko worried about Shan's safety.
- **Heirs of Kirin, Captain Totsuka (Morality): Razed Relics.** The Pondermoss Weald is the final resting place of many great people of the Realms, not to mention a pristine temperate rainforest. A colossal being of rock and wood is tearing it apart! Find out why nature is destroying itself and stop it, with as little damage to the area as possible.
- **Rising Blossoms, Chūji Firestarter (Curiosity): Guerrilla Kodama.** There have always been unsubstantiated rumours about the Silk Purse's origins, particularly around their overthrow of the Egregious Emperors, which everyone agrees was a good move. If new information was brought to light, a war of propaganda could be fought, bringing more support for the Blossoms. Travel to the tombs of these despicable rulers, somewhere in the depths of the Pondermoss Weald, and see what you can find.

The Silk Purse and Chroniclers' adventure hooks are in opposition to one another, while the Rising Blossoms' hook aligns with that of the Chroniclers: what the Silk Purse calls propaganda, The Chroniclers and Blossoms call the truth. The consequences for giving a copy to the relevant parties are explained in the Aftermath section (page 109). Regardless of the hook you choose, Matsu is paid in advance to act as a guide for the party.

Bombuku's Component. Bringing one of the *Plant (ubusuna) spirit lanterns* that can be harvested from Magatsuchi to Bombuku gives him what he needs for the next stage of his experiments.



REWARDS

If the party manages to defeat Magatsuchi, then the patrons and tour operators of the weald pay the party a handsome reward. Additional rewards are available for giving Shan Reede's notes to the Silk Purse, Chroniclers, or the Blossoms, as well as for delivering a *Plant (ubusuna) spirit lantern* to Bombuku.

Whichever hook you use, feel free to offer a reward approximating the values in the table below. Note that this table offers gold and experience on a per player character basis based on a four-character party.

REWARDS PER PLAYER CHARACTER

Adventure Level	XP*	Gold		
		Magatsuchi defeated	Shan's notes delivered	Spirit lantern given to Bombuku
7th	2,200	1,000 gp	400 gp	100 gp
12th	7,200	3,000 gp	1,250 gp	300 gp
17th	17,000	6,000 gp	2,500 gp	600 gp

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

MATSUKICHI

Matsukichi is a charming hanamori tour guide and lifelong resident of the Verdant Gorge. Known as Matsu to friends, he is remarkably like the surrounding forest, with a temperate personality and the appearance of a fir tree covered in tiny yellow flowers, with long ropes of moss hanging from his arms, back, and head. Concerned that, with the kaiju's rampage, he couldn't make a living, he jumped at the opportunity to act as a guide for the party, even though he is terrified of danger. Matsu finds the party when they arrive in the Pondermoss Weald.

Information. Matsu can offer the following information to the party, in addition to offering to guide them to the Wandering Earth (his services have already been paid for).

Here is what Matsu knows about Shan Reede:

- She is a ryūjin with bright orange scales. She carries a biwa—a lute-like instrument—with her at all times.
- She constantly plays the famous ballads “I Adore Thy Shape”, “Pondering Aloud”, and “Grim Practices”. It turns out she wrote the annoyingly catchy songs when she was a touring bard.
- He guided her to the House of the Forgotten, a monastery in a distant corner of the weald.
- Shan travels frequently between the monastery and a small cliff dwelling she rented in the Verdant Gorge. She camps near the monastery for many days in a row, but comes back to resupply and send messages in town. He suggests they visit her home.

- If shown the symbol of The Chroniclers (a pair of crossed scrolls), he recognises it as adorning several pieces of her clothing and equipment.
- He hasn't seen her since she left for the monastery about ten days ago.

Here is what Matsu knows about the kaiju:

- One week ago, the earth around the House of the Forgotten, the site of an enormous goldenheart zelkova tree, tore itself free and began roaming the weald.
- It has left a trail of destruction—uprooted trees, razed shrines, and broken relics.
- Kodama are forest spirits that act as the weald's guardians. Wherever the Wandering Earth passes, the plants (presumably, kodama-infused) begin to act aggressively towards Humanoids.
- Many kodama live in the goldenheart zelkova tree, which would be more of a tourist attraction if it wasn't so remote.

Matsu's Past. Matsu was ready to venture out into the world and become a bard when news of his elder brother's passing made it home. His brother, Suekichi, died in a freak guillotine-fixing accident while pursuing a life of adventure. After that, Matsu became very risk-averse and decided to stay in the safety of his remote forest home and raise a family. He has a wife, three daughters, and one son.

Roleplaying Matsu. Matsu has dealt with the same questions from visitors hundreds of times and has, as a consequence, developed a dry, deadpan sense of humour. He is patient and risk-averse, reminding people not to stray from the path or slip on wet rocks. If the topic of adventure is broached, he explains how he lost his brother in a freak accident (see above), and decided the outside world is too dangerous. But the spark of excitement still smoulders inside him and, at the adventure's end, he might posit leaving the weald to visit his brother's grave and find his brother's best friend, Bologar (see page 58).

MATSU

Humanoid (Hanamori), Tour Guide, He/Him

Personality. Charismatic, deadpan, patient, perceptive.

Appearance. Evergreen needles, ropes of hanging moss, tiny yellow flowers.

Desire. To lead a life of safety where his saplings can grow up.

Fear. That his fear of adventure has limited his experiences in life.

"Don't fear, I'm no kodama-infused tree. Welcome to what was the safest place in the Realms."

MATSUKICHI



PONDERMOSS WEALD

Pondermoss Weald is one of the oldest woodlands in the Realms. The temperate rainforest lies nestled in the foothills of mountains, which trap the warm, moist breeze blowing off of a nearby sea, creating regular rainfall. It is dense and verdant; thick loam covers the floor and beards of moss descend from the giant cedar trees that harbour numerous unique species. The chatter of birds, clicking of insects, and scampering of rodents lends the forest a musical quality, which the locals dub the Foothills Orchestra.

People & Industry. The area is sparsely populated, though there is one small community in the Verdant Gorge, a village built into the mossy cliffs of a high, narrow gorge, which is criss-crossed with bridges grown of roots. The main industry is tourism, a large proportion of which focuses on facilitating spiritual pilgrimages to the many shrines and tombs of the weald. Over a third of the population are sages who tend to the resting places of the deceased and monasteries to nature. The remainder typically inhabit roles of foragers and fruit farmers (as most inhabitants of the weald are vegetarian), and there's a large body of tour guides among the population.





FLORA, FAUNA, & THINGS

The Pondermoss Weald is a vibrant rainforest filled with many unique plants and animals.

Kodama & The Living Forest. Kodama are spirits that have a variety of appearances, from glowing, animate lights, to humanoid-like ghostly beings, to sentient plants. Like all creatures, these spirits have a range of behavioural traits, from mischievous, to helpful, to downright aggressive. However, one thing all kodama have in common is a desire to protect the forest. They are not unique to the weald, existing all over the Realms, but are especially sociable in the woodland.



MOSSKIN SLOTHS

Kodama have no intrinsic ability to interact with the physical world but, by inhabiting the plants of the forest, they can grant themselves a physical form. This infusion is a psychic connection, and other creatures of the weald have developed psychic defences that can interfere with this connection. The combination of sentient kodama and infused plants has led to the weald being dubbed ‘The Living Forest’; loggers speak of their machetes and axes being stolen overnight, explorers describe how the forest moved so as to lead them back where they started, and caretakers recount stories of stealthy predators being restrained by vines before they were slain.

Goldenheart Trees. When the probing roots of a young tree first touch a nugget of gold, an improbable and wondrous chain of events is set in motion. Kodama gather to the plant, infusing it and encouraging it to pull the aureate metal into its core. The plant exerts an arcanomagnetism, attracting microscopic motes of gold through its roots from which it grows hair-like veins throughout its form. When damaged, cracks and splinters are replaced with solid gold, a practice that has spread throughout the Realms as the art of *kintsugi*.

These goldenheart trees never drop their leaves, no matter the species. Instead, the lower boughs become progressively more golden, casting the ground beneath their expansive canopy in a glowing autumnal light. Immortal and immense, goldenheart trees eventually become the great grandparents of entire woodlands and a focus for the forest spirits that live there. The Pondermoss Weald contains one such tree: Magatsuchi, a goldenheart zelkova in the House of the Forgotten.





KODAMA



Mosskin Sloths. The forest's damp environment, combined with a sloth's incredible languidness, results in these animals growing thick beds of moss within their fur. This provides an effective camouflage against predation; however, the abundance of plant matter results in passing kodama inhabiting the moss, effectively possessing the sloths themselves. In an example of classic symbiosis, minuscule psionic newts have evolved to live in the mossy fur of these sloths, eating parasites and secreting a slime whose psychoactive properties interfere with a kodama's ability to infuse the moss. Not only this, but a creature that ingests the slime can get an awful headache; mosskin sloths are a dangerous choice of meal.

Psionic Newts. These Tiny newts, averaging half an inch in length, make their homes in moss beside calm ponds and in the moss-filled fur of the weald's creatures. The newts find a bounty of bugs and parasites in the skin of the sloths, and the psionic slime they secrete protects the sloths from kodama infusion. This *psionic slime* can be harvested with a component DC of 35. On a failure, a creature takes 10 (3d6) psychic damage and has a terrible headache until it finishes a long rest, conferring **disadvantage** on ability checks.



KNOW THY ENEMY

In this section, the clues that can help your party prepare for the battle versus Magatsuchi, as well as the encounters that can help impart those clues, are detailed. The clues are:

- Kodama-infused plants are susceptible to psychic damage (this one is really important).
- A special salt, extracted under moonlight, can repel plants of the forest.
- The emperors seek Shan Reede's saga, which is almost finished. Finishing it could placate them.

A visit to Shan Reede's home and an encounter with a sage treating some mosskin sloths give the players opportunity to learn about surviving in the weald, as well as a chance to acquire some psionic slime. Throughout these encounters, Matsu can act as a tour guide and provide additional information.

SHAN'S ABODE

Shan Reede rented a single-room abode built into the side of the Verdant Gorge. It's accessible by a rope bridge that runs along the gorge's length. When the party enters, you can read the following:

The room, about 15 feet on a side, contains everything you'd expect: a bed, a small fireplace with a chimney bored upwards into the rock, a pantry with a few dried rations, and a table covered in notes, books, and a draft score for a song: *Fortress on the Hill*.

Investigation. Looking at the items on the table reveals three things of note:

- A bounty of hard-to-follow notes about the 'Egregious Emperors'. The notes compare 'established history' with contradictory quotes from Joukai, Sūjin, and Tokihito.
- A tome bound in durable leather: *Ryoko's Guide to the Pondermoss Weald*.
- An almost-complete draft of the song, *Fortress on the Hill*, by Shan Reede.

Treasure. A creature that makes a successful **VDC Intelligence (Investigation)** check to search the room finds a *psifan* (see page 197), a magical tessen, hidden in a compartment beneath the table. A creature that explicitly states it searches the table automatically succeeds on this check. The rarity of the *psifan* varies with adventure level.

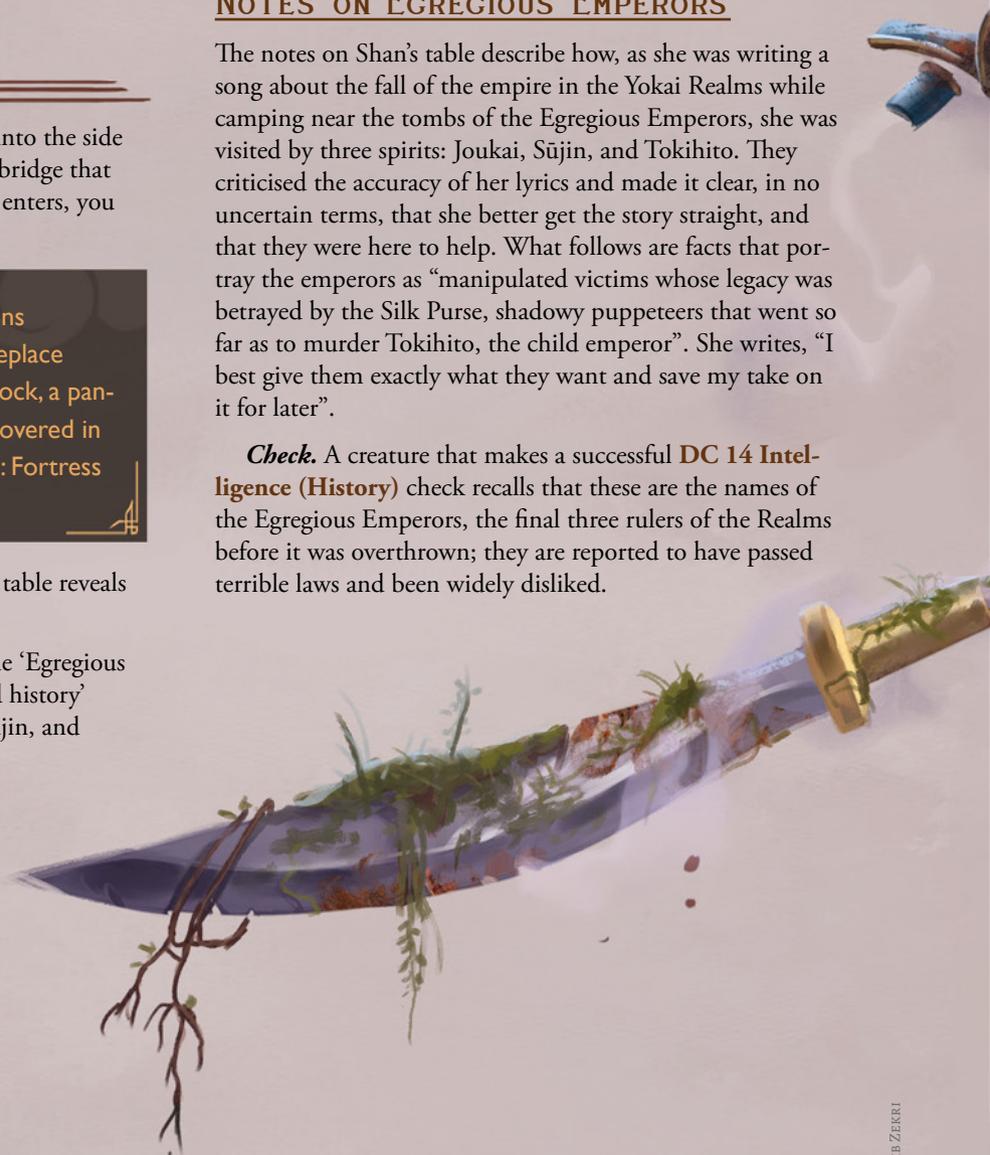
PSIFAN RARITY

Adventure Level	Psifan rarity
7th	Uncommon
12th	Rare
17th	Very rare

NOTES ON EGREGIOUS EMPERORS

The notes on Shan's table describe how, as she was writing a song about the fall of the empire in the Yokai Realms while camping near the tombs of the Egregious Emperors, she was visited by three spirits: Joukai, Sūjin, and Tokihito. They criticised the accuracy of her lyrics and made it clear, in no uncertain terms, that she better get the story straight, and that they were here to help. What follows are facts that portray the emperors as "manipulated victims whose legacy was betrayed by the Silk Purse, shadowy puppeteers that went so far as to murder Tokihito, the child emperor". She writes, "I best give them exactly what they want and save my take on it for later".

Check. A creature that makes a successful **DC 14 Intelligence (History)** check recalls that these are the names of the Egregious Emperors, the final three rulers of the Realms before it was overthrown; they are reported to have passed terrible laws and been widely disliked.





RYOKO'S GUIDE TO THE PONDERMOSS WEALD

Reading the book gives two notable passages. The first is on the plants of the region:

As a last resort against any overly familiar animated plants, it is advised that one psychically disorient the plant before making good one's escape. Upon receiving a psychic attack, the connection between kodama and plant is degraded, slowing its reactions. In a pinch, psionic newt slime can be used to coat a weapon.

The second relates to camping and salt:

If you plan to camp in the weald, be sure to bring some tsukisalt. This unimpressive salt can't season your food, but it is anathema to plants and can prevent your supplies from being stolen by wandering vines. The Lunar Apothecary in the Verdant Gorge carries a supply; spread a thin layer wherever you plan to stay, and your stuff should still be there in the morning!

FORTRESS ON THE HILL

This extremely lengthy saga recounts an alternate history to that taught throughout the Realms. The lyrics are full of corrections, as if someone were looking over the writer's shoulder and editing them as they wrote. "The Egregious Exploited Emperors were ignorant innocent puppets victims of skillful venomous manipulation from a young age at the hands of Silk Purse advisors. When the advisors realised they'd overstepped, they blamed it on the hedonistic distracted emperors and then overthrew them in the people's name, cementing their position as saviours sneaky traitors."

CARETAKER LISHI

As Matsu guides the party through the weald, they come across an aged tanukin sage bathing sloths in a mossy pool. You can read the following:

A small figure clad in teal and yellow robes hums quietly to itself as it tends to a snuggle of green-furred sloths. It bathes the sloths gently in a pool of water before laying them on a slab of damp moss and giving them a branch of ginkgo leaves on which they contentedly munch.



TSUKISALT

The tanukin is Lishi, a sage and conservator of the mosskin sloths endemic to the Pondermoss Weald. He is a genial, elderly tanukin that might gently poke fun at the player characters but is more than happy to explain his work. He describes how mosskin sloths typically live high in the canopy, sleeping in the mossy pools that form in depressions between branch and trunk. With tourists feeding the sloths, they have become habituated to their presence and live lower in the canopy or, even worse, descend to the forest floor, where they are prone to predation.

Usually, these sloths' fur is so consistently damp that moss begins to grow in it, and psionic newts make their homes in the moss, eating the parasites that try to feed on the sloths. More importantly, the newts' slime (which the sloths are immune to) acts as a defensive measure—a creature that touches the slime can get a serious headache. These sloths, which beg for food on the ground next to the tourist paths, don't have any newts; Lishi is trying to help them get back to nature.

CLUE I: PSYCHIC DISANIMATION

Kodama-infused plants (including Magatsuchi) are susceptible to psychic damage, which can interfere with the psychic connection between plant and kodama.

Guidebook. The first notable excerpt discerned by a character who reads *Ryoko's Guide to the Pondermoss Weald* details how psychic damage can be used to interrupt the

connection between kodama and the plants they animate. If a character reads the guidebook, show the player Handout 6.1.

Matsu. Matsu explains that before becoming a tour guide, he had intended to be a bard, and had started on the prerequisites for the College of Masks. If any plants become aggressive during a tour, he gives them a swift insult (casts *vicious mockery*) and gets his group to make a quick exit. He says that you shouldn't touch mosskin sloths, as they can give you a serious headache.

Caretaker Lishi. Caretaker Lishi explains that he is trying to get the newts in the moss to find homes in the sloths' fur. Player characters can try to harvest slime from the moss next to him (see *Flora, Fauna, & Things*, page 90). There is enough for five doses.

USING THE CLUE

Psifan. The magical tessen (see page 92) found in Shan's home has a special property that lets it deal psychic damage in a small cone. This is one way non-magic-users can prepare for the battle against Magatsuchi.

Psionic Newts. In the encounter with Lishi, the characters can try to harvest some *psionic slime* from the newts in the damp moss (see page 91). A creature can coat its weapons in this slime, allowing a non-magic-user to deal psychic damage.



HANDOUT 6.1

CLUE 2: TSUKISALT

Plants of the Pondermoss Weald avoid a special kind of salt which the sages and tour guides use to keep paths and buildings from being overgrown by the rainforest's rampant foliage.

Guidebook. The second useful tidbit from *Ryoko's Guide to the Pondermoss Weald*, found in Shan's home, describes how a special kind of salt can protect against the animated plants of the weald.

Matsu. As the party travels through the weald, the player character with the highest passive Perception score notices a thin line of blue-white powder on either side of the path.

Matsu explains this is *tsukisalt* (page 199), a special salt prepared under a full moon that the plants of the weald will not cross. It's unique in that it doesn't dissolve in water. Keeping the paths in good repair is a constant job, but each tour guide carries a small supply with them to patch up gaps.

USING THE CLUE

Matsu has three doses of *tsukisalt* he can reluctantly give to the party. Otherwise, the Lunar Apothecary has twenty doses that sell for 5 gp each.



HANDOUT 6.2

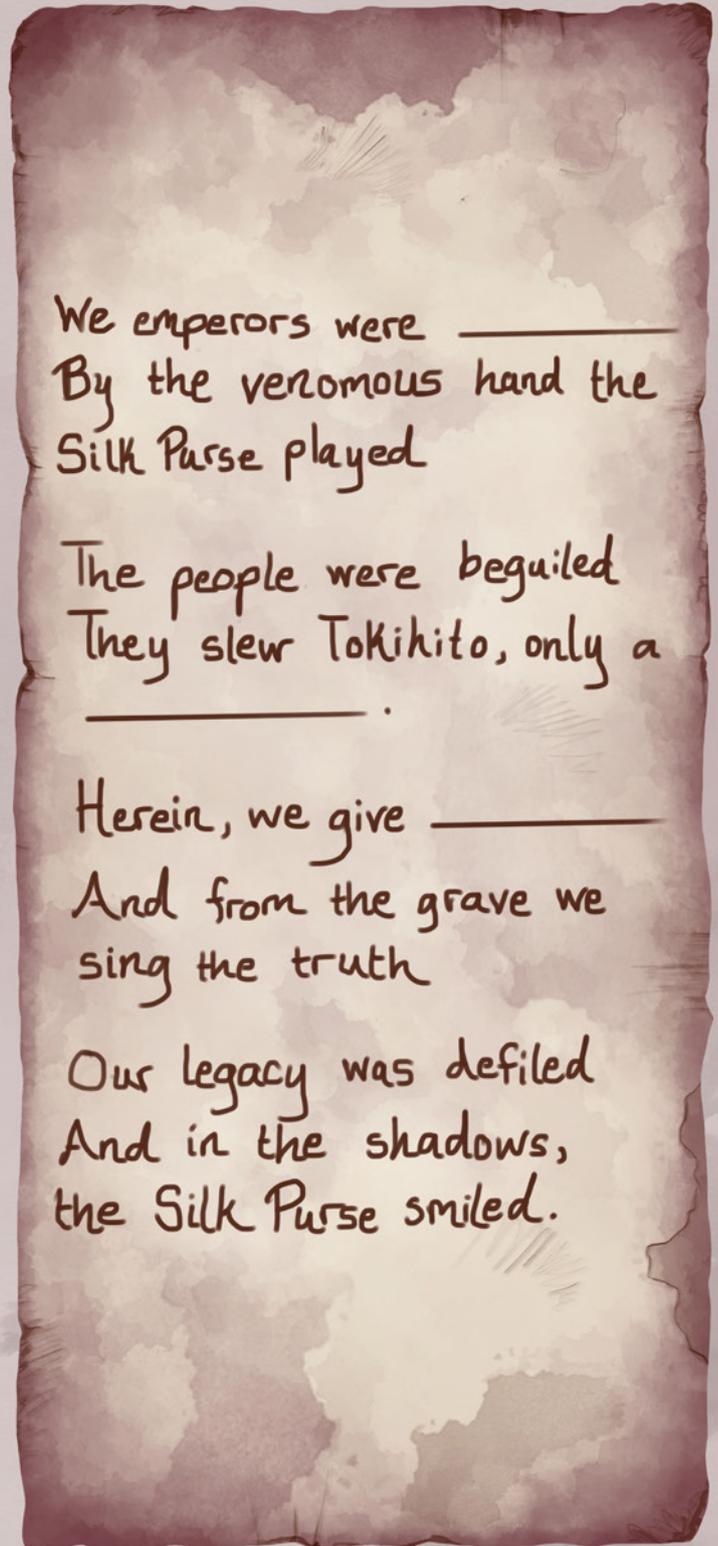
CLUE 3: SOOTHING SONG

When Magatsuchi is in its death throes, the three emperors can be appeased by hearing Shan Reede's completed version of *Fortress on the Hill*. Of course, the score the party finds in Shan's abode (page 92) is missing some vital rhymes. The notes on Shan's table and the meticulously edited lyrics of the score make it clear that the emperors had an extremely specific view of what happened to them.

Unfinished Song. The last few stanzas of *Fortress on the Hill* are missing some key rhymes. The emperors can't be appeased unless the finished song is performed properly for them.

We emperors were _____
By the venomous hand the Silk Purse played
The people were beguiled
They slew Tokihito, only a _____.
Herein, we give _____
And from the grave we sing the truth
Our legacy was defiled
And in the shadows, the Silk Purse smiled.

Possible rhymes for the three lines are 'betrayed' (rhyming with 'played'), 'child' (rhyming with 'beguiled'), and proof (rhyming with 'truth'). These exact words need not be used, so long as the general concept of the emperors being manipulated and the deception of the people is conveyed in the words the player characters choose to complete the rhymes. Feel free to be as liberal with what constitutes a rhyme as you'd like.



HANDOUT 6.3





THE BATTLE AHEAD

The Wandering Earth—the mobilised quarter-mile chunk of terrain—can't be harmed by the player characters. Instead, Magatsuchi, the goldenheart zelkova tree whose roots run through the terrain, must be attacked directly. To reach Magatsuchi's trunk, the party must first scale the Wandering Earth. Once the party are on the terrain (the kaiju doesn't notice their minuscule presence), they can easily make their way to the House of the Forgotten, where the Egregious Emperors and Magatsuchi's trunk reside. It takes the party one day to find the kaiju's trail, and around 6 hours the next day to get close enough to scale it. This gives the party ample opportunity to rest, mull over the clues they've acquired, and then prepare spells and item attunements for the battle ahead.

WANDERING EARTH

Finding the Wandering Earth is an easy task—every giant footstep shakes loose bird nests from high branches and sends squirrels scampering for cover. Moreover, the earthen behemoth leaves a clear path of felled trees in its wake. When the party lays eyes on the creature, you can read the following:

Following the kaiju's path isn't difficult. The hearty scent of decaying leaves mixes with the bitter tang of pine sap, aromas released by the quarter-mile-wide trail of devastation. The forest's loam is deeply gouged, and trees stand like splintered matchsticks beheaded by the passing of the earthen behemoth.

Cresting a hill, the object of your quarry comes into view. It is oddly crab-like; multiple limbs of rock and roots take rhythmic, careless steps, the booming reverberations taking seconds to reach you at this distance. Tiered shrines and enormous trees sway dangerously, sweeping through the path ahead of the creature like the claws of a blind crustacean. At its centre, rising far above every other tree and shrine, is an enormous tree whose golden leaves are bright even in the permanent overcast weather of these foothills.

Scaling the Wandering Earth. Getting on top of the chunk of rock, trees, and shrines is easy if you can fly, and a little trickier if you can't. The flat top of the Wandering Earth is about **300 feet** above the ground. Each **100 feet**, there is a platform containing a suitable place to anchor oneself. Climbing each 100 feet requires characters to succeed on a **VDC Strength or Dexterity (Athletics or Acrobatics)** check (creature's choice), as the Wandering Earth's steps increase the climb's difficulty. A creature that fails a check falls to the platform below, or to their nearest anchor point if using a climber's kit.

HOUSE OF THE FORGOTTEN

The battle against Magatsuchi takes place in the courtyards of the House of the Forgotten. In its southern courtyard is the giant goldenheart zelkova tree, Magatsuchi itself. The player characters approach the temple from the north.

The earth shifts and shakes the roots of the amber-hued trees through which you traverse. Ahead, the blue slate roofs of a large building break through the tree line, which is dwarfed by the colossal tree behind it. The top of its golden crown must be 300 feet from its roots, and the trunk itself 30 feet across. The tree shimmers, veins of gold as wide as a hand running up the thick trunk and along its roots to the earth below.

GENERAL FEATURES

The following common features can be found throughout the House of the Forgotten.

Light. The area is open to the air and no lanterns are lit indoors; the light reflects the time of day. The southern courtyard is dimly lit by the glow of the leaves in the lower bough of the goldenheart zelkova tree.

Floor. The ground is a mixture of earth, loam, rocks, and roots. Inside the buildings, the ground floor is cobblestone, and the upper floors are built using wooden planks.

Canopy. The underside and top of Magatsuchi's canopy are **30 feet** and **300 feet** above the ground, respectively. The canopy stretches **100 feet** in each direction from the trunk. Magatsuchi's spirit lanterns hang from the underside of the canopy and are **30 feet** above the ground. The canopy is difficult terrain for creatures attempting to fly through it. A creature that Magatsuchi regards as hostile that starts its turn in the canopy takes **Vdam** bludgeoning damage and **Vdam** slashing damage.

Walls & Roofs. The walls that ring the monastery are 10 feet high and 5 feet thick. The walls can provide full cover against attacks originating on the other side of them. The tops of the walls and the roofs are angled slate and are difficult terrain for creatures that walk on them.

Doors & Gates. All the doors to the monastery's interior are locked (**VDC Dexterity (thieves' tools)** check to unlock). All the gates between the courtyards are broken open.

Hazard: Wandering Earth. The ground that Magatsuchi has mobilised is constantly in motion. A creature that takes the Dash action must succeed on a **VDC Dexterity (Acrobatics)** check at the end of the turn or fall **prone**.

GM TIP: KEEPING TRACK

You need to keep track of damage to three separate vulnerable areas to know when Magatsuchi's behaviours change and its statistics are modified. Uniquely, Magatsuchi's Chaos Threshold can be automatically reduced to 0 when the three emperors are defeated or it can be reduced to 0 by damage from the party.

FLOW OF THE BATTLE

Magatsuchi has three vulnerable areas: its Goldenheart, Spirit Lanterns, and Telepathic Connection. See page 248 for more details on these. The following flowchart provides guidance on moving between phases. Start at 'Initiation' and proceed through the chart.

Changing Statistics. When one of Magatsuchi's vulnerable areas is exploited, its statistics change. In general, it loses one of its actions. Be sure to review the Magatsuchi Behaviours table on page 248.

SUMMONS & INITIATIVE

After its Rampage behaviour is triggered, Magatsuchi can use its Animate Plants lair action to summon creatures. To make the battle flow better, have all creatures summoned by Magatsuchi act on initiative count 10, losing ties to player characters.

BATTLE PHASES

INITIATION

INITIATION
Egregious Emperors infuse inanimate objects

PHASE 1

COMBAT
Use the tactics in Phase 1

Have the Egregious Emperors been defeated?

NO

Does Magatsuchi have an exploited vulnerable area?

YES

NO

Is Magatsuchi's Chaos Threshold at 0?

YES

NO

PHASE 2

RAMPAGE
Reduce Magatsuchi's Chaos Threshold to 0

Are all of Magatsuchi's vulnerable areas exploited?

NO

YES

COMBAT
Use the tactics in Phase 2

PHASE 3

Have the emperors heard the completed song?

NO

YES

Has Magatsuchi been dealt a Finishing Blow?

NO

YES

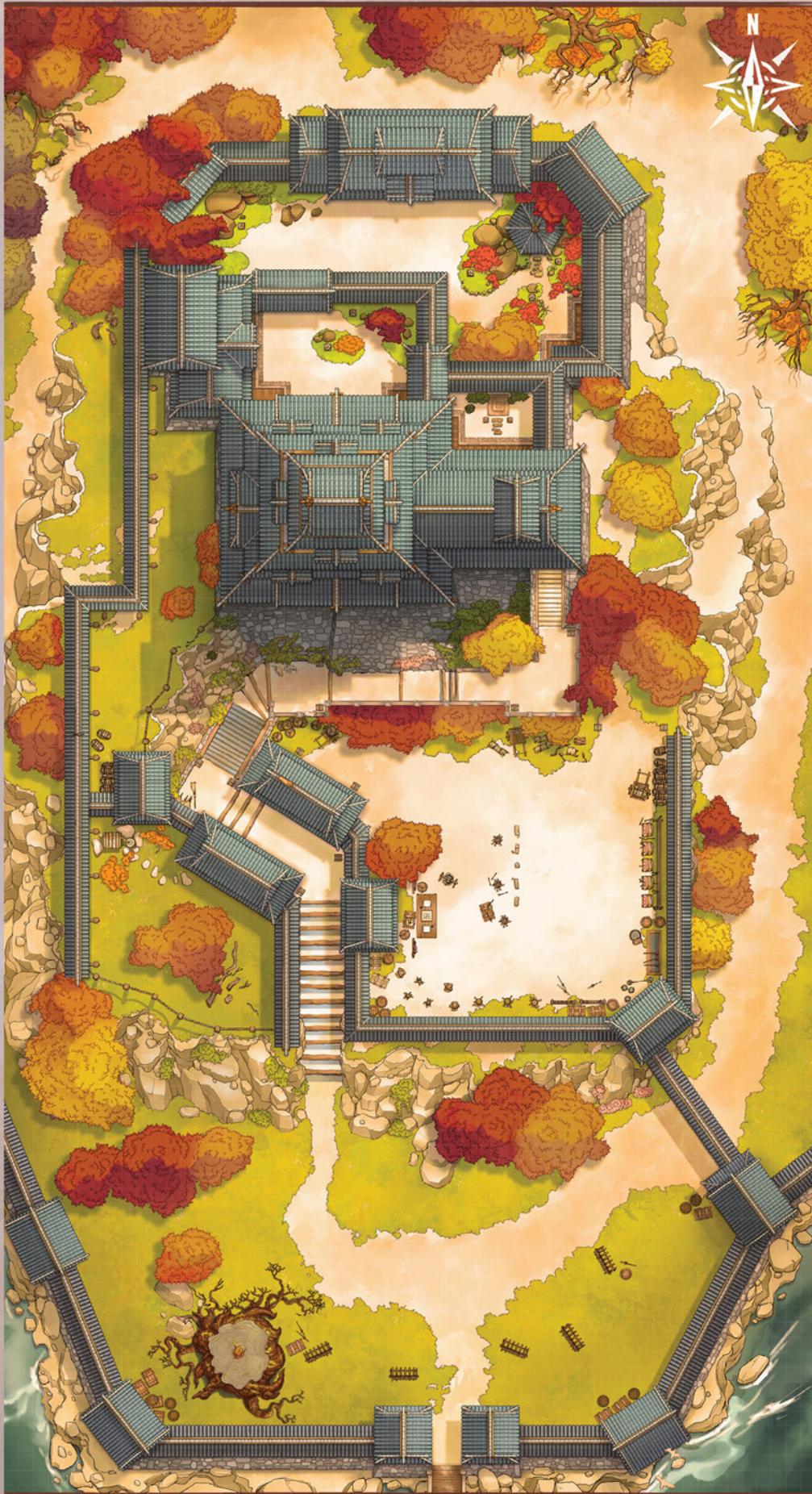
COMBAT
Use the tactics in Phase 3

FINALE

FINALE
Proceed to Finale: Magatsuchi Calmed

FINALE
Proceed to Finale: Magatsuchi Slain

AFTERMATH
At any stage, if all party members are killed, proceed to Aftermath: Magatsuchi Wins



1 SQUARE = 5 FEET

MAGATSUCHI'S TRUNK
PICTURED IN SOUTH-
WEST CORNER

CARTOGRAPHER:
CZE & PEKU

MAP 6.1. HOUSE OF
THE FORGOTTEN

CZE & PEKU

PHASE I

In the first phase, the party fights the three emperors who each infuse different inanimate objects: a suit of armour, a robe, and a porcelain doll. The player characters can target Magatsuchi during this phase, though it is too busy tromping through the Pondermoss Weald in search of Shan to notice them. When the party enters the southern courtyard, or does something aggressive towards it, you can read the following:

Three ethereal shadows of golden light appear before you. One, a powerful-looking woman, the second a dainty-looking figure, and the third a boy of some seven or eight years. They immediately enter into a tirade of accusations, “Our new court bard will bring the truth to the world!”, “You can’t stop us, we will right these wrongs!”, “Egregious Emperors?! No no no. Exploited Emperors! Embittered Emperors!”, “Intruders! Assassins of the Silk Purse! Repel them!” As quickly as they appeared, they flit away, and the ground leans several degrees sideways as the Wandering Earth takes another forest-reaving step.

The emperors can’t be reasoned with. They infuse objects (see Enemies) with which to attack the party.

ENEMIES

The enemies in this wave are the three emperors infused into inanimate objects: a suit of lamellar armour, a flamboyant robe, and a delicate porcelain doll. The emperors can communicate telepathically with one another throughout Magatsuchi’s lair. They appear wherever is advantageous for them to attack the party tactically. The yokai-infused objects (armour, robe, and doll) all have shared legendary actions.

Level 7. The Phase 1 combatants are:

- 1 Sūjin (**animate armour***, CR 5)
- 1 Joukai (**animate robe***, CR 4)
- 1 Tokihito (**animate porcelain doll***, CR 3)

Level 12. The Phase 1 combatants are:

- 1 Sūjin (**imbued armour***, CR 9)
- 1 Joukai (**imbued robe***, CR 8)
- 1 Tokihito (**imbued porcelain doll***, CR 7)

Level 17. The Phase 1 combatants are:

- 1 Sūjin (**suffused armour***, CR 14)
- 1 Joukai (**suffused robe***, CR 13)
- 1 Tokihito (**suffused porcelain doll***, CR 13)

*See Appendix C

SHARED LEGENDARY ACTIONS

The Egregious Emperors possess a shared pool of legendary actions. These legendary actions function as normal; only one can be used at a time, and they can only be used at the end of another creature’s turn. How they are distributed, and which options are used, is up to the GM. For example, on round one, Sūjin may use all three legendary actions to use her Rush and Whirl options. On the next round, each of the three might use one legendary action each. All legendary actions are regained at the start of the turn of the emperor with the highest initiative count.

HUNTING
NARCISSUS



VULNERABLE AREAS

During this phase, Magatsuchi's Spirit Lantern vulnerable area can be targeted. Any psychic damage that'd be dealt to a vulnerable area or its Chaos Threshold is dealt to its Telepathic Connection instead.

TACTICS

The emperors know one another well and act in concert, with no sense of self-preservation (if their animated forms die, their souls persist). Sūjin guards the front line, while Joukai deals damage from afar and Tokihito possesses the player characters.

Sūjin, Armour. Sūjin tries to make herself the most attractive target for her enemies, keeping them away from Tokihito. Her preferred target is a creature concentrating on a spell, as her Concussive Strikes trait increases the probability of breaking concentration. She uses her Rush legendary action to knock a creature prone just before her turn. If two or more creatures are within reach of her Naginata attack, she uses Whirl instead. On her turn, she always uses her Sweep bonus action after her first attack hits.

Joukai, Robe. Joukai keeps their distance from enemies, uses cover against ranged attacks, and positions themselves to work in concert with Tokihito. On their turn, Joukai uses Thoughtseize against a creature with a low Wisdom saving throw modifier so that Tokihito can possess it on his next turn. For legendary actions, Joukai's Vicious Voice is good when damage needs to be dealt, and Dispel Magic is useful against ongoing spells.

Tokihito, Doll. Tokihito is a glass cannon; his Soulseize action is dangerous, and his Puppeteer action can incite chaos, but he has few defences. He uses legendary actions opportunistically when he thinks they'll have the most effect, typically using Fortune to augment Sūjin's attacks.

END OF PHASE

When the third emperor is reduced to 0 hit points, or one of Magatsuchi's vulnerable areas is exploited, a wave of emotional energy reduces Magatsuchi's Chaos Threshold to 0 and causes it to Rampage. When Magatsuchi's Chaos Threshold is reduced to 0 by any means, Phase 1 ends and Magatsuchi turns its attention on the player characters. Proceed to Phase 2.



ТОКИХИТО

PHASE 2

In Phase 2, Magatsuchi begins to attack the player characters, ceasing its search of the Pondermoss Weald. The Wandering Earth Hazard ends. When Phase 2 begins, you can roll initiative for Magatsuchi and read the following:

The shaking ceases. The ground is still, if slightly off-angle. The leaves of the giant golden tree make a susurrant as its branches twist and shake. A shadow passes over you as, like the claw of an earthen crab-god, a shrine rises into the sky above, ready to smash downwards.

ENEMIES

In Phase 2, the enemies are Magatsuchi and the creatures it creates with its Animate Plants lair action. If Phase 2 starts before the emperors' imbued forms are defeated, any remaining emperors continue to fight the party.

Psychic Forbearance. Throughout this phase, Magatsuchi can summon creatures with its Animate Plants lair action. It summons a maximum of three creatures in this way, and it can't summon an additional creature if the number of remaining emperors plus the number of creatures summoned in this way is greater than or equal to 3.

Level 7. The Phase 2 combatants are:

- 1 **Magatsuchi, The Flaxen Root*** (rampaging; CR 8)
- ≤ 3 **anise starshooters*** (summoned; CR 2)

Level 12. The Phase 2 combatants are:

- 1 **Magatsuchi, The Golden Core*** (rampaging; CR 14)
- ≤ 3 **hemlock whipweeds*** (summoned; CR 4)

Level 17. The Phase 2 combatants are:

- 1 **Magatsuchi, The Aureate Heart*** (rampaging; CR 20)
- ≤ 3 **hunting narcissi*** (summoned; CR 6)

*See Appendix C

VULNERABLE AREAS

For the first time in the battle, Magatsuchi's Goldheart vulnerable area is targetable, in addition to its Spirit Lanterns. Its Telepathic Connection vulnerable area still can't be targeted but takes damage whenever psychic damage would be dealt directly to Magatsuchi or to another vulnerable area.

TACTICS

Magatsuchi has middling intellect, so it can roughly estimate a player character's ability scores and AC, but not their tactics or proficiencies. However, it is extremely wise and accurately knows its own capabilities; it adapts its tactics once it observes a pattern of behaviour.

Lair Action. Magatsuchi uses Animate Plants as often as possible. It manifests the creatures close to player characters with low AC. Otherwise, it alternates between Grasping Growth and Smash. It tries to target creatures restrained by Grasping Growth or trapped by Tomb of Roots with its Smash.

Legendary Actions. If Magatsuchi can trap a low-Strength character with Tomb of Roots, it does so, especially if the character is isolated from allies that can help it. Once it has two creatures trapped in this way, it uses Constrict Tombs. It switches to Whomping Whirl if two or more creatures are ever in range.

Magatsuchi's Turn & Actions. Magatsuchi can't move in relation to the land around it (only the chunk of earth that Magatsuchi has mobilised—the Wandering Earth—can move). It uses Razorleaf whenever possible to target multiple creatures. It focuses its attacks on those that can deal psychic damage. For its bonus action, it uses Heart of Gold if one of its summoned Plants is damaged. Otherwise, it uses Dissonant Echo.

Animated Plants. These attack the nearest creature to them with no sense of self-preservation.

END OF PHASE

This phase ends when all three of Magatsuchi's vulnerable areas are exploited.



ANISE STARSHOOTER





PHASE 3

Magatsuchi enters its death throes and loses any ability to attack creatures more than **30 feet** from it. This presents the ideal scenario in which the player characters can try to non-lethally quell Magatsuchi by appeasing the three emperors with Shan Reede's song.

With a lurch, you feel the ground fall away from beneath your feet. The rush of wind sends a plume of golden-tipped leaves into the sky above, where they twinkle like aureate mirrors. The tree, once proud and strong, seems wilted and defeated. Tiny child-like spirits coalesce out of the air, hugging the tree's silvery bark with gentle embraces.

With a wail, the three golden spectres from before reappear. "Our last hope..." says the dainty figure, "No one will know now. No one will know the truth..." grumbles the warrior. "Stupid tree-wreckers," frowns the child. They sink, dejected, to the ground, their brilliant golden light juxtaposing their moroseness. The child looks at you, "What did you do with my singer?"

The emperors are unable to stop whatever course of action the players attempt next and will answer, in a petulant fashion, any questions the characters ask.

ENEMIES

In this Phase, the enemy is Magatsuchi, in its death throes.

Level 7. The phase 3 combatant is:

- 1 **Magatsuchi, The Flaxen Root*** (death throes; CR 3)

Level 12. The Phase 3 combatant is:

- 1 **Magatsuchi, The Golden Core*** (death throes; CR 5)

Level 17. The Phase 3 combatant is:

- 1 **Magatsuchi, The Aureate Heart*** (death throes; CR 8)

*See Appendix C

VULNERABLE AREAS

All of Magatsuchi's vulnerable areas are exploited by this phase.

TACTICS

In its death throes, Magatsuchi can't affect creatures more than **30 feet** away from it. It attacks creatures that move within **30 feet** of it using Branch Slam and Whomping Whirl.

NONLETHAL ENDING

If the party completes Shan Reede's song with suitable rhymes and performs it within **120 feet** of Magatsuchi, the emperors hear it and are pleased their story has finally been told.

END OF PHASE

The phase ends when Magatsuchi is dealt a Finishing Blow or the emperors hear Shan Reede's finished song.



JOUKAI

FINALE

If Magatsuchi is dealt a Finishing Blow, go to Magatsuchi Slain. If the song is sung and the Egregious Emperors appeared, head to Magatsuchi Calmed. If Magatsuchi defeats the party (they are killed or run away), you can build the Magatsuchi Wins section of the Aftermath into your world.

MAGATSUCHI SLAIN

The veins of gold that cover Magatsuchi's trunk, branches, and leaves glow with increasing luminosity, and the scent of pungent burning wood suffuses the air. Golden kodama spirits eject from the tree with flashes of light, tumbling towards the horizon. The ground takes on a trembling that grows more fierce until the air is filled with the sound of cracking rock and the popping hiss of hot wood. With an ear-splitting crack, the mighty goldenheart zelkova, the most glorious tree in the Pondermoss Weald, splits in two, revealing a huge golden nugget at its centre. Then, the ground falls from beneath you.

With Magatsuchi slain, the whole Wandering Earth begins to disintegrate. There are three rounds for the player characters to survive, with the following effects occurring on initiative count 0 of each round, losing ties.

- On the first round, there's an eruption as kodama flee Magatsuchi's corpse; each creature within **120 feet** of it must succeed on a **VDC Intelligence saving throw** or lose all memory of the previous **24 hours** for the next **2d6 days**.
- On the second round, the earth begins to shake, crack, and pitch up and down uncontrollably; each creature on the Wandering Earth concentrating on a spell must make a **DC 10 Constitution saving throw** to maintain its concentration. Furthermore, each creature must succeed on a **VDC Dexterity saving throw** or fall **prone** and be **restrained** as it falls into a crack. A creature can use its action to make a **VDC Strength** check, freeing itself or a creature within its reach on a success.
- On the third round after Magatsuchi is slain, everything falls; each creature on the Wandering Earth must make a **VDC Strength saving throw**, taking **2 × Vdam** bludgeoning damage on a failed save, or half as much damage on a successful one.

After this, all is calm, and Magatsuchi can be harvested. The golden nugget has a value in gold pieces equal to the adventure level times one hundred. With their tombs destroyed and all hope lost, the spirits of the three emperors sail off towards the horizon.

MAGATSUCHI CALMED

The angry susurration of the mighty zelkova tree's leaves slowly abates, and the angled ground gently returns to level. The three emperors' spirits let out a collective sigh. "Quite right," says Joukai as Tokihito floats excitedly to his feet. "Can we play kendama now?" he asks of Sūjin's muscled apparition. "Of course, little one. Of course." Without a backward glance, they walk into the shadowed roots of the majestic tree, where three tombs lie broken open, the skeletons of three Humanoids within. Their golden light fades into the roots.

Satisfied, the emperors' psychic panic abates, and the kodama infusing Magatsuchi return to a normal disposition. The kaiju retraces its trail of destruction, taking on a melancholy air, and returns to its origin, where it settles back into the earth. There are plenty of fallen branches from which the player characters can harvest components and craft unique magic items (see Treasure, page 111).

AFTERMATH

What happens next depends on whether Magatsuchi was slain, calmed, or successful in defeating the party. The following lists are all ideas you can build into your world, but this first list can be used if the party succeeds, whether peacefully or through violence.

- If a copy of Shan Reede's notes is sent to The Chroniclers or the Rising Blossoms, rumours of the Silk Purse's misdeeds spread and are ratified by other sources, causing distrust in the organisation to grow.
- Unless the party returns Shan's original notes to the Silk Purse and doesn't send a copy to the Blossoms or Chroniclers, assassins are sent after the party.
- If Bombuku is given a properly harvested spirit lantern from Magatsuchi, he eventually develops a way to infuse flesh with yokai. Unfortunately, the flesh is under the yokai's control, and its actions depend entirely upon its disposition and relationship towards its owner.
- Matsu takes up his bardic aspirations once more and pens a tale of the adventurers, which spreads through taverns and wayhouses throughout the Realms.
- If Ryoko is given any one of the bones of the three emperors, she independently discovers all Shan Reede had learnt from the emperors to be true. She pens a new book, citing Shan as the main author.
- If Shan's body can be found, Ryoko uses historiomancy to deduce the identity of the killer and tasks the party with tracking them down and finding out who hired them.
- Captain Totsuka sets up a wing of the Heirs of Kirin specialised in soothing (or exorcising) vengeful spirits.

MAGATSUCHI SLAIN

- A wave of terror grips all kodama in the Pondermoss Weald. They become incredibly defensive, animating plants to attack even the well-known sages that have tended to the shrines for years. It takes **10d100** years for them to return to their peaceful ways.
- The weald gains a reputation as a dark and dangerous place.
- Tourism to the area ceases, and Matsu moves his family to a nearby bardic college. He and his family all learn to become performers.
- The mosskin sloth population ceases to become habituated to the tourists and returns to the treetops. Lishi takes those that never adapted and starts a small sanctuary on the safer edge of the forest.
- The elements tear at the House of the Forgotten, which falls to ruin.
- New growth springs up in the gouge Magatsuchi left in the weald, and the forest reclaims the land.

MAGATSUCHI CALMED

- Tourism to the area increases, especially to the House of the Forgotten, which is quickly renovated.
- Lishi continues his losing battle against the habituation of the mosskin sloth population. He starts a sanctuary for habituated sloths, which becomes a tourist attraction in its own right. He shrugs and goes with it.
- Ryoko makes a pretty penny off of her book, the *Guide to the Pondermoss Weald*.

MAGATSUCHI WINS

- Magatsuchi continues to rampage around the weald. It destroys half of the forest and shrines before it finds Shan Reede's body in a ravine. It has a tantrum, destroying a mountainside, before plonking itself in the ravine's path and forming a new lake: the Blue of Forgotten Souls.
- The Egregious Emperors roam the lake's depths. Those who visit say the cries of vengeance towards the Silk Purse can be heard on full moons.

MAGATSUCHI



TREASURE

Once the party has defeated Magatsuchi, they can attempt to harvest components and craft unique items using the remains. For further information, refer to the Harvesting and Crafting chapters in *Ryoko's Guide* or *Heliana's Guide*.

HARVESTING

Although there's less available to harvest if Magatsuchi isn't slain, there are plenty of felled branches that can provide the components required to craft Magatsuchi's unique items. Components in bold can be used to craft unique items.

CRAFTING

The following table details the crafting components and other metadata for the items unique to Magatsuchi, as well as those found throughout the adventure.

MAGATSUCHI CRAFTABLE ITEMS

Item	Type	Rarity	Attunement	Components	Essence	Value*
<i>Last Breath</i>	Weapon (tessen)	Uncommon	Required	Pouch of Plant (<i>ubusuna</i>) leaves	<i>Frail</i>	730 gp
		Rare			<i>Robust</i>	3,220 gp
		Very rare			<i>Potent</i>	12,700 gp
		Legendary			<i>Mythic</i>	58,900 gp
<i>Light of Magatsuchi</i>	Weapon (flail)	Rare	Required	Plant (<i>ubusuna</i>) spirit lantern	<i>Robust</i>	3,490 gp
		Very rare			<i>Potent</i>	11,110 gp
		Legendary			<i>Mythic</i>	70,920 gp
<i>Psifan</i>	Weapon (tessen)	Uncommon	—	Phial of Aberration (<i>dreamholder</i>) blood	<i>Frail</i>	430 gp
		Rare			<i>Robust</i>	1,760 gp
		Very rare			<i>Potent</i>	8,010 gp
<i>Psionic Slime</i>	Wondrous item	Common	—	Phial of Beast (<i>psionic newt</i>) mucus **	—	20 gp
		Uncommon			<i>Frail</i>	220 gp
		Rare			<i>Robust</i>	1,120 gp
		Very rare			<i>Potent</i>	5,670 gp
<i>Saifuku of Pacification</i>	Wondrous item	Uncommon	Optional	Plant (<i>ubusuna</i>) bark	<i>Frail</i>	590 gp
		Rare			<i>Robust</i>	3,280 gp
		Very rare			<i>Potent</i>	12,200 gp
		Legendary			<i>Mythic</i>	75,670 gp
<i>Tsukisalt</i>	Wondrous item	Common	—	Monstrosity (<i>shapechanger</i>) bone	—	40 gp

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

**This component is unique to psionic newts and cannot be harvested from every Beast.

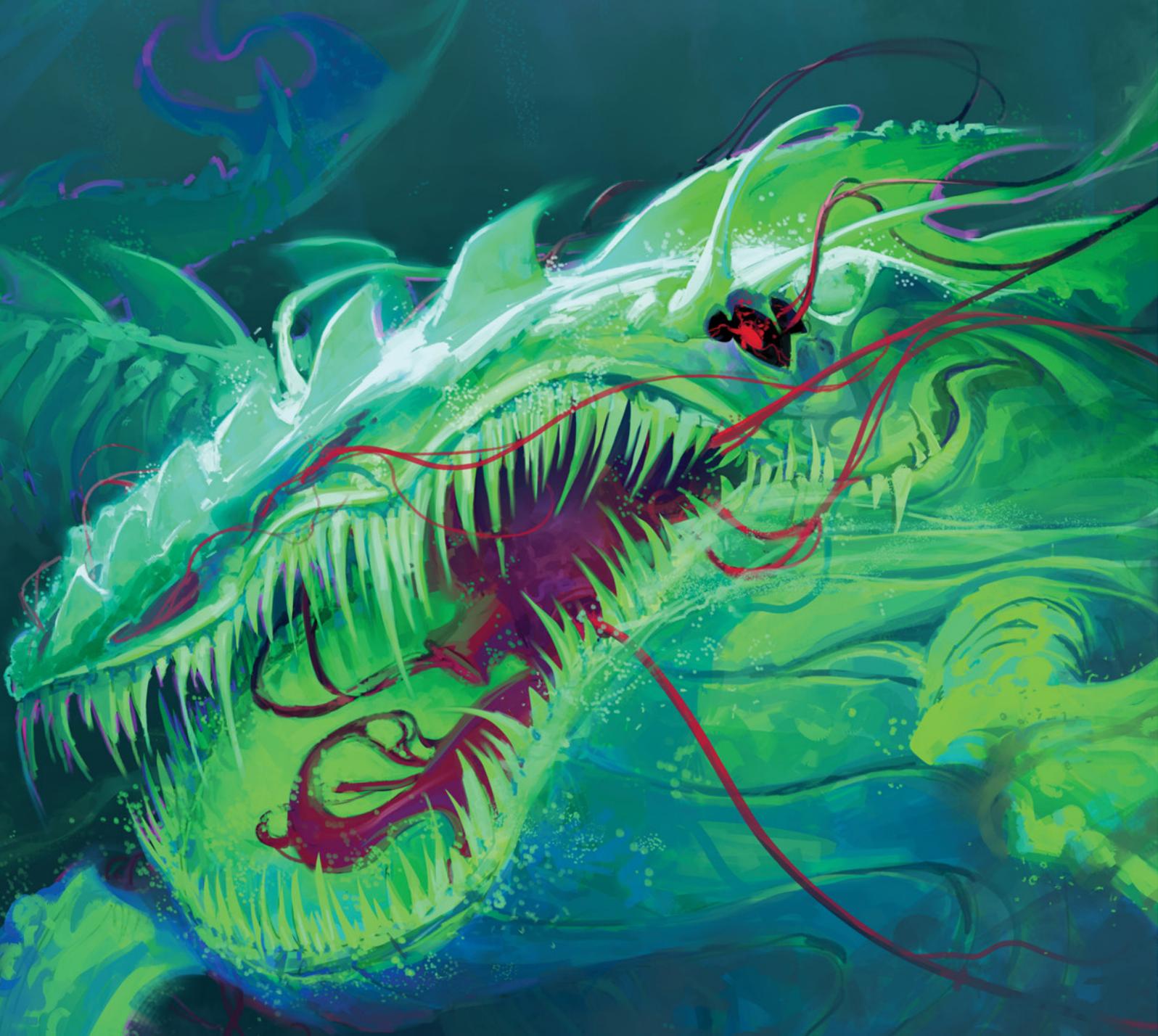
MAGATSUCHI HARVEST TABLE

Component	DC	Number Available	
		Slain	Calmed
Phial of sap ^{E+}	5	∞	∞
Bundle of roots ^{E+}	10	10	1
Pouch of leaves	10	1000	50
Spirit lantern	15	*	*
Pouch of pollen ^{VE+}	15	30	5
Bark	20	20	3

*A number equal to the CR of Magatsuchi (8, 14, or 20)

CHAPTER 7

PHANTOM OF THE MOURNING TIDE



PHANTOM OF THE MOURNING TIDE

INTRODUCTION

Phantom of the Mourning Tide is a 5th-edition adventure 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 to an average party level (APL) of **8**, **14**, or **19**. Characters who complete this hunt should earn enough experience to progress two-fifths of the way to 9th level, two-thirds of the way to 15th level, or four-fifths of the way to 20th level. In this adventure, the characters must defeat or appease Iminada (忌灘), the Mourning Tide, before the Umigiri Coast succumbs to her necrosing song.

The party must visit Yūsha Village, where a strange plague has taken root. There, they discover the link between the illness and a whale-song that is heard every high tide. With the help of a young orphan, the party must travel to a pirate's stronghold, investigate the corpses, and do battle with the shepherd of souls: Iminada. The ability to heal will be of utmost importance in this adventure, with speaking Aquan and the ability to resist being pushed or pulled proving useful.

VARIABLE STATISTICS

This adventure uses a shorthand to refer to statistics that vary based on the level of the adventure. **VDC** refers to a variable DC, **Vmod** to a variable modifier, and **Vdam** to a variable amount of damage. These variable statistics can be modified in text; for example, in an 8th-level adventure, **VDC + 10** means $14 + 10 = \text{DC } 24$.

VARIABLE STATISTICS

Adventure Level	VDC	Vmod	Vdam
8th	14	+6	7 (2d6)
14th	16	+8	14 (4d6)
19th	18	+10	28 (8d6)

BACKGROUND

When the fisherfolk of Yūsha Village heard the bitan's song, it was a cause for celebration and a symbol of the ocean's respect for the villagers. The fisherfolk killed and landed the whale-like yokai in the proper fashion (see *Flora, Fauna, & Things*, page 121) and were astonished by the ancient beast's size; its meat would feed the village for months. The honour was immense, and the villagers knew to return its horns and bones to the sea by the next full moon to ensure the creature's soul could pass on.

Unbeknownst to the villagers, the bitan had chosen Akibatsu Cove as its final resting place, a fog-shrouded reef home to the Mistraider Privateers. Seeing the bounty of the Yūshan's harvest, the pirates jumped into a sloop, manoeuvred out to the villagers, and stole their boat and catch.

Except for Diloophi, an orphaned enkoh child with dreams of being a pirate, all of the fisherfolk were squeezed onto an overcrowded lifeboat and sent home empty-handed.

The pirates, lazy brigands to the core, harvested only the most valuable parts of the bitan and let much of the rest rot. From the tailbone of the creature, a dwarven mage named Patchwork Wakō—or Captain Patches to the Mistraiders—forged a trident capable of controlling the crepuscular mists peculiar to this coastline. Though the pirates had always used the mists to hide their raids, Captain Patches' new-found magic raised them from an occasional threat into an ever-present menace.

Three weeks later, Iminada, the lord of sea beasts, made her monthly journey to the Material Plane from the immeasurable fathoms of the Sea of Songs, singing a song heard only by the souls of great marine monsters. Many dead beasts gathered to her pod, an ethereal wave of shimmering green visible only to the melancholy, but one was missing. A great and ancient bitan, the same beast that had given itself to the Yūshans, could not join Iminada; its soul was still bound to the bones of Captain Patches' trident.

After a month had passed and Iminada's ghostly conference had still not found the lost bitan, the sea lord's form began to reconstitute itself on the Material Plane, the great whale's skeleton coalescing within its ethereal outline. Once manifested, she began a necrotic ritual such that the beached bitan's bones might be freed of their decaying flesh. Firstly, her mournful presence turned creatures within a mile of her that were not immersed in sea water into Undead. And secondly, she sang a song of desolation that created an unquenchable rot in all undead flesh within twenty miles. Unfortunately for creatures that floated above the water or lived close to the coast, this caused them to become collateral victims of Iminada's unwavering quest.

The first to sicken were the pirates, those closest to the hub of Iminada's search. The young enkoh who had joined them was in the sea cleaning barnacles off of the hull when the whale first sang its song, a fortunate occurrence that spared the child from a grisly decomposition. Finding all the pirates dead, Diloophi took the Yūshan whaling ship and managed to navigate home, whereupon he found his village in disarray. The same sickness, though seemingly slower-acting and less severe, had taken root in Yūsha Village.

A travelling cleric of the Heirs of Kirin, Kalla Chiyū, was attempting to cure the illness with no success. Healing magic simply caused rancid growth of the rotten flesh. Spells that removed curses only suspended the effects. Though the link with the song, which occurs at each high tide, has been discovered, no amount of soundproofing of the infirmary has had any effect. No one in the region knows the source of this plague, and Kalla has begged the Heirs for help.



SUMMARY

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

- **Which Monster?** Iminada, the Mourning Tide, lord of dead sea beasts.
- **Monster's Motivation.** Iminada searches for an ancient bitan that has died but can't join her in the Sea of Songs.
- **Monster's Previous Actions.** Iminada's song is causing a necrotic corruption that can't be healed. She assumes that the bitan's corpse is beached and is trying to accelerate its decomposition to release its bones.
- **Where's the Monster?** Iminada's lair is a vast expanse centred on the point where the bitan died near Akibatsu Cove.

Here's a summary of this adventure's key names:

- **Region.** Umigiri Coast.
- **Starting Location.** Yūsha Village.
- **Kaiju Battle Location.** Akibatsu Cove.
- **Pirates.** The Mistraider Privateers.
- **Main NPC.** Diloophi (Yūsha).
- **Secondary NPC.** Kalla Chiyū (Heirs of Kirin).

ADVENTURE HOOKS

The Umigiri Coast is a hub of activity: trade, pirates, and delicious seafood abound. If your players don't happen to be enjoying a downtime vacation on these mysterious shores, you can use the following adventure hooks to draw them there. The hooks for the Silk Purse and Rising Blossoms relate to the same individuals, the Mistraider Privateers, but with different goals. Nishikibe wants to ensure they (or a suitable replacement) continue to raid the trade routes, while Chūji wants to find out who among their allies is leaking information to the pirates.

- **Silk Purse, Agent Nishikibe (Morality): Missing in Action.** Nishikibe has a man on the inside of the Rising Blossoms whom he has instructed to give information on the timings and routes of vessels carrying Rising Blossom goods—illicit or legal. He styles the privateers as doing work to maintain the law and order of the Realms. Their leader, Captain Patches, has stopped responding to attempts at contact and Nishikibe wants the silence investigated and the route to the privateers' cove discovered.



- **Rising Blossoms, Chūji Firestarter (Compensation): A Leaky Operation.** Chūji has been bribing ship captains to carry the Blossoms' illicit supplies as they prepare to increase the ferocity of their rebellion against the Silk Purse. Somehow, their vessels are raided far more often than any others, and captains are beginning to refuse their bribes. Chūji needs the privateers dealt with and, if possible, the source of the leak discovered.
- **College of Hanabi, Bombuku (Compensation): Luxurious Lipids.** There's no superior oil for lubricating prostheses and other arcanomechanical apparati than bitan oil. Bombuku received a missive from Yūsha Village to expect a delivery, but it hasn't materialised. He wants five barrels of oil to ensure his upcoming enclosed ignition drive is properly lubricated and doesn't explode like the last model.
- **Heirs of Kirin, Captain Totsuka (Morality): Tide Rot.** Chaplain Kalla Chiyū has reported a strange sickness, one that grows worse with each passing high tide, plaguing Yūsha Village. It can't be healed by conven-

tional magic, and Totsuka is worried about it spreading throughout the Realms. Its source needs to be found quickly and, if possible, a cure as well.

- **The Chroniclers, Ryoko (Curiosity): Sea of Songs.** When the crepuscular fog after which the Umigiri Coast is named coincides with a full moon, the spirits of great sea beasts can be seen with the naked eye, projections of their frolicking in the Ethereal Plane's Sea of Songs. If a part of such a great beast can be acquired, Ryoko could use her magic to glimpse into their world.

REWARDS

Whichever hook you use, feel free to offer a reward approximating the values in the table below. Note that this table offers gold and experience on a per player character basis based on a four-character party. Bonus rewards are available for returning the Mistraiders' map to Nishikibe or Chūji, as well as for letting Chūji know the source of the Blossoms' leak.

REWARDS PER PLAYER CHARACTER

Adventure Level	XP*	Gold		
		Iminada incapacitated	Map delivered	Leak reported
8th	5,500	1,500 gp	150 gp	250 gp
14th	16,500	5,000 gp	350 gp	550 gp
19th	40,000	12,000 gp	1,000 gp	1,200 gp

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

DILOO PHI

Humanoid (Enkoh), 'Pirate', He/Him

Personality. Overwhelmingly optimistic, loyal, and brave.

Appearance. Skinny, wears ragged shorts, a bright jerkin, and an immaculate straw kasa.

Desire. To live a life of adventure on the open seas.

Fear. Failing to protect his friends and village.

"I'm going to be king of the pirates! A different kind of pirate! Do you want to join my crew?"

NPCs

The main NPC for this adventure is Diloophi, a young enkoh recently returned from the Mistraider Privateers. The secondary NPC is Kalla Chiyū, a life cleric and chaplain of the Heirs of Kirin, currently engaged on a humanoiditarian mission to end this plague.

DILOO PHI

Diloophi is Yūsha Village's foundling. After a serious storm destroyed several vessels, flotsam began to wash up along the Umigiri Coast. In a crate found in Yūsha Village's harbour was an infant enkoh, Diloophi. He was raised communally by the village and, though he loves his adoptive home, he has developed an insatiable appetite for adventure, fostered



in no small part by the maritime explorer, Shankusu. Twelve years on, he is chomping at the bit to start his adventures and regularly tries to stow aboard Shankusu's ship, a game of hide-and-seek that is now part of the crew's departure ritual each time they visit Yūsha Village.

Often seen sporting raggedy shorts, brightly coloured shirts, and a straw kasa, Diloophi is rarely without a smile and greets any newcomer to Yūsha with genuine, if overbearing, interest. Physically, he stands a little under four feet tall and is covered in fine golden hair, usually matted by sea salt. He is extremely good-natured, loyal, and entirely misguided about the true nature of pirates. He believes them to be seekers of adventure, freedom, and excitement. Despite being disappointed by the hostile culture of the Mistraider Privateers, he has not been dissuaded from his life's goal and instead intends to be "a different sort of pirate... when I'm old enough".

Information. Having attended the landing of the bitan and seen firsthand the end results of the current plague, he has the following information to share:

- Dreaming of a life of adventure, he joined the Mistraider Privateers but was disappointed. He spent most of his time in the water cleaning their ships' hulls, which was difficult, as he can't swim.
- The pirates wasted a lot of the bitan, harvesting only some oil and the bitan's spine. The oil was stored below decks, and Captain Patches made a trident out of the bone that could control the mists.
- At the next full moon, while Diloophi was cleaning barnacles (again), a strange, sad song was heard. After the song was over, Diloophi heard some cries and rushed upstairs to discover the whole crew either dead or dying; their flesh was rotting.
- He found Captain Patches in bed and tried to feed him a *potion of healing*. The privateer's mouth filled with disgusting boils, and he died anyway.
- He spent most of the journey to the village bailing water. While doing so, ghostly green sea creatures swam right through his boat! He rushed upstairs to see the sea filled with them, a skeletal whale of incredible size at their helm.

- He arrived yesterday in Yūsha Village and is witnessing the same sickness here, albeit more slowly progressing.
- On the Umigiri Coast, there are two high tides a day, one when the moon is overhead and another a little over 12 hours later. The rot progresses during these high tides.
- He can introduce the party to the cleric, Kalla Chiyū (see Yūsha Infirmary encounter, page 121).
- He can guide the party to Akibatsu Cove.

Roleplaying Diloophi. Despite all he's seen and been through, Diloophi is always quick to smile, show gratitude, and point out the best in people, even those he's just met. He has a ravenous appetite and, if he spots food, will break off mid-sentence to help himself before resuming where he left off. He (and the villagers of Yūsha) know little of the enkoh or their customs; if told about them, he'll likely respond, "Those enkoh sound so cool!" before talking about how he's a Yūshan and recounting Yūshan customs and practices. He repeatedly tries to get player characters to join his crew, listing all the ways their skills could help him.

To Akibatsu Cove! While living at Akibatsu Cove, Diloophi memorised the route through the dangerous reefs, and he offers to guide the party to the cove. He volunteers the Yūshan's bitan-pulled whaling vessel, *Fogrunner*—though whether he has the right to do so isn't certain.

CHAPLAIN KALLA CHIYŪ

Kalla Chiyū (female nishikin **priest**) is a healer through and through. She was travelling down the Umigiri Coast after helping in the aftermath of a kaiju-related natural disaster when she stopped at Yūsha Village. She was alarmed at the onset of an apparent plague but was unable to detect any disease with her magic. She has dispatched requests to the Heirs of Kirin for further assistance and is trying her damndest to identify the nature of the illness. A severe character, her fatigue has made her more snappy than usual, though she does not let this cloud her judgement over the potential help experienced adventurers might provide.

Information. When the party visits Yūsha Infirmary (page 121), Kalla shares information on the progress of the town's ailment.

UMIGIRI COAST

The defining characteristic of the Umigiri Coast is a dense fog that gathers above the reef as the sun rises or sets. The mist slowly crawls towards the land, engulfing the cliffs and forests before dissipating some 30 minutes later. There is one peculiarity to this meteorological phenomenon: every full moon, the mists last the entire night, and ghostly green shapes of great sea beasts can be seen frolicking in invisible waves.

Geography. The turquoise waters of the Umigiri Coast are home to a dramatic assortment of cavernous inlets, sandy coves, and colourful reefs. Though the craggy cliffs and arches speak to a tumultuous past of high winds and raging waves, a change in the direction of the prevailing wind has allowed for a wide reef to blossom over the past millennium. Stories about this change range from a merchant making a deal with a djinn, to a colossal kaiju's sneeze changing wind currents, to a great hero tricking the storm herald, Raiko, into chasing him to the far side of the Realms.

Trade & Navigation. The shallow, coral-filled sea of the coastline ensures that coastal villages are effectively safe from raids by pirates who don't know how to navigate the reefs. Large trading vessels—commonly accelerated by air and water benders—follow established trade routes parallel to the coastline, several miles from shore. Only locals, using bitan-towed water chariots, are able to navigate the winding shallow sea between open ocean and their small ports.

Industry & Whaling. Despite the Silk Purse's best efforts, each village on the Umigiri Coast collectively owns and maintains a whaling vessel, waiting for the day a bitan selects their people to harvest it. When not called by a bitan's song, Umigirians typically work as fisherfolk, shipwrights, coral farmers, and inland hunters.





BITAN AND THE SEA OF SONGS

Bitan are much-loved whale-like yokai on the Umigiri Coast; tales abound of the huge beasts saving shipwrecked sailors, playing with dogs and children in harbours, and even giving their bodies to villagers during lean winters. To kill an unwilling bitan is seen as an act of blasphemy and is said to carry with it a curse of misfortune. Bitan can be found in harbours, eating kelp and barnacles attached to ship hulls, and hitched to vessels which they pull as water chariots.

The Song. Landing a bitan is a great honour for the fisherfolk of the Umigiri Coast. When a bitan feels its days are numbered, it carefully observes the villages before choosing one it deems honourable and singing a calming song known as *The Final Tide*. Upon hearing this, the villagers gather in their communal whaling chariot and follow the song, trusting the bitan to guide them through the region's deep fogs and treacherous reefs to its final bathing place.

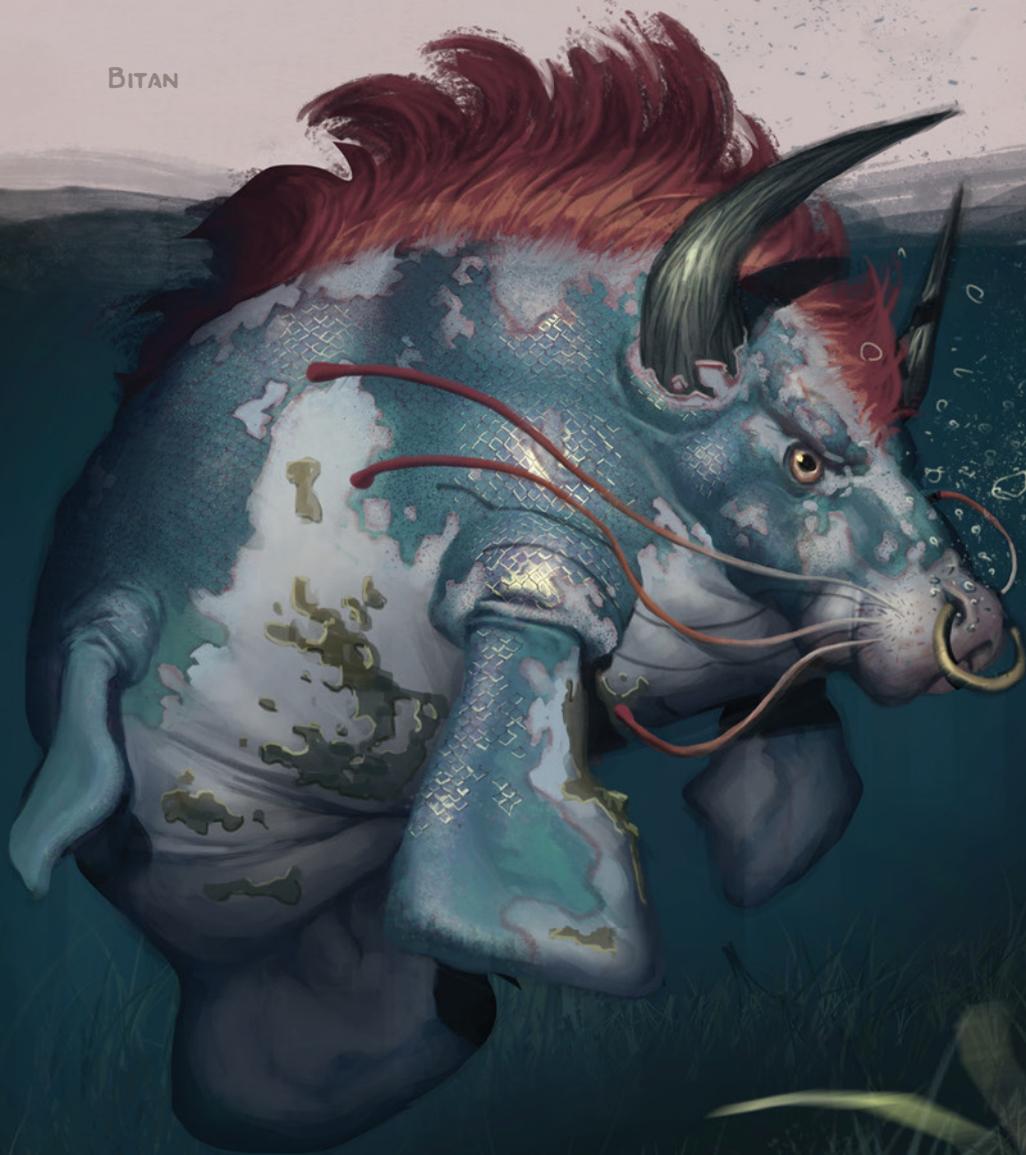
The Harvest. There is no hunt; the villagers wait until the bitan presents itself and flips onto its back to reveal its fleshy underbelly. The fisherfolk then fire several darts coated with *stillbreath extract* (see page 203), allowing the

bitan to drift off into a permanent and painless sleep. The bitan is pulled from the water, its fat rendered to oil, and its meat dried for harder months. In the Bleaching Ceremony, its bones are returned to the sea before the next full moon so that its soul may pass to the Sea of Songs.

Sea of Songs. In the Ethereal Plane, the souls of sea creatures play in currents of emotion. From the sea shores in the Border Ethereal, the experiences of living creatures on the Material Plane—especially those that are dreaming—are like gusts of wind whipping up foam-crested waves that propagate deep into a plane untethered by matter.

The connection between the Ethereal and Material Planes is said to be especially thin along the Umigiri Coast, and so it is here that Iminada is often seen. Each month, she visits the Material Plane to collect the souls of great marine creatures and guide them to the Deep Ethereal, before heading back once more. Vessels that often sail through the Umigiri mists can become infused by yokai spirits and develop souls of their own. When such a vessel is wrecked, its soul can become untethered from its planks and rigging, freeing it to join Iminada's harvest.

BITAN



FLORA, FAUNA, & THINGS

The nature of the Umigiri Coast is defined by gentle winds, shallow seas, and a predictable fog that is a danger for seafarers.

Umigiri. Umigiri is a sea fog with magical properties; its presence weakens the barrier between the Material and Ethereal Planes, and its refractive properties make the effects of illusion spells more potent. Combined with the prevalence of reefs, Umigiri is especially dangerous to deep-hulled wooden vessels, which can easily run aground on the sharp corals. Luckily, one common reef species is the organ coral, a warning horn in the mists.

Umigiri Illusions: Within the fog, spells belonging to the illusion school of magic are automatically cast one level higher than the spell slot expended.

Organ Corals. A must-witness phenomenon of the coastline is the sound of organ corals, hollow tubes of living calcium whose lips are perfectly angled towards the prevailing wind. When even a gentle gust blows, haunting chords can be heard drifting over the ocean like a set of ethereal panpipes. Sailors know to steer clear of this sound lest their hull be punctured by unseen reefs. As the saying goes: “wind be maudlin, sailor’s warning”.

Stillbreath Anemone. Visitors to the Umigiri Coast are warned to avoid touching coral, lest they brush against a stillbreath anemone. The sting of one of these innocuous, walnut-sized maroon lumps drastically reduces a creature’s metabolic rate, causing a sleep-like state that can have unfortunate consequences when swimming. As a medicine, stillbreath extract can help extend the life of a creature affected by a disease or venom. However, in higher doses, this can be used to cause a painless death. This is the method used by Umigirians during a bitan harvest.

One dose of stillbreath extract can be harvested from a stillbreath anemone with a DC of 40 (see *Heliana’s Guide* for Harvesting rules). On a failed check, the carving harvester is subject to the effects of stillbreath extract (see page 203).

YŪSHA VILLAGE

Yūsha Village is a small coastal town home to some 300 people, a mix of all races. The village is named after the mythical hero, Yūsha, who is said to have insulted Raiko, Herald of Storms, before racing the enraged kaiju across the Realms and removing his destructive storms from the region. A statue of the karasu tengu mid-sprint stands by the pier, a lightning bolt hot on his heels.

KNOW THY ENEMY

Iminada is the shepherd of the souls of great sea beasts. As she spends more time on the Material Plane, her influence there spreads, revealing some facets of her nature.

- Healing harms Iminada. This is the key to bringing her body through to the Material Plane so she can be dealt with.
- Iminada (and her song) deals necrotic damage.
- Iminada’s song, sung in Aquan, reveals her intentions and how she can be nonlethally appeased.

These clues can be discovered through an encounter at Yūsha Infirmary and by investigating the pirates’ now-abandoned base in Akibatsu Cove.

YŪSHA INFIRMARY

Approaching the Yūshan townhall-turned-infirmary, the door slams open and a villager bursts out retching, an understandable reaction to the putrid stench that fills the air. She glances at the moon overhead, then rushes back inside under the stern gaze of a gold-scaled nishikin, cream robes marred by rancid stains. “In, now!” the nishikin commands, eyeing the party.

Kalla Chiyū (see page 117) briskly introduces herself and immediately puts the party to work attaching sound-proofing material—cushions, blankets, and the like—to doors and windows. The sound dampening has no effect, and you can read the following:

The room is crammed with beds, mattresses, and rugs, each occupied by a pallid-looking patient. Damp yellowed bandages struggle to contain their seeping sores and do nothing to restrict the cloying odour. As the door slams shut, a moaning wail begins to reverberate around the room. Almost instantaneously, the pus-filled wounds on the assorted patients grow. Flesh sags, splits, and oozes. Dishes of water form strange patterns, and Kalla, defeated, slumps in a corner.

Information. Kalla shares the following information:

- Everyone who is sick now fell ill simultaneously a few days ago, at high tide. The first symptom reported was a feeling of cold dread, quickly followed by lethargy.
- Every high tide since then, a mournful whale song has been heard at varying volumes. It immediately results in rapid necrosis of the tissue in those that initially succumbed to the illness.
- At the start, she implemented a quarantine order, but after seeing no person-to-person transmission, she rescinded it.
- Magical healing results in growths of necrotic flesh.
- She was relieved to find that removing curses seemed to stop the progress of the necrosing flesh, but it resumed a day later. She has no permanent cure.
- No villagers have yet died from the sickness, but a rare few have recovered. Those who recover haven't become sick again.

A player character who succeeds on a **VDC Wisdom (Medicine)** check to investigate the patients interprets that:

- The sickness is a magical curse.
- The patients are displaying signs of undeath and are slowly rotting.
- The medium of this curse is not sound, though the whale song is certainly linked to the curse.

WHY ISN'T KALLA SICK?

Iminada has two effects, an aura ("Mourning Tide") and a song ("Song of Desolation"). The **aura** causes creatures within **1 mile** of her to become **Undead**. The **song** causes Undead creatures within **20 miles** of her to **rot** (take necrotic damage). The further a creature is from Iminada's song, the less damage it takes.

Kalla wasn't in Yūsha when Iminada came within 1 mile of the village, thus, she wasn't made into an Undead.

Some of the villagers that were present failed the saving throw and did become Undead. They now take small amounts of necrotic damage whenever Iminada sings her song while within 20 miles of the village.

Before Kalla and Diloophi arrived at Yūsha Village, Iminada came *just* within 1 mile of it, causing many of the residents to succumb to her aura and become Undead. Now, Iminada continues to sing while within 20 miles of Yūsha Village, and the Undead villagers rot (they take necrotic damage). Kalla arrived after Iminada came within 1 mile of the village; she has never been exposed to Iminada's aura.

Aquan. The whale song is in Aquan, as identified by any creature that speaks Primordial or any of its dialects: Aquan, Auran, Ignan, or Terran. Each syllable of the song is incomprehensibly drawn out and impossible to interpret. The player character with the highest passive Perception score observes strange symbols on the surface of any still water that continuously change while the song is being sung (see Clue 3, page 124).

Silence Spell. The *silence* spell can prevent the song from being heard, but the necrosing effect of the song occurs as normal, and the Aquan glyphs can still be observed on the surface of liquids (see Clue 3, page 124).

CLUE 1: NECROTIC TIDE

Iminada deals necrotic damage. In addition, her aura causes creatures to become cursed, changing their type to Undead. While they have the Undead type, creatures can take damage from her Song of Desolation

Kalla & Yūsha Infirmary. When the players visit Yūsha Infirmary (see page 121), Kalla describes how the disease causes necrosis of the flesh, an obvious sign of necrotic damage. This necrosis accelerates during the song, which always occurs at high tide (typically every 12 ¼ hours).

Akibatsu Cove. If the characters battle the privateers' spirits, they discover those privateers deal necrotic damage.

CLUE 2: HEALING HURTS

In order to manifest Iminada's vulnerable areas, she must first be healed (see Forced Resurrection trait in statistics, pages 221 - 223). This healing results in growths of necrotic flesh that can be targeted: her Body and Heart.

Kalla & Yūsha Infirmary. Administering magical healing to any of the patients in the infirmary causes rotting flesh to grow on their skin, and they do not regain any hit points. Kalla describes how the affliction causes necrosis of the flesh, an obvious sign of necrotic damage. No disease she's ever encountered has withstood her treatments to this degree: she thinks it might be a magical curse.

The Ghost. Yūsha village has long been haunted by a mischievous poltergeist, Horo Perono. Horo (CG **ghost**) enjoys drifting through walls and eavesdropping on private conversations, much to the annoyance of the villagers. Unfortunately for him, Iminada's curse altered his nature and, when a *potion of healing* was discarded down a drain, it caused his foot to regrow, trapping him. He can no longer pass through walls and grumbles about it.

Casting healing spells on Horo (or any Undead villager) causes more undying flesh to regrow. As a further hint, you can have Kalla quietly mention that, once this is over, she'll send Horo to rest by healing him and slaying him.



NECROTIC
AFFLICTION
GROWS WITH
SONG

HANDOUT 7.1



HEALING CAUSES INCORPOREAL
CREATURES TO GAIN
PHYSICAL FORM

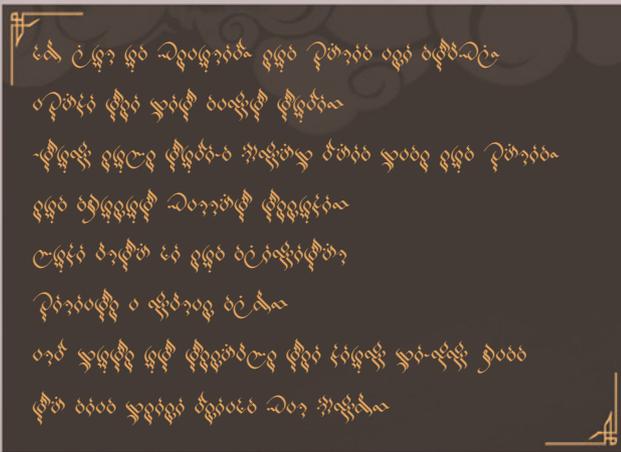
HANDOUT 7.2

CLUE 3: MOURNING SONG

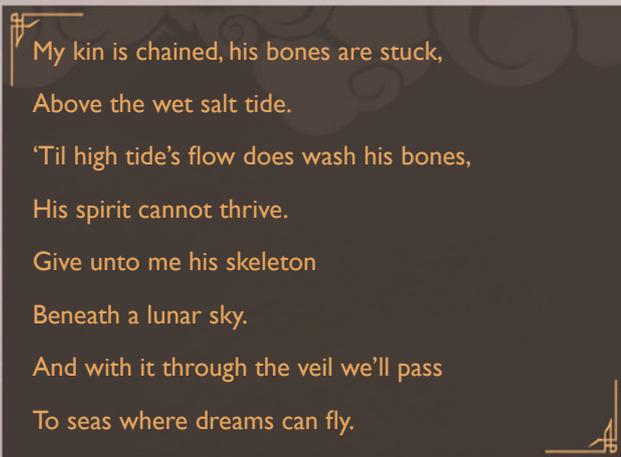
Iminada wants the bitan's bones to be bathed in sea water for a minute during a high tide so that its spirit can pass on. If this occurs, she no longer has a need to sing her Song of Desolation and can return to the Sea of Songs.

Aquan Characters. During the Song of Desolation (which occurs when the players visit Yūsha Infirmary, while they travel to Akibatsu Cove, and during the fight with Iminada), any mostly still surfaces of water form bizarre shapes, as noticed by the player character with the highest passive Perception score. A creature that speaks Primordial or any of its dialects, or a creature that succeeds on a **DC 14 Intelligence (History)** check, recognises the glyphs as being Aquan.

The glyphs appear one by one and can be written down to form the following:

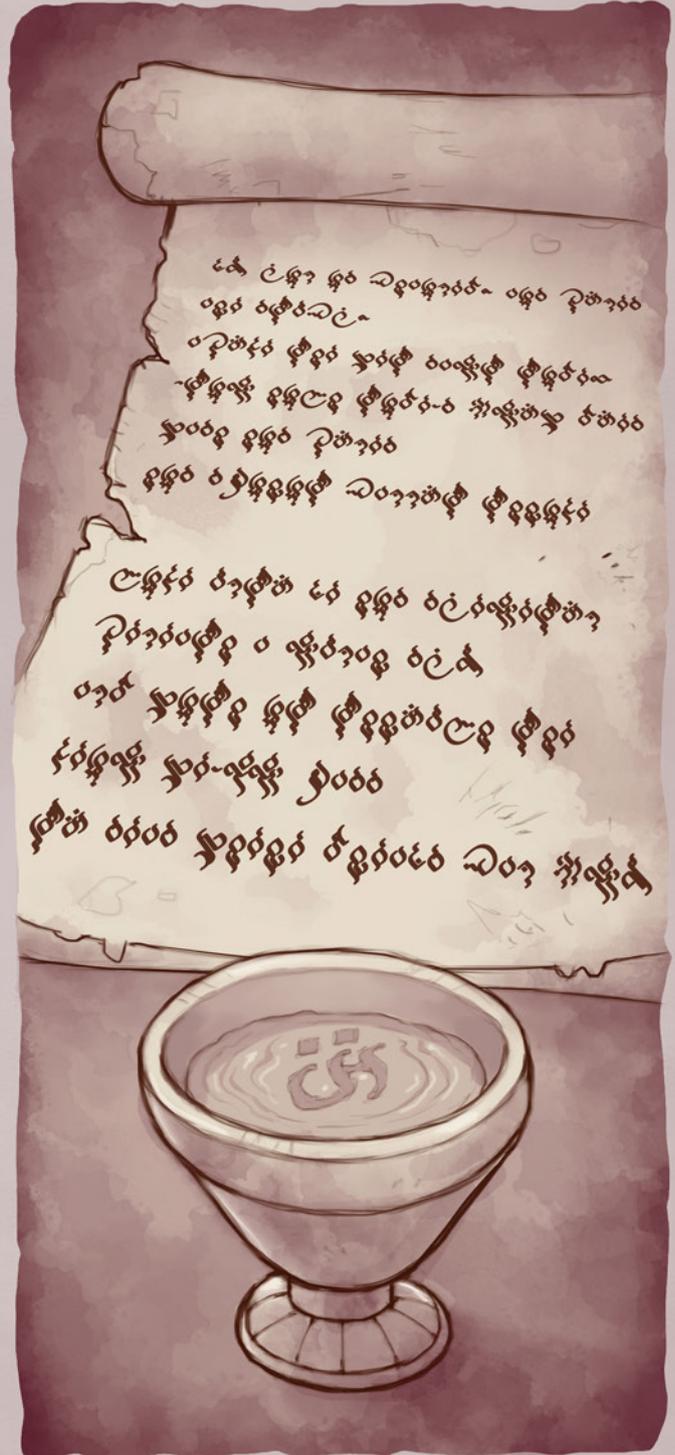


Translated from Aquan (see page 286), they read:



Diloophi. If the song is read to Diloophi (or, indeed, any of the villagers), they describe how this is similar to the rite of the bitan. After a bitan is slain, it must be properly harvested and its bones returned to the sea before the next full moon so that its spirit can pass on to the Sea of Songs.

Captain Patches' Journal. Captain Patches' journal (page 124) makes cryptic references to "listening to the song", and transcribes two lines of it—a final chance for players to see the clue. A player that has noticed the shapes on the surface of water and reads the journal automatically understands that the shapes are Aquan glyphs and that the song can be translated.



HANDOUT 7.3

THE BATTLE AHEAD

This section details the party's journey to and exploration of the Mistraider Privateers' base, Akibatsu Cove. This includes finding the *tideturner* trident, the key to nonlethally defeating Iminada. The later sections detail the sequence of the battle against Iminada, including the tactics she uses.

JOURNEY TO THE COVE

The journey to Akibatsu Cove takes an amount of time that ensures the party arrives an hour after the previous high tide. The departure must occur shortly after high tide (to allow passage over the reefs), and the total journey takes around 13 hours, guaranteeing there are at least 10 hours until the next high tide. This is enough time to explore the cove (2 hours) and take a long rest (8 hours) before Iminada's arrival. During the journey, Diloophi tries to make the party bail out the bilge and, while the party explores Akibatsu, he stays in the vessel trying to plug leaks in the hull.

AKIBATSU COVE

The Mistraider Privateers' base is a stronghold secreted within a hard-to-navigate labyrinthine reef network. Upon a single rock that protrudes from the sea are fastened the skulls of six kaiju, each over 100 feet long. Atop these skulls, a half dozen vessels have been cobbled together to make a patchwork fortress of wood and bone that stands high above the shallow sea.

When the party arrives, you can read the following:

As the vessel approaches a bank of mist, Diloophi gives the reins a tug, and the bitan at the vessel's bow glide to a halt. "We're entering the reef. I'll take it from here!" he beams, jumping to sit cross-legged on the gunwale, reins held loosely.

Fogrunner takes a meandering course through a shallow, fog-shrouded sea, vibrant pillars of coral rising up like a series of jagged, brightly coloured waymarkers. After an hour, the fog retracts a little as you enter a wide basin, the submerged coral banks falling away. Out of the mist, a fanged maw fifty feet wide looms, a tongue of wooden planks floating out from within its bleached-white depths. To the left and right, more of these enormous skulls lie in the calm water. Above them all, stacked like a child's building blocks, are the hulls of sloops and frigates, a precarious tower of forecastles and keels.

At Akibatsu Cove, the party can explore the pirates' stronghold, discovering the following areas.

FORECASTLE & CANNONS

The forecastle of each of the ships that comprise Akibatsu Cove acts as a lookout tower and gun emplacement, each sporting a cannon, the size of which varies with adventure level as shown on the table below. Each cannon is loaded with one shot; more cannonballs must be brought up from the Arsenal belowdecks to use it again.

MAGITECH CANNON TYPE BY LEVEL

Adventure Level	Magitech Cannon Type*
8th	12 lb.
14th	18 lb.
19th	32 lb.

*See page 201 for statistics

DORMITORY

This large room occupies an entire deck of one of the ships that comprise the Mistraider's fortress. The air is thick with flies and putrefaction; bodies lie in melted, maggot-ridden pools around motionless skeletons in the assorted hammocks and beds. Searching the room reveals leather armour, cutlasses (scimitars), light crossbows in poor states of repair, and **10d10** gold pieces' worth of assorted coinage.



MAGITECH
CANNON

ARSENAL

Within a windowless room in the middle of the fortress is a stone floor—the single rock upon which Akibatsu Cove is constructed. A corpse, now decayed into mush and bone, lies in the centre of the rough-hewn floor, a broken rum bottle grasped in its skeletal hand. Cannonballs, once neatly stacked, lie carelessly on the ground, and barrels of volatile arcane crystals line the room. A sign on the wall reads “absolutely no fire”.

A creature that produces a naked flame in the room must be very careful; the cannonballs are tripping hazards, and the exposed gunpowder ignites easily. A creature must succeed on a **VDC - 5 Dexterity** check at the start of each of its turns that it moves while in the room. On a failure, the creature falls **prone** and, if it is carrying an open flame, the gunpowder ignites, destroying it all and dealing **3 × Vdam** thunder damage to each creature within **30 feet** of the room.

The arsenal contains:

- 10 barrels of gunpowder
- 10 barrels of bitan oil
- 100 cannonballs of a size to fit the cannons at Akibatsu Cove.
- A locked medicine cabinet (unlockable with a successful **VDC Dexterity (thieves' tools)** check), containing three *potions of healing* (greater at 8th level, superior at 14th level, and supreme at 19th level).

CAPTAIN PATCHES'
MISTCHEST



CAPTAIN'S QUARTERS

Captain Patches' quarters contain a desk with assorted accoutrements, a bookshelf, a mirror, navigation equipment, a large bed, and an end table. The bed's silk sheets are soiled by the congealed remains of a thick-boned dwarf whose skeleton clutches what looks like an enormous tailbone in one hand and a quill in the other. The corpse is Captain Patches, the tailbone is his trident, *tideturner*, and on an end table to his side sits his journal, open. The journal is a captain's log of raid locations, booty, and altercations between crew members, but the last few pages read:

Those Yūshans were right. On the cusp of a kingdom, my hubris and greed are my downfall... typical. I see now that the key was to listen. To my parents, to my crew, and to the song... I see the song in this cup of rum:

ᠠᠭᠤᠰᠢᠨ ᠶᠤᠰᠢᠨ ᠶᠤᠰᠢᠨ ᠶᠤᠰᠢᠨ ᠶᠤᠰᠢᠨ

ᠶᠤᠰᠢᠨ ᠶᠤᠰᠢᠨ ᠶᠤᠰᠢᠨ ᠶᠤᠰᠢᠨ ᠶᠤᠰᠢᠨ

What does it mean? I see *The Chroniclers' Condensed Primordial Dictionary*, but I am too weak to move. This quill is as heavy as a maul, and dwarven bones are dense things.

The Aquan symbols translate to:

Give unto me his skeleton
Beneath a lunar sky

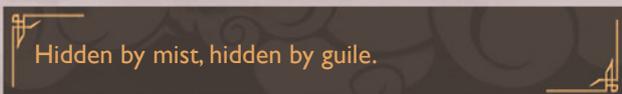


COMPASS OF
DESIRE

In the back of the book, written in Primordial is:



Which translates to:



A brief search of Patches' bookcase reveals his Primordial Dictionary* that can be used to translate Aquan words into Common. A creature that spends **30 minutes** searching the room finds gems and jewellery with a value in gold pieces equal to the result of an **Intelligence (Investigation)** check multiplied by the hunt level. This check can only be made once. A creature with a result of **VDC** or higher, or one under the effects of the *detect magic* spell, notices something odd: a chest in a glass bottle (see *mistchest*, page 202) enshrouded with illusion magic. Speaking the words "*Hidden by mist, hidden by guile*" causes the bottle to turn into a chest. There is no lock on the chest, which contains the following:

- A *compass of desire**
- A bottle of stillbreath extract* with 10 doses
- A map of the reef around the Akibatsu Cove

*See page 200 - 203

INFORMATION

The *speak with dead* spell is extremely useful in this situation, allowing the player characters to communicate with any of the pirate skeletons and, importantly, Captain Patches himself.

Pirates. Communicating with pirates other than Captain Patches can reveal the following:

- The cannons positioned around the base are loaded with one cannonball each. More munitions can be found in the arsenal, below decks. The pirates also describe how to use a cannon.
- With Patches' new magical trident, the Mistraider Privateers were "gonna be rulers of the ocean!"
- Their last raids had all been to attack whalers, particularly those harvesting a bitan, and they kept the oil.
- The pirates would meet with a Silk Purse ship each month to get supplies of food, fresh water, cannonballs, and new recruits.

Captain Patches. Captain Patchwork Wakō has a deeper insight into all of these things. A ‘check to convince Patches’ can be any combination of ability and skill that makes sense given the player’s intended course of action. Promising to bury his body might call for a Charisma (Persuasion) check, while recalling something specific about dwarven religion might require an Intelligence (Religion) check.

- The trident was made of the bitan’s tailbone. It let him control the mist and, unbeknownst to the crew, the dead.
- A successful **VDC** ability check to convince Patches causes him to reveal that they received all instructions from someone named Akio*.
- Their last instructions were to use whatever means necessary to ensure the price of bitan oil increased, then begin selling it slowly on the black market.
- A successful **VDC** ability check to convince Patches causes him to reveal his secret vault; a chest in a bottle that can be summoned with the command words “*Hidden by mist, hidden by guile*”.

*See Aftermath for more.

ENVIRONMENT

During the day, the reef is covered in a dense, unusual mist that blocks enough sunlight to ensure traits like Sunlight Sensitivity are not triggered, but still keeps the area dimly lit. At night, the mist clears, leaving the cove dimly lit by moonlight. Sight is limited to **120 feet**, and anything beyond that is heavily obscured.

FLOW OF THE BATTLE

Iminada has two vulnerable areas: her Body and her Heart. Unlike other Kaiju, Iminada’s Chaos Threshold starts at a negative value; it must be healed **up** to 0 in order for her to fully manifest on the Material Plane and begin her Rampage. After she begins her Rampage, her vulnerable areas become targetable. See page 218 for more details on these.

Changing Statistics. In addition to the changes in Iminada’s tactics between phases, her statistics during Phase 2 change each time one of her vulnerable areas is exploited. See the Iminada Behaviours table on page 218 for more.

CAPTAIN PATCHES



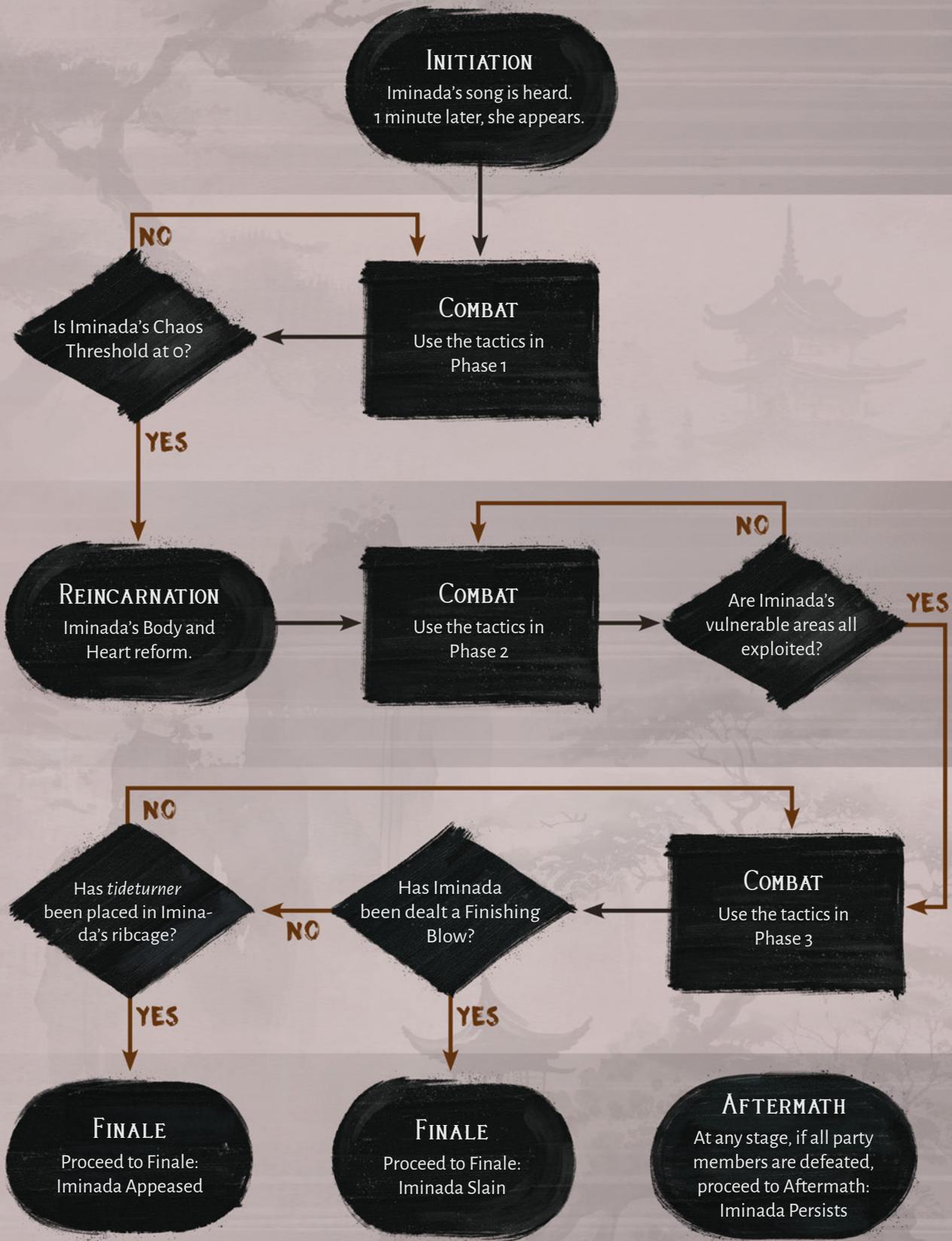


1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 7.1. AKIBATSU COVE

BATTLE PHASES



INITIATION

PHASE 1

PHASE 2

PHASE 3

FINALE

PHASE I

Iminada is not aggressive in this phase and is instead more concerned with finding the lost bitan. The real threat is the spectrelich, Captain Patches, who wishes to rule the Umigiri Coast using *tideturner*, starting by making an Undead crew of the party. Patches attacks after Iminada makes her appearance.

Mourning Tide Aura. 5 minutes before Iminada arrives, she moves within 1 mile of the party, and each character must make a saving throw against her Mourning Tide trait. Each creature that fails the saving throw becomes cursed and their creature type becomes Undead. If at least one creature fails this saving throw, you can read or paraphrase the following, directing it at the now-Undead creatures:

A numbness suffuses you, like the tether between your soul and this plane of existence has disappeared. You feel the warmth of the world vanish.

1 minute before she arrives, she begins singing, which can be heard by any creature that is deafened. This gives the party one last chance to see the Aquan glyphs written in any puddles or bowls found throughout the cove. You can read the following:

The mist-laden air suddenly feels clammy, as if the sun forgot how to cast warmth. A single note heralds the coming of the now-familiar song, and once-still water surfaces erupt into strange piscine shapes. There is but a minute to prepare.

After the minute elapses:

The mist slowly turns a sickly green, and an enormous skeletal whale looms out of the fog.

Whale Song. Each round, Iminada sings the next line from the song on page 124 in Aquan. When she finishes the song, she starts again.

Detecting Patches. Each time Patches acts, roll a d20 (+Vmod). If the result is lower than a creature's passive Perception score, it detects his presence.

MISSED CLUE

If the party never figures out Clue 2 (page 122), they will not know that they must heal Iminada and will never get past Phase 1. That's okay—Iminada can return to Akibatsu Cove each high tide until the player characters figure this out, and in the future, they won't have Captain Patches to contend with. The only way for the players to deal with Iminada is to get to Phase 3 and then either deal Iminada a Finishing Blow or give her the *tideturner* trident for a nonlethal solution. If the players need assistance, have Diloophi help them organise all the facts they know about the disease and, if necessary, talk about how awful it is that "healing magic regrows the body, but in a totally gross way. I sure wouldn't want that to happen to me."

ENEMIES

In Phase 1, the enemy is Iminada, in her ghostly skeleton-whale form, and Captain Patches, who has inadvertently achieved a lesser form of lichdom by dying while attuned to *tideturner*. The wraiths in the 19th-level adventure are pirates who accompany Patches.

Level 8. The Phase 1 combatants are:

- 1 Captain Patches (**bathyal spectrelich***, CR 7)
- 1 **Iminada, The Soul Shepherd*** (pre-Rampage; CR 6)

Level 14. The Phase 1 combatants are:

- 1 Captain Patches (**abyssal spectrelich***, CR 12)
- 1 **Iminada, The Abyssal Spectre*** (pre-Rampage; CR 12)

Level 19. The Phase 1 combatants are:

- 1 Captain Patches (**hadal spectrelich***, CR 20)
- 1 **Iminada, The Sovereign Undead*** (pre-Rampage; CR 16)
- 2 **wraiths** (+9 to hit with Life Drain attacks; CR 5)

*See Appendix C



TIDETURNER

VULNERABLE AREAS

In this phase, neither of Iminada's vulnerable areas are targetable. She must first be healed so that her Chaos Threshold reaches 0 and her Heart and Body are forcefully resurrected. Creatures can scale Iminada's skeleton form.

GM TIP: NARRATION

To let your players know they're on the right track, be sure to narrate how every time Iminada is healed, more and more chunks of rotting flesh grow back.

TACTICS

Captain Patches. From the shadows, Captain Patches tries to cast control spells on the player characters and turn them against each other. Once discovered, Patches resorts to his most damaging spells, uses his movement and his Misty Step bonus action to stay away from melee combatants. He flees the fight when reduced to one-third of his hit points or fewer. He is not corporeal, so does not take damage from Iminada's Song of Desolation, but is subject to her Undying Beat.

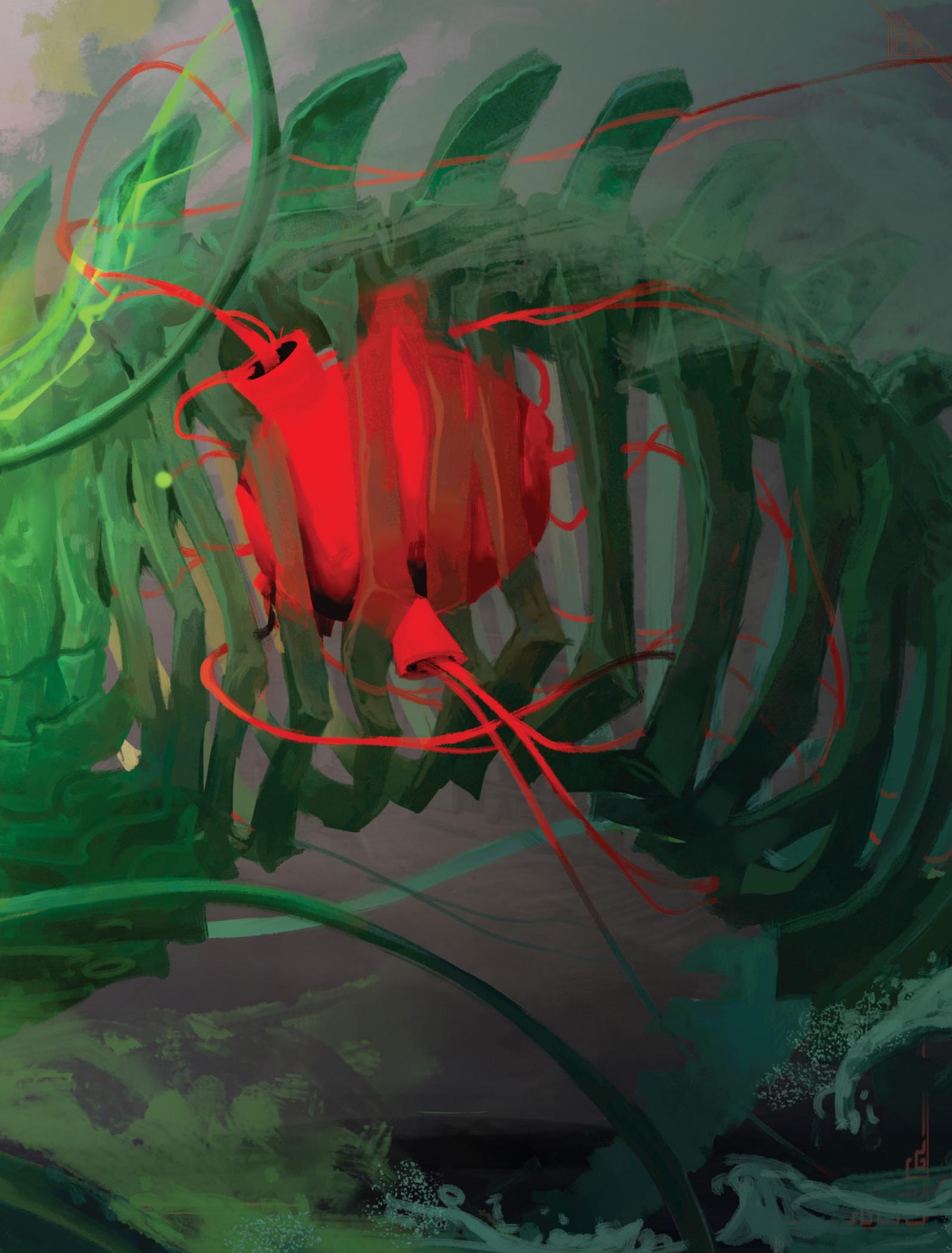
Wraiths. The wraiths seek out targets with low AC and use their Life Drain attack. The wraiths flee if Captain Patches flees but otherwise fight until destroyed.

Iminada. Iminada ignores the party during Phase 1. She uses her movement and Ethereal Vanishing bonus action to keep her distance from player characters. For her action, she uses Song of Desolation when available. For legendary actions, she uses Undying Beat to encourage the lost bitan to come towards her. She uses only the Umigiri Fog lair action to prevent herself from being targeted.

END OF PHASE

The phase ends when Iminada's Chaos Threshold rises to 0, causing her Body and Heart to reform.





PHASE 2

Iminada begins to Rampage, turning her ire on the player characters.

As the final gaps in Iminada's body are filled with putrid flesh and the air grows thick with the vomit-inducing scent of death and decay, her behaviour suddenly changes. Cloudy eyes the size of grapefruits glow an intense blue-green. Sea beasts flicker in and out of your vision, their once-undulating movements now erratic and fearful. The whump-whump heartbeat accelerates, a driving rhythm of anger and vengeance.

ENEMIES

In Phase 2, the enemy is Iminada, forcefully resurrected as a mass of necrosing flesh.

Level 8. The Phase 2 combatant is:

- 1 **Iminada, The Soul Shepherd*** (rampaging; CR 13)

Level 14. The Phase 2 combatant is:

- 1 **Iminada, The Abyssal Spectre*** (rampaging; CR 21)

Level 19. The Phase 2 combatant is:

- 1 **Iminada, The Sovereign Undead*** (rampaging; CR 26)

*See Appendix C

VULNERABLE AREAS

Iminada's Body and Heart vulnerable areas are targetable in this phase. Until the Body area is exploited, the Heart can only be targeted by reactions (such as ones prepared with the Ready action) when she makes an Ethereal Bite attack. After the Body vulnerable area is exploited, it sloughs off, leaving only the skeleton and Heart, which can now be targeted like normal.

TACTICS

Iminada's overarching tactic is to move creatures into the water near her and then use her Tail Swipe attack to hit multiple creatures at once.

Lair Actions. Iminada alternates between Soul Tsunami and Water Jet, forcibly moving creatures closer to her.

Legendary Actions. Iminada uses her Tail Swipe attack if she's in a position to hit two creatures with it. If she can position herself in this way by using her Launch legendary action, she does so. Lastly, if only one creature is nearby, she uses her Ethereal Bite. If no creatures are accessible by her in the water, she uses Undying Beat.

Iminada's Turn & Actions. On her turn, Iminada always uses Song of Desolation if she detects two or more Undead within 1,000 feet of her. Otherwise, she uses her movement to position herself so she can hit multiple creatures with her Tail Swipe attack. If this is not possible, she reverts to her Ethereal Bite.

END OF PHASE

The phase ends when both Iminada's Heart and Body vulnerable areas are exploited.

PHASE 3

Iminada is immobilised on the sea's surface, presenting the ideal opportunity to land a Finishing Blow or to resolve the encounter nonlethally.

Iminada flops belly-up into the water, an uncoordinated mass of dead flesh that sloughs off writhing bones. The heartbeat is silent now—the only sound the clumsy writhing of her bare skeleton splashing in the water. In the sea leaps a horde of ethereal sea creatures, ghostly outlines of blue-green smoke.

ENEMIES

Iminada's pod of souls comes to Iminada's aid as she enters her death throes. The swarms disappear the moment *tide-turner* is placed within Iminada or she is slain.

Level 8. The Phase 3 combatants are:

- 1 **Iminada, The Soul Shepherd*** (death throes; CR 8)
- 1 **swarm of ethereal sea beasts*** (CR 6)

Level 14. The Phase 3 combatants are:

- 1 **Iminada, The Abyssal Spectre*** (death throes; CR 13)
- 2 **swarms of ethereal sea beasts*** (CR 6)

Level 19. The Phase 3 combatants are:

- 1 **Iminada, The Sovereign Undead*** (death throes; CR 16)
- 3 **swarms of ethereal sea beasts*** (CR 9; AC 19, 130 hit points, +9 to hit)

*See Appendix C

TACTICS

Though Iminada is immobilised, she continues to drive creatures towards her so she can attack them with her Tail Swipe or Ethereal Bite attack. For her lair action, she alternates between Soul Tsunami and Water Jet, forcibly moving creatures closer to her.

END OF PHASE

The phase ends when Iminada succumbs to a Finishing Blow, or if she is appeased by the *tideturner* trident being placed within her ribcage.

FINALE

If Iminada is dealt a Finishing Blow, proceed to Iminada Slain. If the *tideturner* trident is placed within Iminada's ribcage while she is in the sea, jump to Iminada Appeased. If Iminada wins the fight (the player characters die or flee), you can work the Iminada Persists section of the Aftermath into your world.

IMINADA SLAIN

A sensation of imminent death washes over you as Iminada's bones fracture, green-black marrow oozing out into the water. The flow of liquid doesn't stop; a far greater volume than could possibly be held within her bones continues to flood out, turning the turquoise expanse to murky shades of green and grey. Algae begins to shrivel, the coral in the distance bleaches bone white, and seagulls high up on the ships' masts take flight into the mists.

Each creature within **120 feet** of Iminada must succeed on a **VDC Constitution saving throw** or be unable to regain hit points for **2d6 days**. Creatures in the water within this area automatically fail this saving throw.

IMINADA APPEASED

With the trident inside Iminada's ribcage, her thrashing becomes steadily less vigorous, and her song diminuendos. At last, all is still. Silent. The tailbone trident floats, a gentle current taking it to clack against one of Iminada's ribs before it rebounds toward her centre. With a barely perceptible shift in the colour of the mist, the shape of a huge bitan forms as an incorporeal spectre around the tailbone. It swims out of Iminada's ribcage before leaping into the air and silently crashing back down into a motionless sea.

A new song starts, all major thirds and perfect fifths. A song of returning home, of contentment, and of weary joy at the end of a long journey. As the bitan's ethereal form nuzzles Iminada, she seems to regain her composure and swim upwards, towards the moon high in the sky above. Her entourage follows, a stream of green shapes undulating in time to a full heart's beat, before fading away.

Iminada, along with her ethereal entourage, fades back to the Ethereal Plane, leaving the remains of Iminada's corporeal form, which conveniently floats on the water's surface.



AFTERMATH

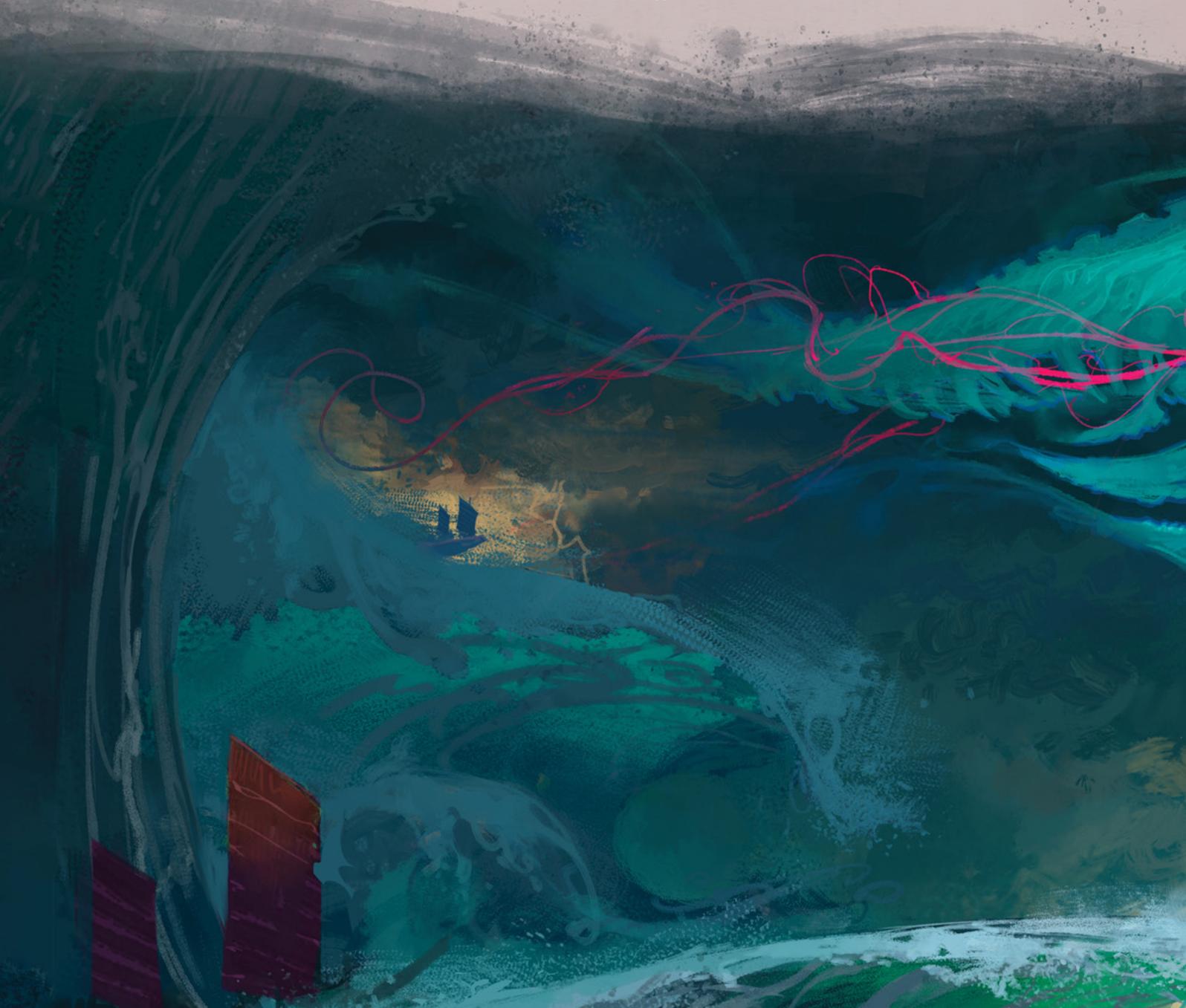
The fate of the Umigiri Coast depends on the player characters' actions: did they slay, appease, or succumb to Iminada, the Mourning Tide? However, some outcomes are independent of the player characters' actions; if the party is not defeated, the following can occur in your world:

- As the tale of the mystery illness spreads, the demand for items providing protection from necrotic damage increases, even though such an item would have had no effect. The price of any item that provides resistance or immunity to necrotic damage quadruples or dodecuples, respectively.
- If Ryoko is brought a piece of Iminada or any of the kaiju skulls from Akibatsu Cove, her magic lets her see into the Sea of Songs and talk to the souls of passed sea

creatures, learning much of the Yokai Realms' history. She also learns the *riptide** spell and pens it onto a *spell scroll* for the party.

- If the party gives Bombuku at least 5 barrels of bitan oil, his enclosed ignition drive experiment is a success, and he moves a step closer to creating a fully functioning mech suit for the masses.
- The destruction of the Mistraider Privateers gives a window for the Rising Blossoms to increase the transfer of supplies in preparation for a rebellion.
- If the party gives the Akibatsu Cove map to the Rising Blossoms, it becomes their new base of naval operations, accelerating their plan.
- The Silk Purse mobilises their escort ships to begin investigating the cargo of each vessel on the Umigiri Coast. This is blatantly beyond their jurisdiction and upsets many seafarers, giving the Rising Blossoms' cause momentum.

*See Appendix B



- If the party gives the Akibatsu Cove map to the Silk Purse, any benefits to the Rising Blossoms from the previous bullet points are lost, and the Rising Blossoms face a delay.
- **Quest Hook.** Akio, the person who has been giving the Silk Purse information about the Rising Blossoms' shipments, is a close friend and confidant of Chūji; he is the only noble who knows of Chūji's true identity. The Silk Purse have kidnapped his son and are blackmailing him. The party can try to rescue the child.
 - ◊ If the party tells Chūji that Akio is the source of the Rising Blossoms' leak, they are devastated and ask the party to investigate. The security in the organisation tightens, and the Silk Purse remain in the dark about their preparations.

- If Captain Patches isn't killed, he goes on to raise an army of Undead pirates that haunts the coast in ghost ships. In addition, if Iminada isn't appeased, he searches for the bearer of *tideturner*.

IMINADA APPEASED OR SLAIN

- Shortly after Iminada is slain or appeased, Diloophi appears, saying "that was the coolest thing ever!" and dives into the water to collect a bone as a souvenir, before remembering he can't swim.
- The ghostly high-tide whale song ceases, and those afflicted slowly return to normal, though some bear the scars of the rot they endured.





IMINADA APPEASED

- Iminada returns to the Sea of Songs, along with her ethereal entourage.
- She continues to journey to the Material Plane each full moon to shepherd the spirits of marine beasts back to the Ethereal Plane.
- Up and down the Umigiri Coast, villagers perform the Bleaching Ceremony on even the most basal of aquatic lifeforms. They don't want Iminada to stay for longer than needed ever again.

IMINADA SLAIN

- All creatures lower than CR 1 within **3 miles** of Iminada immediately die, and nothing can grow in the area for the next **10d100 years**. This includes the organ corals, which bleach and crumble away over time, causing more and more vessels to run aground on the reefs.
- The enormous entourage of souls that Iminada had collected remains on the Material Plane. Up and down the Umigiri Coast, the sickly green outlines of sea beasts can be seen soaring through the mists at high tide.
- The ghosts become a tourist attraction, though those that spend too long in the area are overcome by a chronic melancholy.
- The fog becomes thicker, often staying for days on end.
- **Quest Hook.** With the prevalence of dead souls, eventually a necromancer makes their home in an abandoned tower on the coast. What are their motives? Do they work for the Silk Purse, the Rising Blossoms, themselves, or another party? You decide.
- If the *tideturner* is given to the people of Yūsha Village, the ability to control the mists and command Undead makes it a safe haven. The village grows over the next decade, becoming one of the largest towns in the region.

IMINADA PERSISTS

- Iminada continues to travel in increasingly wider loops, frequenting the site of the bitan's death near Akibatsu Cove.
- Eventually, the entire population of Yūsha Village either dies or runs away.
- Sailing the coast becomes a gauntlet for sailors; sometimes they pass through unscathed, while other times every soul aboard becomes a decomposed skeleton.
- Iminada's meanderings become so vast and looping that villages hundreds of miles away might suddenly die to a plague, while the Umigiri Coast can enjoy several months without incident.
- If *tideturner* was never found, Diloophi eventually sails back to Akibatsu Cove. There, he finds the trident and awaits Iminada's return while he learns to swim. He satiates Iminada, ending her journey and becoming the new hero of Yūsha.

TREASURE

Once the party has slain or appeased Iminada, they can attempt to harvest components and craft unique items using the corporeal remains. For further information, refer to the Harvesting and Crafting chapters in *Ryoko's Guide* or *Heliana's Guide*.

HARVESTING

Whether Iminada is slain or appeased, she leaves behind her necrotic flesh, ichor, bones, and heart. Components in bold can be used to craft unique items.

IMINADA HARVEST TABLE

Component	DC	Number Available	
		Slain	Appeased
Eye ^{E+}	5	2	0
Bone^{E+}	5	10	4
Marrow	10	5	2
Ethereal ichor^{E+}	15	20	20
Undying flesh ^{E+}	15	10	10
Undying heart^{VE+}	20	1	1



CRAFTING

The following table details the crafting components and other metadata for the items unique to Iminada, as well as those found throughout the adventure.

IMINADA CRAFTABLE ITEMS

Item	Type	Rarity	Attunement	Components	Essence	Value*
<i>Bakekujira's Gift</i>	Staff	Rare	Required	<i>Undead (bakekujira) undying heart</i>	<i>Robust</i>	3,280 gp
		Very rare			<i>Potent</i>	11,200 gp
		Legendary			<i>Mythic</i>	62,570 gp
<i>Compass of Desire</i>	Wondrous item	Rare	—	<i>Fey (sprite) heart</i>	<i>Robust</i>	2,100 gp
<i>Kasa of the Deep</i>	Wondrous item	Uncommon	—	<i>Undead (bakekujira) ethereal ichor</i>	<i>Frail</i>	370 gp
		Rare			<i>Robust</i>	1,640 gp
		Very rare			<i>Potent</i>	7,050 gp
		Legendary			<i>Mythic</i>	43,350 gp
<i>Mistchest</i>	Wondrous item	Common	—	<i>Monstrosity (mimic) pelt</i>	—	40 gp
		Rare			<i>Robust</i>	2,010 gp
<i>Spectral Heartcage</i>	Wondrous item	Uncommon	Required	<i>Undead (bakekujira) bone</i>	<i>Frail</i>	550 gp
		Rare			<i>Robust</i>	4,110 gp
		Very rare			<i>Potent</i>	10,950 gp
		Legendary			<i>Mythic</i>	46,060 gp
<i>Tideturner</i>	Weapon (trident)	Rare	Required	<i>Beast (bitan) bone</i>	<i>Robust</i>	3,560 gp
		Very rare			<i>Potent</i>	11,900 gp
		Legendary			<i>Mythic</i>	61,520 gp

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

CHAPTER 8

DELUGE OF THE
ASCENDANT CASCADE



DELUGE OF THE ASCENDANT CASCADE

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 two-fifths of the way to 10th level or three-fifths of the way to 16th level. In this adventure, the players must uncover the cyclical nature of Bakuryō (瀑瀧), the Endless Spring, 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 against the latter two damage types and having proficiency in the Nature or Religion skills also provides a great boon.

VARIABLE STATISTICS

This adventure uses a shorthand to refer to statistics that vary based on the level of the adventure. **VDC** refers to a variable DC, **Vmod** to a variable modifier, and **Vdam** to a variable amount of damage. These variable statistics can be modified in text; for example, in a 9th-level adventure, **VDC + 10** means $15 + 10 = \text{DC } 25$.

VARIABLE STATISTICS

Adventure Level	VDC	Vmod	Vdam
9th	15	+7	10 (3d6)
15th	17	+9	21 (6d6)
20th	19	+11	35 (10d6)



BACKGROUND

As with all waterways in the Yokai Realms, the Hakuryū river, the pulsing heart of the Hakuryū Valley, is embodied by a yokai spirit: Bakuryō. Those of a more poetic persuasion describe the river's many tributaries as Bakuryō's arms, fingers, and claws; its central, sinuous lake her belly; and the raging gorge her tooth-filled maw. Whether Bakuryō 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 Bakuryō is a gentle and noble patron of the valley—most of the time, anyway.

For nigh on a millennium, Bakuryō 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 Bakuryō discovered that her shrines had been liberated of all their gold, she sought to find the wrongdoer. Torime, 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 Bakuryō was able to follow the yokai's deep footprints to a small cave where the greedy monster was dozing in a gold-induced torpor.

Bakuryō snapped shut her fanged maw, waking the fiendish yokai, who ran deeper into the cave in terror. Bakuryō pursued, but was unable to navigate the twisting labyrinth and soon wedged herself between damp stone walls. With a wrench, Bakuryō 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 Hakuryū river changed direction.

Flooding. Chaos. Disaster. The paddies were drowned under muddy waters, the flow of goods downriver was halted, and the valley was split into a patchwork of disjointed islands isolated 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, Bakuryō 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 waters* spell (see Appendix B, pages 208), allowing the river to be forded. Moreover, the act of replacing the scale is a reminder of how to solve this disaster: flip Bakuryō's scale. The only trouble is finding her.

SUMMARY

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

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

Here's the names to know for this adventure:

- **Region.** Hakuryū Valley.
- **Starting Location.** Cliffside caves.
- **Kaiju Battle Location.** Bakuryō's fourth shrine.
- **Main NPC.** Sōji.
- **Secondary NPC.** Torime, a dodomeki.

ADVENTURE HOOKS

The rising river is a terrible omen, and Bakuryō'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!

- **Heirs of Kirin, Captain Totsuka: Displaced (Morality).** A desperate plea for help has come from Hakuryū 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?
- **Silk Purse, Agent Nishikibe: A Drain on Trade (Compensation).** The Silk Purse is anxious about possible knock-on effects if the breadbasket of the area, the Hakuryū Valley, stops producing food. They'd rather not find out and are looking for investigators to reinstate the equilibrium so profits can be made.
- **College of Hanabi, Bombuku: Graviturgy (Curiosity).** Bombuku, being short, has an interest in graviturgy and is fascinated by the news of a river flowing uphill. He would love to develop some anti-gravity leg prostheses so he doesn't have to use ladders all the time and will pay a handsome reward for a sample of whatever is responsible for this occurrence.
- **Rising Blossoms, Chūji Firestarter: Snapdragons (Morality).** Koi dragons reward those who struggle, and tales of the benevolent water spirit in the Hakuryū Valley helping common farmers have existed for centuries in the Realms. Find the source of what is causing the water spirits to be distressed and fix it.

- **The Chroniclers, Ryoko: Vicious Circle (Curiosity).** On hearing about the natural disaster in the Hakuryū Valley, Ryoko got sucked into a treatise on geological phenomena of the Realms. It turns out this has happened before in the same valley. If the party can get her a piece of something really old, she can use historiomancy to divine the truth.

REWARDS

If the party manages to defeat Bakuryō, then Sōji, on behalf of the community, pays a handsome reward. Additional rewards are available for returning one of Bakuryō's components to Bombuku, and for an old object (potentially a loose mosaic tile from a shrine) to Ryoko.

Whichever hook you use, feel free to offer a reward approximating the values in the table below. Note that this table offers gold and experience on a per player character basis based on a four-character party.

REWARDS PER PLAYER CHARACTER

Adventure Level	XP*	Gold		
		Bakuryō defeated	Bombuku's component	Ryoko's relic
9th	6,325	1,800 gp	300 gp	200 gp
15th	17,750	5,900 gp	500 gp	350 gp
20th	56,250	11,000 gp	750 gp	500 gp

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



DRAGONLILY

TYLER GRAYSON

NPC

The leader of the local community is Sōji (惣治), a young and lively male halfling who is wise beyond his years. A graduate of the College of Hanabi, Sōji 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.

Sōji'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, Sōji is motivated to restore the Hakuryū Valley and dispatched many *animal messengers* to distribute flyers and summon help.

Information. After Sōji graduated from the College of Hanabi and returned to the Hakuryū Valley, he began studying the area's history and relationship to Bakuryō. 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, Sōji has the following information to share:

- This is not the first time the river has changed direction.
- The river's dragon spirit, Bakuryō, 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 Bakuryō. 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. Sōji 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, Sōji has a sidequest. The seeds of dragonlilies (see Clue 1, page 146) 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 blue seedpod, he will reward them with a copy of his invaluable firework, *roaring thunder*, as well as instructions on how to weaponise the seeds into a *boombloom bomb* (see page 206). 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).

SŌJI

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."



HAKURYŪ VALLEY

The Hakuryū 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: Bakuryō, the Endless Spring. But, with irregular cyclicity, the river switches direction, and a chaos of churning muddy waters ensues.

FLORA, FAUNA, & THINGS

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 Hakuryū 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 seedpod 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 hides 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 (see *Heliana's Guide* or *Ryoko's Guide* for Crafting rules).

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 flotation 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.

WATERBEAR





KNOW THY ENEMY

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

- While Bakuryō'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 Bakuryō's jaw governs her mood; flipping it can quell the raging river.

Shrines. There are four shrines the party must visit to search for Bakuryō. She is always found at the fourth shrine the party visits. At each shrine, there are dragonlilies whose self-destructive mechanism provides foresight about Bakuryō's Fins and Breath Weapon (Clue 1). At the third shrine, the party have a hostile encounter with some enraged river elementals, allowing them to learn about Clue 2. All the shrines have a mosaic depicting Bakuryō'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 sheltering on their patinated leaves.

Nestled amongst the trees is a small structure flooded by the swirling 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 Bakuryō (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 Bakuryō is charging her Breath Weapon, her Fins glow orange (if she is charging thunder damage) or gold (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 Hakuryū Valley, the same lilies which Sōji asked the party to collect. Interacting with them can reveal clues about Bakuryō.

Dragonlily. When a creature moves within **10 feet** of a dragonlily, the flower begins glowing one of four colours: blue, gold, orange, or white. On initiative count 0 (losing ties), a glowing dragonlily detonates, dealing **Vdam** piercing damage and an extra **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 gold and orange colours most often, as these are the colours and damage types Bakuryō uses.

DRAGONLILY BLOOM COLOUR

d4	Colour	Damage Type
1	White	Cold
2	Blue	Lightning
3	Gold	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 Sōji's insight that dealing the right type of damage to these plants while they are glowing causes them to turn to ash, leaving the seedpod intact (give the party Handout 8.1).

Harvesting. If a seedpod takes damage of the type associated with its colour, its explosive tendencies are disabled. A creature can then begin harvesting the plant (within 1 minute as usual) in order to obtain *pouch of Plant (dragonlily) seeds* (component DC 15). Each pod has **1d4** pouches of seeds available for harvest. If using the optional volatile component rule in *Heliana's Guide*, these seeds are volatile and deal the damage described if the Harvest check is not completed.

Crafting. These can be used to craft *boombloom bombs* (see page 206). Be sure to keep track of what colour of dragonlily the seeds are harvested from, as this affects the damage type of the *boombloom bomb*.

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 lightning damage on water elementals.



HANDOUT 8.1



WATER CAN BE FROZEN.

HANDOUT 8.2

CLUE 2: WATER'S WEAKNESS 𠄎

While Bakuryō 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 Bakuryō, 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. While Bakuryō rages, the river elementals have **immunity** to bludgeoning, piercing and slashing damage around Hakuryū Valley.

RIVER ELEMENTAL COMPOSITION

APL	Composition
9th	5 brook bizarres*, 1 creek creep*
15th	5 creek creeps*, 1 white water weird*
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.



1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 8.1. BAKURYŌ'S THIRD
SHRINE

CZE & PEKU

CLUE 3: WYRMSCALE

Bakuryō 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: Bakuryō's Story. Inside each shrine is a mural depicting the cyclical nature of Bakuryō's rage: she flips a scale, she becomes enraged and causes the river to change direction, the scale is flipped back, and Bakuryō calms, returning everything to normal. You can read aloud the following when the party visits a 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 she curiously follows a floss spider. Beside a calm river, she wanders her way through foliage, eventually becoming stuck between two trees. The accompanying text reads:

*Curious dragon—
Through spring growth she dances
'till bark grips like iron.*

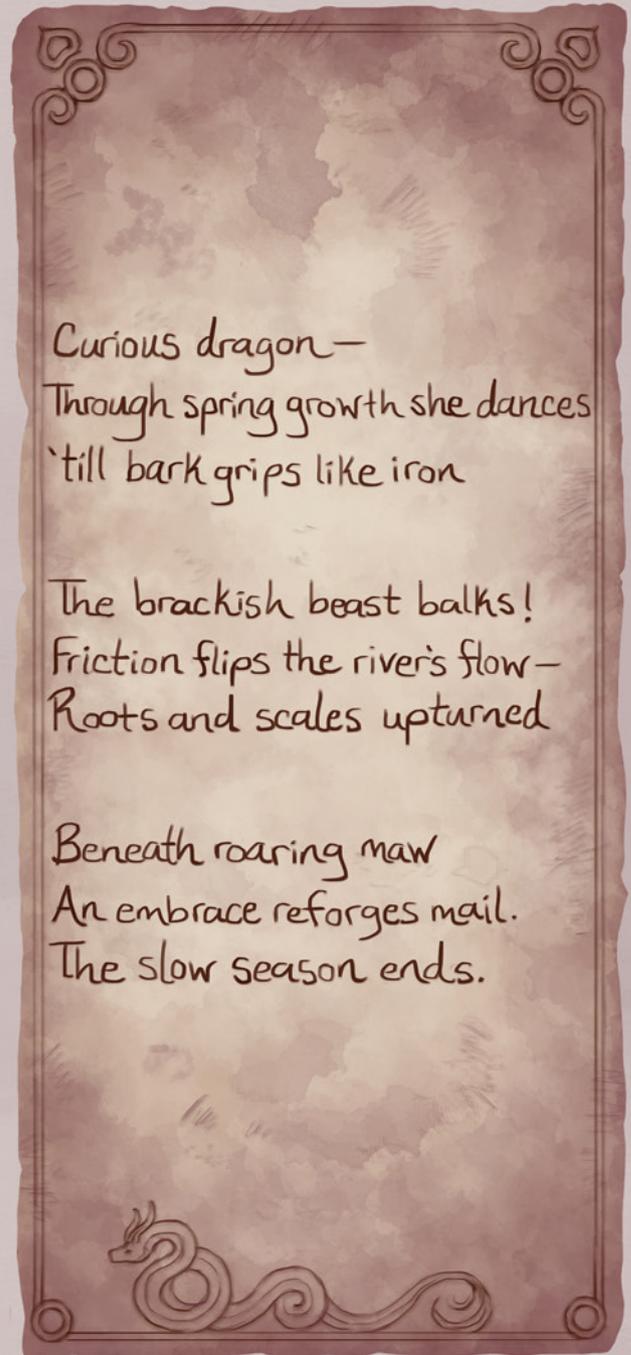
The second mural shows Bakuryō breaking the trees as she wrenches herself free. She appears to be overcome with rage, and the river, now tumultuous, has changed direction. Her scales glow orange and gold, and there is an odd discoloration beneath her chin as she roars. The text reads:

*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 Bakuryō's snout and appears to have squeezed her maw shut with thick, muscled arms. The river is calm again and Bakuryō 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 Bakuryō 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.



HANDOUT 8.3

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 Bakuryō's righted scale.

THE BATTLE AHEAD

Regardless of the order in which the party visits the shrines, Bakuryō is always at the fourth shrine they visit. This gives the party time to uncover the three parts of Bakuryō's story and learn that the scale under her chin can be flipped (see Clue 3, page 149).

This battle utilises the Kaiju Battle Mechanics introduced in Chapter 3. The fight is split into three phases in which Bakuryō uses different tactics:

- **Phase 1, normal behaviour:** Bakuryō keeps her distance and uses ranged actions. Characters are likely unable to scale her.
- **Phase 2, water form:** Bakuryō comes into melee range, aiming to whelm creatures.
- **Phase 3, post-water form & death throes:** Bakuryō stays in melee range, flying only to attack more vulnerable targets. Characters can more easily scale her and access the Uprturned 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 Bakuryō, 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 Bakuryō's passive Perception (see Appendix C). On a success, Bakuryō doesn't notice them for the next minute or until they reveal themselves. On a failure, Bakuryō 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 the 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.



FLOSS SPIDER

TYLER GRAYSON



CZE & PEKU

1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

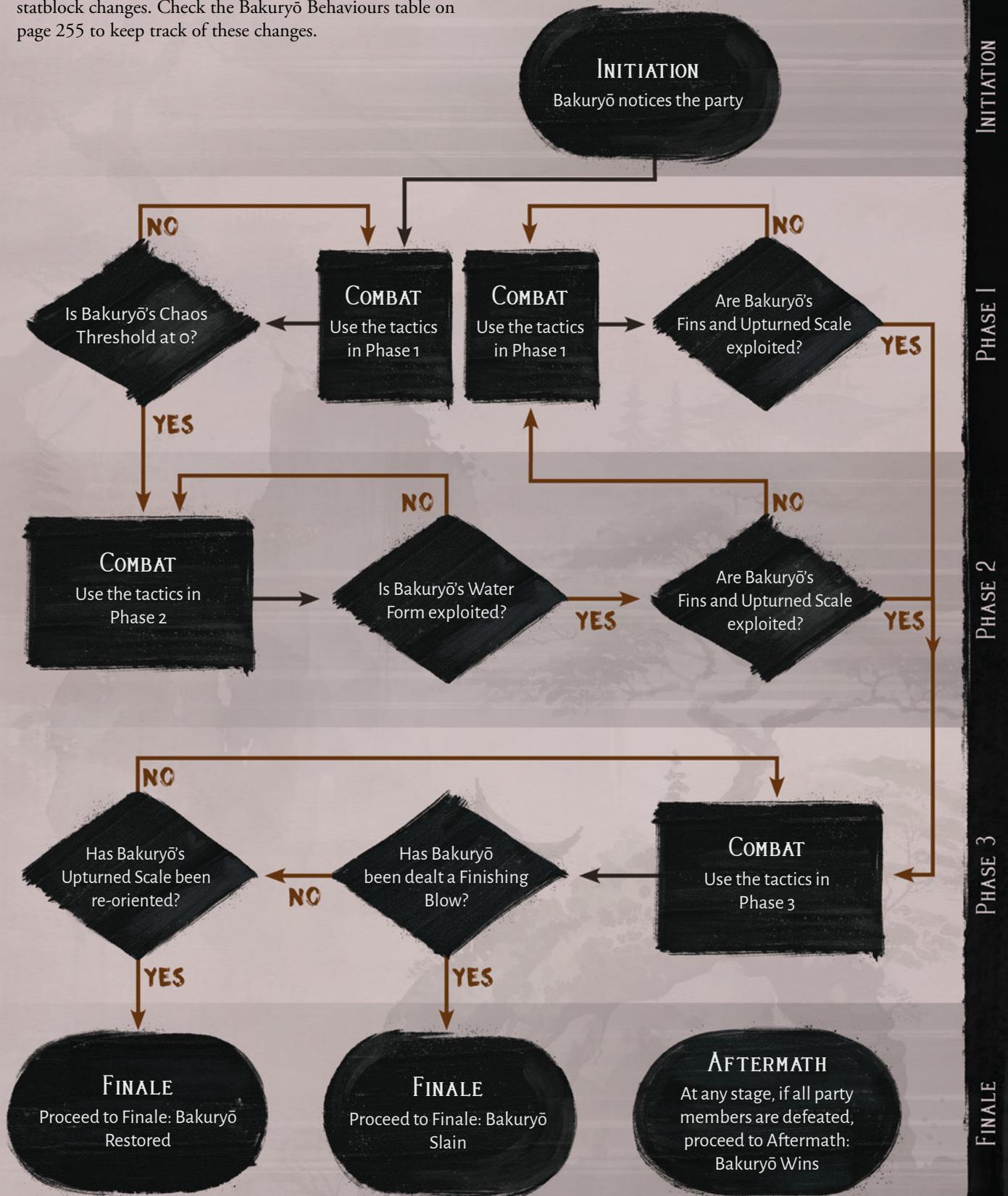
MAP 8.2. BAKURYŌ'S
FOURTH SHRINE

FLOW OF THE BATTLE

BATTLE PHASES

Bakuryō has three vulnerable areas: her Fins, Upturned Scale, and Water Form. See page 255 for more details on these.

Changing Statistics. As the fight progresses, Bakuryō's statblock changes. Check the Bakuryō Behaviours table on page 255 to keep track of these changes.



PHASE I

When combat starts, Bakuryō's Fins are already charged and glowing gold with radiant energy. When Bakuryō notices the party, she immediately attacks and you can read the following:

The sound of a thousand-foot waterfall hammering your eardrums bellows from Bakuryō'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.

ENEMIES

The enemy in this phase is Bakuryō in her normal form, and any remaining elementals from the previous phase.

Level 9. The Phase 1 combatant is:

- 1 **Bakuryō, The Celestial River*** (pre-Rampage; CR 14)

Level 15. The Phase 1 combatant is:

- 1 **Bakuryō, The Heavenly Torrent*** (pre-Rampage; CR 21)

Level 20. The Phase 1 combatant is:

- 1 **Bakuryō, The Ascendant Cascade*** (pre-Rampage; CR 27)

*See Appendix C

TACTICS

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

Tactical Awareness. Bakuryō is both intelligent and wise. She has a preternatural ability to sense a target's strong and weak saving throws, but her Uprturned Scale clouded any better judgement that might make her flee from a fight.

Lair Action. If Bakuryō's Breath Weapon is charged, she alternates between her Apokoilypse lair action to blind foes and her Mireball lair action to knock them prone; both give disadvantage on saving throws against her Breath Weapon. If her Fins are exploited, she uses Water Whip to keep enemies away from her and Mireball against grouped enemies or those she wishes to slow.

Legendary Action. Bakuryō 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.

Bakuryō's Turn & Actions. Bakuryō starts combat with her radiant Breath Weapon charged. She manoeuvres to an advantageous location, uses her Breath Weapon, and uses her Breath Weapon Charge bonus action. If her Fins are exploited, she resorts to hit and run tactics, using her Hollow Roar bonus action and avoiding creatures with Reach weapons so she can use the longer reach of her Bite and Claw. If a creature is mounted on Bakuryō, she always uses her Shake Off bonus action at the start of her turn.

END OF PHASE

Once Bakuryō's Chaos Threshold reaches 0, she immediately enters her Water Form, ending Phase 1. If you have returned to Phase 1 from Phase 2, this phase ends for a second time when all Bakuryō's vulnerable areas are exploited.





PHASE 2

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

The leaves shake with Bakuryō's roar of frustration, the sound quickly turning into a drowned gargling 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, Bakuryō 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.

ENEMIES

The enemy in this phase is Bakuryō in her Water Form and the elementals she conjures.

Level 9. The Phase 2 combatants are:

- 1 **Bakuryō, The Celestial River*** (Water Form; CR 11)
- 1 **creek creep** (CR 6)

Level 15. The Phase 2 combatants are:

- 1 **Bakuryō, The Heavenly Torrent*** (Water Form; CR 15)
- 1 **white water weird** (CR 9)

Level 20. The Phase 2 combatants are:

- 1 **Bakuryō, The Ascendant Cascade*** (Water Form; CR 20)
- 3 **white water weards** (CR 9)

*See Appendix C

TACTICS

Bakuryō moves to melee range, aiming to encapsulate a low-Strength creature with her Whelming Force trait. Bakuryō can't be scaled or use her Breath Weapon in this form. Her Fins and Upturned Scale vulnerable areas also can't be targeted. The river elementals attack with no sense of self-preservation.

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

Bakuryō's Turn & Actions. Bakuryō uses her movement each turn to move into the space of a Large or smaller creature and envelop them with her Whelming Force trait. She uses Multiattack, prioritising creatures that deal cold or lightning damage.

END OF WAVE

This phase ends when Bakuryō's Water Form vulnerable area is exploited (see Bakuryō Vulnerable Areas table, page 255). If Bakuryō still has unexploited vulnerable areas, return to Phase 1. Otherwise proceed to Phase 3.

PHASE 3

Phase 3 begins when Bakuryō's Water Form ends and all of her vulnerable areas are exploited. You can read aloud the following:

An invigorating splash of cold water marks the eruption of Bakuryō's liquid form. Then, in a rush of sparkling droplets, the water coalesces into the seething, blue-eyed stare of the enormous koi dragon. "No one can tame the Endless Spring," 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 Bakuryō'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.

BAKURYŌ FINISHING BLOW

Adventure Level	Damage in a Single Turn
9th	40
15th	60
20th	90

ENEMIES

The enemy in this phase is Bakuryō in her normal form.

Level 9. The Phase 3 combatant is:

- 1 **Bakuryō, The Celestial River*** (CR 9)

Level 15. The Phase 3 combatant is:

- 1 **Bakuryō, The Heavenly Torrent*** (CR 13)

Level 20. The Phase 3 combatant is:

- 1 **Bakuryō, The Ascendant Cascade*** (CR 18)

*See Appendix C

TACTICS

Bakuryō fights in a desperate, almost bestial manner.

Lair Actions. Bakuryō alternates between Mireball and Water Whip, trying to cause as much damage as possible.

Legendary Action. Bakuryō 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.

Bakuryō's Turn & Actions. Bakuryō tries to stay within melee range, using her movement to approach creatures she deems most threatening. She uses Multiattack unless no creature is within her reach, in which cases she uses her Tail. She uses Shake Off if two or more creatures are scaling her, otherwise using Hollow Roar.

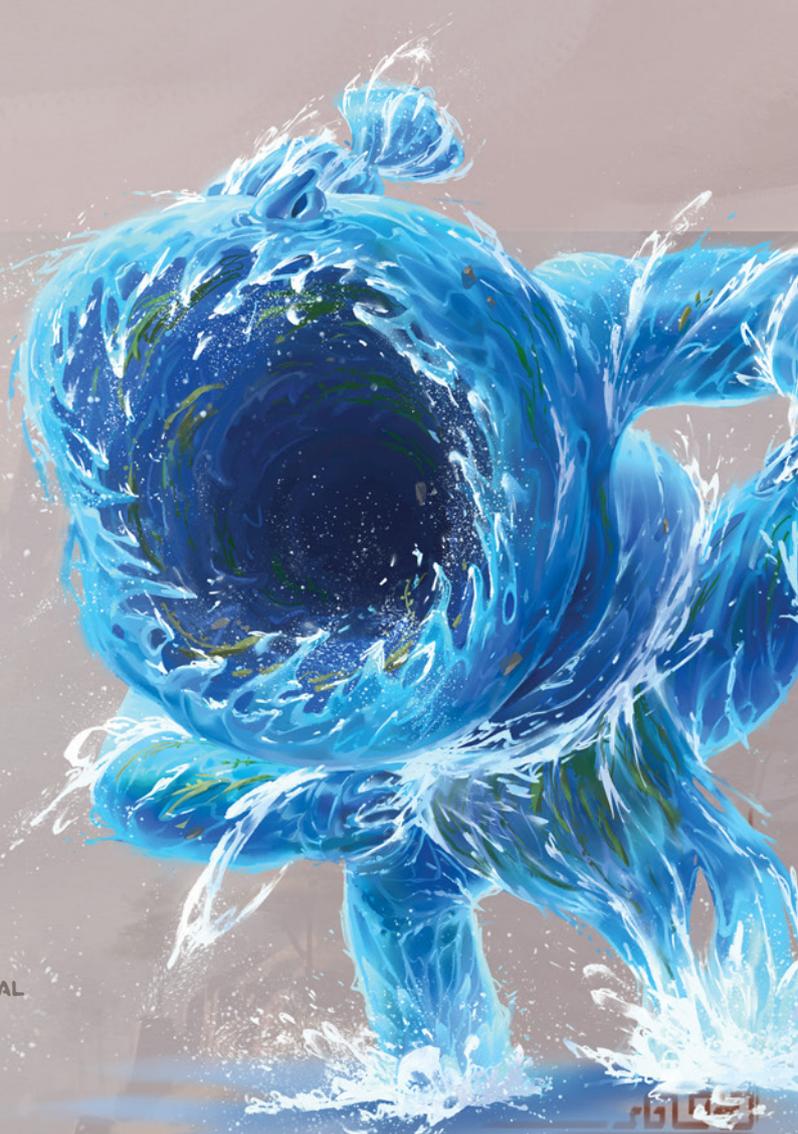
A NONLETHAL OPTION

After Bakuryō'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 Bakuryō'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.

END OF WAVE

Phase 3 ends when Bakuryō is killed by a Finishing Blow or a creature succeeds in re-righting her Upturned Scale.

RIVER
ELEMENTAL



FINALE

If Bakuryō's scale is righted, read the Bakuryō Restored section. If she is dealt a Finishing Blow, read the Bakuryō Slain section.

BAKURYŌ 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?"

Bakuryō 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 Sōji 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*

Other components can be harvested from the detritus left on the battlefield (see page 159).

BAKURYŌ 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, after which you can read aloud the following:

A bright, comet-like sphere bursts from Bakuryō's breast as the accumulated debris 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 Hakuryū 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.



RIVER
ELEMENTAL



AFTERMATH

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

- If Bombuku is given one of Bakuryō's components, he rewards the party with two *spell scrolls* of new spells he is working on: *gravity repulsion* and *gravity smash* (see Appendix B). He is very excited to see where this takes his research.
- A few months later, Bombuku invents the "lift": An antigravity platform that can move people upwards or downwards at high speed.
- If a piece of a shrine or one of Bakuryō's components is returned to Ryoko, she discovers a fundamental truth about Kaiju. They are manifestations of nature and the elements, the way in which the world experiences its own existence.
- Her greed unsated, Torime the dodomeki 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?

BAKURYŌ RESTORED

- With Bakuryō'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 Bombuku makes his lift, the Rising Blossoms acquire the technology and use it to create an apparatus that allows them to travel over mountains and bypass Silk Purse patrols.

BAKURYŌ 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 is spearheaded by the Heirs of Kirin and involves the use of the prototype arcanomech suits created by Bombuku and the College of Hanabi.
- The decimation of the Humanoid populace and a boom in the aquatic population prevents starvation.
- Immense flooding occurs downstream, devastating the plains and cities. The Silk Purse is unimpressed by the party but agrees that, by the terms of their contract, it is fulfilled.
- The flooding reveals countless fossils, which become the focus of study by many chroniclers.
- 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.

BAKURYŌ 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.
- Bakuryō 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 Bakuryō, 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).

Roaring Thunder. If the party manages to properly harvest and preserve the seedpod of a blue dragonlily and bring it to Sōji, he rewards them with his bespoke firework: *roaring thunder* (value equal to 100 times the APL in gp).



HARVESTING

The following unique components can be harvested from the remains of Bakuryō (and other koi dragons), in addition to those normal for a dragon. Components in bold can be used to craft unique items.

BAKURYŌ HARVEST TABLE

Component	DC	Number Available	
		Slain	Restored
Eye ^{E+}	5	2	0
Flesh ^E	5	10	0
Phial of blood ^{E+}	5	1000	4
Bone ^{E+}	10	20	0
Fat ^{E+}	10	40	0
Pouch of claws*	10	4	1
Pouch of teeth	10	4	1
Horn*	15	2	1
Liver ^E	15	1	0
Pouch of Scales*	15	20	1
Heart ^{E+}	20	1	0
Breath sac ^v	25	1	0

*Gifted by Bakuryō (see page 156)

CRAFTING

The following unique items can be crafted from Bakuryō and other koi dragons, and from dragonlily plants.

BAKURYŌ CRAFTABLE ITEMS

Item	Type	Rarity	Attunement	Components	Essence	Value*
<i>Ascendant Dragon Armour</i>	Armour (medium or heavy)	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>Boombloom Bomb</i>	Wondrous item	Uncommon	—	<i>Pouch of Plant (dragonlily) seeds</i>	<i>Frail</i>	280 gp
		Rare			<i>Robust</i>	900 gp
		Very rare			<i>Potent</i>	4,720 gp
<i>Ryūkakukan</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 gp
<i>Talons of Bakuryō</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.

CHAPTER 9

FAMILIARS



FAMILIARS

When that over-dressed, nuisance-creating, biomancy-touting blood sucker, Humperdink, snuck pages into my last masterpiece, L'Arsène's Crafting Catalogue, I wasn't right impressed. But after gifting him cursed pants that set on fire whenever he so much as exaggerated, I think we're evens. Besides, it turns out people quite liked his additions.

My favourite of this batch is the anveleon. I recently persuaded the tavern to create an air duct between my smithy and Humperdink's lab. I like to leave the anveleon right next to a vent and let it hammer away, crafting spoons throughout the night. I even gave a whole set of silver cutlery for his birthday; I've never seen him so pale! Wait till I give him a garlycanthrope for Giftmas...

— L'Arsène, Generous Gifter

Within this chapter you'll find three bonus familiars that can be crafted and then summoned by any character with the *find familiar* spell as a 'bespoke familiar'. In addition, each of these familiars comes replete with bespoke improvement trees, 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 biomancer) 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 improvement tree, and your choice of one of the 3rd-level improvements.

TAMER

The full Tamer class and one subclass is available in *Ryoko's Guide* or at the link below.



[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

COMBAT PROWESS I

PREREQUISITE: –
"For such a little guy..."

AGILE

PREREQUISITE: –
"Hit and run."

MULTIATTACK

PREREQUISITE: –
"Putting the beat in beetle."

ADAMANTINE CHITIN I

PREREQUISITE: –
"It's not REALLY adamantine..."

COMBAT PROWESS II

PREREQUISITE: COMBAT PROWESS I
"...it sure packs a big punch."

ADAMANTINE CHITIN II

PREREQUISITE: ADAMANTINE CHITIN I
"...it's better."

HOOKSHOT I

PREREQUISITE: BECOME COMPANION
"There's a bug on your shoulder..."

SINGLE COMBAT

PREREQUISITE: –
"1-v-1 it, bro."

HOOKSHOT II

PREREQUISITE: HOOKSHOT I
"...but don't squash it!..."

COURAGEOUS

PREREQUISITE: –
"Size doesn't scare us."

HOOKSHOT III

PREREQUISITE: HOOKSHOT II
"...That'll just make it angrier."

KAIJU KILLER

PREREQUISITE: –
"Behemoth butcher! Colossus crusher!"

MUSHAMUSHI

"If you come across an angry mushamushi in the wild, there's a foolproof way to avoid attracting its ire: just make yourself look as small as possible. Trust me—they rarely pick on someone their own size."

— Ryoko, Wilderness Survival Expert

Type: Monstrosity

Creature Component: Any kabuto

Bonus Tamer Improvement: Hookshot I and +2 Hit Dice

When two kabuto kaiju clash, the gods themselves stop to witness the spectacle. The fighting spirit of these great kaiju is such that it can infuse the pieces of chitin and broken horns that get torn off during the struggle, transforming them into diminutive mushamushi. These curious armoured creatures are incapable of physical growth, but their tiny

bodies nevertheless hold all the tenacious combativeness of their progenitors. Mushamushi are driven to prove their worth by defeating monsters of enormous size in combat, developing ingenious techniques that allow them to excel against such foes. They are resolute and unwavering in the face of danger, and tamers quickly come to find that, when facing a problem of titanic proportions, there's no better companion to have at their side than a mushamushi.

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

Save DC = 8 + the tamer's proficiency bonus
 + the mushamushi's Dexterity modifier

MONSTER TRAINER

If you are a tamer, you can grant this familiar the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

HOOKSHOT I

Prerequisite: Become a tamer's companion

Type: Active (action)

The mushamushi gains the following action option:

Hook. *Ranged Weapon Attack:* **Dex + PB** to hit, range 30 ft., one target more than one size larger than the mushamushi. *Hit:* The mushamushi pulls itself to within **5 feet** of the target and remains attached to it until it removes the hook as a bonus action, or until it moves or is moved more than 5 feet from the target. If the target is a creature, it can use its action to detach the mushamushi with a successful **Strength (Athletics)** check against the mushamushi's **save DC**.

While attached to a creature, the mushamushi moves with the creature, it can climb the creature as it would a normal surface, it can end its turn in the creature's space, and the creature's space isn't considered difficult terrain for the mushamushi.

AGILE

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The mushamushi's speed increases by **10 feet**. In addition, when the mushamushi hits a creature with a melee attack, it doesn't provoke opportunity attacks from that creature for the rest of the turn.

SINGLE COMBAT

Prerequisite: 3rd-level tamer

Type: Active (bonus action)

As a bonus action, the mushamushi can issue a challenge against a creature that it can see that is at least one size larger than it. If the creature can see or hear the mushamushi, the creature must succeed on a **Wisdom saving throw** or become the mushamushi's sworn foe for **1 minute**. The effect ends early if the mushamushi uses this improvement again, attacks a creature other than its sworn foe, or if a creature that isn't the mushamushi attacks the mushamushi's sworn foe. While a creature is the mushamushi's sworn foe, it can't willingly move away from the mushamushi.

COMBAT PROWESS I

Prerequisite: 5th-level tamer

Type: Passive (companion)

The damage die of the mushamushi's Kama attack increases to a **d6**. In addition, the extra damage dealt by its Charge trait increases to 9 (**2d8**).

When the mushamushi's tamer reaches 9th level in this class, the damage die of the mushamushi's Kama attack increases to a **d8**.

HOOKSHOT II

Prerequisite: 5th-level tamer, Hookshot I

Type: Passive (companion)

While the mushamushi is attached to a creature, that creature has **disadvantage** on attack rolls against it. In addition, if that creature rolls a **1** on an attack roll against the mushamushi, it takes 7 (**2d6**) damage of the type the attack would have dealt. If the attack could deal more than one damage type, the creature chooses which type of damage it takes.

When the mushamushi's tamer reaches 9th level in the tamer class, a creature to which the mushamushi is attached takes damage if it rolls a **3** or lower on an attack roll against the mushamushi, and that damage increases to 9 (**2d8**).

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the mushamushi can make two attacks.

COURAGEOUS

Prerequisite: 9th-level tamer

Type: Passive (companion & tamer)

The mushamushi has **advantage** on saving throws against being frightened by creatures larger than it. In addition, when the mushamushi rolls initiative and can see a hostile creature that's larger than it, it gains 11 (**2d10**) temporary hit points, which last for **1 minute**. While the mushamushi's tamer is within **30 feet** of the mushamushi and can see it, this benefit extends to them (against creatures larger than the tamer).

When the mushamushi's tamer reaches 13th level in this class, the temporary hit points increase to 16 (**3d10**).

ADAMANTINE CHITIN I

Prerequisite: 9th-level tamer

Type: Passive (companion)

The mushamushi gains two extra Hit Dice and a **+2 bonus** to AC while it isn't wearing armour. In addition, any critical hit against it becomes a normal hit.

ADAMANTINE CHITIN II

Prerequisite: 13th-level tamer, Adamantine Chitin I

Type: Passive (companion)

The mushamushi gains a **+2 bonus** to AC while it isn't wearing armour. This bonus is in addition to the bonus from Adamantine Chitin I. In addition, it gains **resistance** to bludgeoning, piercing, and slashing damage from non-magical attacks.

COMBAT PROWESS II

Prerequisite: 13th-level tamer, Combat Prowess I

Type: Passive (companion)

The damage die of the mushamushi's Kama attack increases to a **d10**. In addition, the extra damage dealt by its Charge trait increases to 11 (**2d10**).

When the mushamushi's tamer reaches 17th level in this class, the damage die of the mushamushi's Kama attack increases to a **d12**.

MUSHAMUSHI

Tiny Monstrosity, Lawful Neutral

Armour Class 14 (natural armour, 12 + Dex)

Hit Points 4 (1d4 + 2)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	7 (-2)	10 (+0)	11 (+0)

Senses passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Charge. If the mushamushi moves at least 20 feet straight toward a target and then immediately hits it with a Horn attack, the target takes an extra 5 (**2d4**) piercing damage.

Small Fry. The mushamushi has **disadvantage** on attack rolls against creatures of its size or smaller.

ACTIONS

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

Kama. *Melee Weapon Attack:* **+4** (Dex + PB) to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + 2**) slashing damage.

HOOKSHOT III

Prerequisite: 13th-level tamer, Hookshot II

Type: Active (reaction)

When the mushamushi hits a creature with its Hook attack, it can use its reaction to attempt to wrap the rope around the creature's legs in the process of pulling itself towards it. The creature must succeed on a **Dexterity saving throw** or be knocked **prone**. If the creature fails the saving throw by 5 or more, it gets tangled in the rope and its speed is reduced to **0 feet** until freed. A creature can use an action to make a **Strength (Athletics)** check against the mushamushi's **save DC**, freeing itself or a creature within its reach on a succeed.

Once a creature succeeds on the ability check to free itself or another creature from the rope, the mushamushi can't use this reaction again until it spends **1 minute** repairing its rope.

KAIJU KILLER

Prerequisite: 17th-level tamer

Type: Active (action)

As an action, the mushamushi can unleash a devastating series of strikes on a creature within **5 feet** of it, aiming for weak spots such as eyes, ears, and joints. The creature must make a **Dexterity saving throw**. On a failed save, it takes 9 (**2d8**) slashing damage for each size category larger than the mushamushi is. If the creature is more than one size larger than the mushamushi, it also becomes **blinded**, **deafened**, and has its speed reduced to **0 feet**, all of which last until the start of the mushamushi's next turn. On a successful save, a creature takes half as much damage and suffers no additional effects.

Once the mushamushi uses this action, it can't do so again until its tamer finishes a short or long rest.



TAMER LEVEL

1	BAKEKUJIRA'S TOUCH PREREQUISITE: BECOME COMPANION <i>"It feels very slimy..."</i>			
3	MOURNFUL WAIL PREREQUISITE: - <i>"I cry everytime."</i>	GROWTH I PREREQUISITE: - <i>"The ectoplasm increases..."</i>		
5	MULTIATTACK PREREQUISITE: - <i>"Time to share the pain."</i>	ETHEREAL MAELSTROM I PREREQUISITE: - <i>"Around and around you go..."</i>		
9	BAKEKUJIRA'S CURSE PREREQUISITE: BAKEKUJIRA'S TOUCH <i>"...It feels very painful."</i>	GROWTH II PREREQUISITE: GROWTH I <i>"...but the skull remains the same."</i>		UNTETHERED PREREQUISITE: - <i>"Free from earthly bindings."</i>
13	ETHEREAL STEP PREREQUISITE: - <i>"Blink and you'll miss it."</i>	ETHEREAL MAELSTROM II PREREQUISITE: ETHEREAL MAELSTROM I <i>"...when you'll die, nobody knows."</i>		INTANGIBLE PREREQUISITE: - <i>"Can't touch this."</i>
17	ETHEREAL DROWNING PREREQUISITE: - <i>"Can you hold your ethereal breath?"</i>			

ONIBI

"All an onibi wants is some attention and affection. Speak to it soothingly. Stroke its ectoplasm. And for the love of Iminada, DON'T mention how unsettling it is to stare into the empty sockets of a long-dead sailor's skull. They're very sensitive about that kind of thing."

— Ryoko, Socially Conscious

Type: Undead

Creature Component: Any bakekujira

Bonus Tamer Improvement: Bakekujira's Touch and +2 Hit Dice

As bakekujira roam the Material Plane in pursuit of their goals, small pieces of their essence break off and float down to the bottom of the ocean, where they coalesce around physical objects that serve as anchors to the mundane world. Most often, these are the remains of sailors who perished at sea, to which the bakekujira's ectoplasm is naturally drawn. The fusion of mortal remains with the ethereal essence of a powerful kaiju results in an onibi: a jellyfish-shaped Undead creature with the ability to control ghostly tides and an intensely melancholic personality. These misunderstood creatures are often seen as harbingers of misfortune and extensions of a bakekujira's curse, when nothing could be farther from the truth. Born of the Material and the Ethereal Planes but at home in neither, they desire only to find a place where they truly belong.

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

Save DC = 8 + the tamer's proficiency bonus + the onibi's Wisdom modifier

MONSTER TRAINER

If you are a tamer, you can grant this familiar the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

BAKEKUJIRA'S TOUCH

Prerequisite: Become a tamer's companion

Type: Active (action)

The onibi gains a melee spell attack: Ghostly Tentacle. The damage die of the Ghostly Tentacle attack increases with the die size specified in the onibi's Growth improvements.

Ghostly Tentacle. *Melee Spell Attack:* **Wis + PB** to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + Wis**) necrotic damage. Additionally, the target can't regain hit points until the start of the onibi's next turn.

GROWTH I

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The onibi'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 dice of its Ghostly Wisp and Ghostly Tentacle attacks each increase to a **d6**.

Regardless of its size, the onibi can move through any opening large enough for a Tiny onibi.

MOURNFUL WAIL

Prerequisite: 3rd-level tamer

Type: Active (reaction)

When the onibi takes damage from its Sorrowful trait, it can use its reaction to release a loud, mournful cry. Each creature of the onibi's choice within **30 feet** of it that can hear it must make a **Wisdom saving throw**, taking 10 (**3d6**) psychic damage on a failed save, or half as much damage on a successful one. Once the onibi has used this reaction, it can't do so again until its tamer finishes a short or long rest.

Once the onibi's tamer reaches 9th level in the tamer class, this damage increases to 14 (**4d6**). Additionally, creatures that fail the saving throw are overcome with grief, gaining **disadvantage** on attack rolls until the end of the onibi's next turn.

ETHEREAL MAELSTROM I

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the onibi can create an ethereal whirlpool in a **20-foot-radius sphere** centred on a point within **30 feet** of it. Each creature of the onibi's choice that starts its turn in the area or enters it for the first time on a turn must make

a **Strength saving throw**. On a failed save, a creature takes 7 (**2d6**) necrotic damage and is pulled **10 feet** towards the centre of the whirlpool. On a successful save, a creature takes half as much damage and isn't pulled. Creatures of the onibi's choice within the area of the whirlpool must spend 1 extra foot of movement for each foot they move away from the centre of the whirlpool.

The whirlpool lasts for **1 minute**, until the onibi stops concentrating on it (as if concentrating on a spell), or until the onibi is recalled into its vessel. Once the onibi has used this action, it can't do so again until its tamer finishes a short or long rest.

Once the onibi's tamer reaches 9th level in the tamer class, the damage increases to 10 (**3d6**).

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the onibi can make two attacks.

BAKEKUJIRA'S CURSE

Prerequisite: 9th-level tamer, Bakekujira's Touch

Type: Active (reaction), Passive (companion)

Whenever a creature within **30 feet** of the onibi that it can see regains hit points, the onibi can use a reaction to curse it with the essence of a bakekujira. The creature must succeed on a **Wisdom saving throw** or be cursed for **1 minute**, or until it's targeted by a *remove curse* spell or similar magic. While cursed in this way, whenever the creature would regain hit points, it regains none and instead takes necrotic damage equal to the amount of hit points it would have regained (up to a maximum of **20** necrotic damage). This curse applies against the triggering healing. A cursed creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Once the onibi has used this reaction, it can't do so again until its tamer finishes a short or long rest.

In addition, the reach of the onibi's Ghostly Tentacle attack increases to **15 feet**.

GROWTH II

Prerequisite: 9th-level tamer, Growth I

Type: Passive (companion)

The onibi'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 dice of its Ghostly Wisp and Ghostly Tentacle attacks each increase to a **d8**.

Regardless of its size, the onibi can move through any opening large enough for a Tiny onibi.

UNTETHERED

Prerequisite: 9th-level tamer
Type: Passive (companion)

The onibi loses its Grounded trait.

ETHEREAL MAELSTROM II

Prerequisite: 13th-level tamer, Ethereal Maelstrom I
Type: Active (action)

When a creature fails its saving throw against the onibi's Ethereal Maelstrom I, the creature is knocked **prone** in addition to the other effects.

Once the onibi's tamer reaches 17th level in the tamer class, the Ethereal Maelstrom I action's damage increases to 14 (4d6).

ETHEREAL STEP

Prerequisite: 13th-level tamer
Type: Active (action)

The onibi can cast the *blink* spell, requiring no verbal components. Once the onibi has cast this spell, it can't do so again until its tamer finishes a short or long rest.

INTANGIBLE

Prerequisite: 13th-level tamer
Type: Passive (companion)

The onibi gains **immunity** to necrotic damage and **resistance** to bludgeoning, piercing, and slashing damage from nonmagical attacks.

ETHEREAL DROWNING

Prerequisite: 17th-level tamer
Type: Active (action)

As an action, the onibi can conjure great amounts of ethereal water, forcing it into a creature it can see within **30 feet** of it through the creature's orifices. The creature must make a **Constitution saving throw**. On a failed save, it takes 35 (10d6) necrotic damage, and it is filled with ethereal water for **1 minute**, until the onibi stops concentrating on this effect (as if concentrating on a spell), or until the onibi is recalled into its vessel. While a creature is filled with ethereal water, it can't breathe, can't speak, is suffocating, and takes 7 (2d6) necrotic damage at the start of each of its turns. On a successful save, the creature takes half as much damage and suffers no additional effects.

Once the onibi has used this action, it can't do so again until its tamer finishes a long rest.

ONIBI

Tiny Undead, Neutral

Armour Class 12 (natural armour, 12 + Dex)

Hit Points 4 (1d4 + 2)

Speed 5 ft., fly 30 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities prone

Senses passive Perception 12

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Grounded. The onibi can't fly higher than 5 feet off the ground.

Sorrowful. When a friendly creature that the onibi can see is reduced to 0 hit points, the onibi rolls one of its Hit Dice and takes psychic damage equal to the result.

ACTIONS

Ghostly Wisp. *Ranged Spell Attack: +4 (Wis + PB) to hit, range 30 ft., one target. Hit: 4 (1d4 + 2) necrotic damage.*





EYE OF THE TIGER

PREREQUISITE: BECOME COMPANION

"It's the thrill of the sight!"

1

GROWTH I

PREREQUISITE: -

"Think you can handle a storm?..."

LIGHTNING FORM I

PREREQUISITE: -

"How does it... hold things?..."

3

ERRATIC TEMPEST I

PREREQUISITE: -

"The forecast for today..."

CHARGING CHARGE

PREREQUISITE: -

"Build up, then throw down."

MULTIATTACK

PREREQUISITE: -

"Lightning DOES strike twice."

5

GROWTH II

PREREQUISITE: GROWTH I

"...Then try this cyclone on for size."

SHOCKING REPRISAL

PREREQUISITE: -

"The elemental of surprise."

9

ERRATIC TEMPEST II

PREREQUISITE: ERRATIC TEMPEST I

"...stormy, with a chance of pain."

LIGHTNING FORM II

PREREQUISITE: LIGHTNING FORM I

"...No, static electricity doesn't explain it!"

13

EYE OF THE STORM

PREREQUISITE: -

"It's the thrill of the light... ning!"

17

RAIKOJI

"Heed my warning: raikoji are treacherous, insidious creatures. Despite their normal appearance, their bodies are composed of pure elemental lightning. With each step they take, with each rub of their fur on carpet, this power builds up inside them, waiting to be unleashed at the slightest touch... And despite this, they still insist on looking so cute that you can't help but pet them!"

— Ryoko, Frequently Electrocuted

Type: Elemental

Creature Component: Any raijū

Bonus Tamer Improvement: Eye of the Tiger and +2 Hit Dice

Born from the elemental fragments of rampaging raijū, it's no wonder raikoji are every bit as wild and volatile as

lightning itself. This incredible power can be a curse as much as it is a blessing, however, as raikoji struggle to tame the energy coursing through their bodies, which often discharges in unpredictable bursts. Those looking to befriend a raikoji must be ready to endure the occasional electric burn, but in return, they will find a fiercely loyal companion who trains day and night to control its volatile energy. With enough support, as well as rigorous physical and mental conditioning, a raikoji might achieve full mastery of its abilities, learning to leash the lightning within it so that it lashes out only when commanded.

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

Save DC = 8 + the tamer's proficiency bonus
+ the raikoji's Dexterity modifier

MONSTER TRAINER

If you are a tamer, you can grant this familiar the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

Eye of the Tiger

Prerequisite: Become a tamer's companion

Type: Passive (companion)

The raikoji gains proficiency in the Perception skill and darkvision out to a range of **60 feet**. In addition, the raikoji can use the Search action as a bonus action and treats areas lightly obscured by weather effects, such as light rain or a thin mist, as if they weren't obscured.

Growth I

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The raikoji'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 dice of its Claw and Fist attacks each increase to a **d6**.

Lightning Form I

Prerequisite: 3rd-level tamer

Type: Active (bonus action)

As a bonus action, the raikoji calls on its elemental essence, transforming its body into pure electricity for **1 minute** or until it uses a bonus action to end the effect. Its body retains its basic shape and functions, and it gains the following benefits for the duration:

- Its Claw and Fist attacks deal lightning damage instead of their normal damage types.
- It can take the Dash action as a bonus action.
- It has **resistance** to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Once the raikoji has used this bonus action, it can't do so again until its tamer finishes a long rest.

Charging Charge

Prerequisite: 5th-level tamer

Type: Passive (companion)

The raikoji builds up electrical energy as it moves. If the raikoji moves at least **10 feet** on its turn, the next melee attack it hits with before the end of that turn deals an extra **2 (1d4)** lightning damage. For each additional **10 feet** it moves beyond the first, the die size of this extra damage increases by one step (for example, from a d4 to a d6), up to a maximum of a **d12**.

RAIKOJI

Tiny Elemental, Chaotic Neutral

Armour Class 12 (10 + Dex)

Hit Points 4 (1d4 + 2)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	7 (-2)	12 (+1)	11 (+0)

Damage Resistances lightning, thunder

Senses passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Accidental Discharge. Whenever the raikoji rolls a **20** on an attack roll, an arc of lightning jumps from it to the nearest friendly creature within **30 feet** of it. The creature must succeed on a **DC 12 Dexterity saving throw** or take **7 (2d6)** lightning damage.

Actions

Claw. *Melee Weapon Attack:* **+4** (Dex + PB) to hit, reach 5 ft., one target. *Hit:* **4 (1d4 + 2)** slashing damage.

Fist. *Melee Weapon Attack:* **+4** (Dex + PB) to hit, reach 5 ft., one target. *Hit:* **4 (1d4 + 2)** bludgeoning damage.

Erratic Tempest I

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the raikoji channels lightning in a random area. When the raikoji uses this action, roll a **d6** and consult the table below to determine the shape of the area the lightning manifests in, after which the raikoji can choose where to place the effect.

d6	Effect
1-2	The raikoji discharges electricity in a 5-foot-wide, 30-foot-long line .
3-4	The raikoji discharges electricity in a 15-foot cone .
5-6	The raikoji causes a lightning bolt to strike down on a point of its choice within 30 feet of it, causing electricity to course through a 10-foot-radius sphere centred on that point.

Each creature in the area must make a **Dexterity saving throw**, taking **22 (5d8)** lightning damage on a failed save, or half as much damage on a successful one. Once the raikoji uses this action, it can't do so again until its tamer finishes a short or long rest.

When the raikoji's tamer reaches 9th level in the tamer class, this action's damage increases to **27 (6d8)**.

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the raikoji can make two attacks.

GROWTH II

Prerequisite: 9th-level tamer, Growth I

Type: Passive (companion)

The raikoji'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 dice of its Claw and Fist attacks each increase to a **d8**.

SHOCKING REPRISAL

Prerequisite: 9th-level tamer

Type: Active (reaction)

When a creature hits the raikoji with a melee attack, it can use its reaction to unleash an unpredictable surge of lightning in retaliation. Roll a **d6** and consult the table below to determine the effect.

d6	Effect
1-2	A static field briefly discharges around the raikoji. Each creature within 5 feet of it must make a Constitution saving throw , taking 10 (3d6) lightning damage on a failed save, or half as much damage on a successful one.
3-4	An arc of electricity erupts from the raikoji at a random creature within 15 feet of it, and then from that creature to a different creature other than the raikoji within 15 feet of the first target. Each creature must make a Dexterity saving throw , taking 10 (3d6) lightning damage on a failed save, or half as much damage on a successful one.
5-6	A powerful bolt of lightning shoots from the raikoji at the attacking creature, who must make a Strength saving throw . On a failed save, the creature takes 10 (3d6) lightning damage, is pushed back 15 feet , and is knocked prone . On a successful save, it takes half as much damage and suffers no additional effects.

The raikoji can use this reaction a number of times equal to its proficiency bonus, and it regains all expended uses when its tamer finishes a long rest.

When the raikoji's tamer reaches 13th level in the tamer class, the damage of all these effects increases to 14 (**4d6**).

ERRATIC TEMPEST II

Prerequisite: 13th-level tamer, Erratic Tempest I

Type: Active (action)

The damage of the raikoji's Erratic Tempest I action increases to 36 (**8d8**). In addition, whenever you roll a **d6** to determine its effect, consult the table below instead of the one from Erratic Tempest I.

d6	Effect
1-2	The raikoji discharges electricity in a 5-foot-wide, 60-foot-long line .
3-4	The raikoji discharges electricity in a 30-foot cone .
5-6	The raikoji causes a lightning bolt to strike down on a point of its choice within 60 feet of it, causing electricity to course through a 20-foot-radius sphere centred on that point.

When the raikoji's tamer reaches 17th level in the tamer class, the Erratic Tempest I action damage increases to 45 (**10d8**).

LIGHTNING FORM II

Prerequisite: 13th-level tamer, Lightning Form I

Type: Active (bonus action)

As part of the bonus action used to enter its lightning form, the raikoji can transform into a bolt of lightning and immediately move up to **30 feet** in a straight line, reverting to its lightning form as normal afterward. During this movement, the raikoji can move through the spaces of other creatures. Each creature whose space the raikoji moves through must make a **Dexterity saving throw**, taking 14 (**4d6**) lightning damage on a failed save, or half as much damage on a successful one.

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

EYE OF THE STORM

Prerequisite: 17th-level tamer

Type: Passive (companion)

The raikoji finds a place of serenity at the centre of its turbulent essence, mastering its power and gaining the following benefits:

- It has **immunity** to lightning and thunder damage.
- Whenever a creature takes lightning damage from any of the raikoji's traits or actions, the raikoji can choose to deal no damage to that creature instead.
- The raikoji's tamer can choose their preferred outcome for the raikoji's Erratic Tempest I and II actions and Shocking Reprisal reaction instead of rolling a die to determine it. In addition, if an effect from Shocking Reprisal targets a random creature, the raikoji can choose the target instead.

TAMER LEVEL

1

GROWTH I

PREREQUISITE: BECOME COMPANION

"The Strolling Pebble..."

3

EARTHEN GRIP

PREREQUISITE: -

"It has the firmest of handshakes."

LIGHT SHOW I

PREREQUISITE: -

"A display to rival the College of Hanabi's..."

5

SHRINE'S BOON

PREREQUISITE: -

"A blessing..."

GROWTH II

PREREQUISITE: GROWTH I

"...the Roving Rock..."

MULTIATTACK

PREREQUISITE: -

"Snip snip."

9

SHRINE'S BURDEN

PREREQUISITE: SHRINE'S BOON

"...and a curse."

LIGHT SHOW II

PREREQUISITE: LIGHT SHOW I

"...just don't tell that to Bombuku..."

13

LUMINOSITY

PREREQUISITE: -

"Don't stare directly at it."

GROWTH III

PREREQUISITE: GROWTH II

"...the Roaming Boulder."

17

SHUMONGANI

LIGHT SHOW III

PREREQUISITE: LIGHT SHOW II

"...he'd probably be jealous."

"Newcomers to the Yokai Realms are often advised not to follow strange lights in dark forests. In a land teeming with angry ryūto swarms and wandering wanyūdō, this is sound, logical advice. But you must ask yourself the question: is the horrifying danger worth the remote chance of finding a shumongani friend instead? I say: definitely."

— Ryoko, Unrepentant Risk-Taker

Type: Plant

Creature Component: Any ubusuna

Bonus Tamer Improvement: Growth I and +2 Hit Dice

Being part of an ubusuna kaiju fundamentally changes a kodama. The time spent working as a collective and

possessing a mobile vessel leaves these spirits with a taste for companionship and a sense of wanderlust that persist even after the ubusuna expires. Many of those kodama come to inhabit patches of moss or small shrubs and work at animating the earth underneath, hoping to recreate a fraction of the mighty kaiju of which they were once a part. This is a difficult process that can take weeks or even months, but the kodama that show unwavering determination are eventually rewarded with the formation of a shumongani—a small mote of animated rock that they can manipulate from within their plant. Aboard these peculiar vessels, the kodama then set off on perilous journeys in search of new friends, relying on their spirit lanterns to keep them safe along the way.

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

Save DC = 8 + the tamer's proficiency bonus + the shumongani's Charisma modifier

MONSTER TRAINER

If you are a tamer, you can grant this familiar the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

GROWTH I

Prerequisite: Become a tamer's companion

Type: Passive (companion)

The shumongani'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 dice of its Claw and Lantern Flare attacks each increase to a **d6**.

EARTHEN GRIP

Prerequisite: 3rd-level tamer

Type: Active

When the shumongani hits a creature no more than one size larger than it with a Claw attack, it can choose to deal no damage with the attack. If it does, the creature is **grappled** instead. The **escape DC** for the grapple equals 8 + the tamer's proficiency bonus + the shumongani's Strength modifier. If the shumongani is buried, a creature grappled by it has **disadvantage** on ability checks made to escape the grapple. Each of the shumongani's two claws can grapple only one target at a time.

LIGHT SHOW I

Prerequisite: 3rd-level tamer

Type: Active (bonus action)

When the shumongani's lantern lights up as part of its Dig In bonus action, the shumongani's tamer can choose a colour for the light. The damage type of the shumongani's Lantern Flare attack changes depending on the chosen colour, and each colour produces an aura with a different effect, as detailed in the table below.

Colour	Damage Type	Aura Effect
Gold	Radiant	Warding. The shumongani chooses a friendly creature other than itself. While that creature is within the lantern's bright light, it gains a +1 bonus to AC.
Red	Fire	Incendiary. The shumongani chooses a friendly creature other than itself. While that creature is within the lantern's bright light, the first attack it hits with on each turn deals an extra 1d6 fire damage.

GROWTH II

Prerequisite: 5th-level tamer, Growth I

Type: Passive (companion)

The shumongani'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 dice of its Claw and Lantern Flare attacks each increase to a **d8**.

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the shumongani can make two attacks.

SHRINE'S BOON

Prerequisite: 5th-level tamer

Type: Active (bonus action)

As a bonus action while its lantern is lit, the shumongani can cast the *bless* spell, the targets of which must be within the lantern's bright light. If the shumongani is recalled to its vessel, it stops concentrating on this spell. Once the shumongani uses this bonus action, it can't do so again until its tamer finishes a short or long rest.

LIGHT SHOW II

Prerequisite: 9th-level tamer, Light Show I

Type: Active (bonus action)

The shumongani gains a new colour option for its lantern, and the effects of the auras are increased, as detailed in the table below. These effects replace those of Light Show I.

Colour	Damage Type	Aura Effect
Gold	Radiant	Warding. Each friendly creature other than the shumongani within the lantern's bright light gains a +1 bonus to AC.
Red	Fire	Incendiary. Each friendly creature other than the shumongani within the lantern's bright light deals an extra 1d6 fire damage with the first attack that it hits with on each turn.
Purple	Necrotic	Withering. When a hostile creature starts its turn within the shumongani's bright light or enters it for the first time on a turn, it must make a Constitution saving throw . On a failed save, it takes 1d6 necrotic damage and, until the end of the shumongani's next turn, its speed is halved, and it has disadvantage on the next attack roll it makes.

SHRINE'S BURDEN

Prerequisite: 9th-level tamer, Shrine's Boon

Type: Active (bonus action)

When the shumongani casts the *bless* spell as part of its Shrine's Boon improvement, it can simultaneously cast the *bane* spell, the targets of which must be within the lantern's bright light. The shumongani can maintain concentration on both spells simultaneously. Whenever it must make a saving throw to maintain concentration, it makes a single saving throw for both spells. Whenever the effect of one spell ends, the other does as well.

GROWTH III

Prerequisite: 13th-level tamer, Growth II

Type: Passive (companion)

The shumongani'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 dice of its Claw and Lantern Flare attacks each increase to a **d10**.

LUMINOSITY

Prerequisite: 13th-level tamer

Type: Passive (companion)

While the shumongani's lantern is lit, it sheds bright light in a **30-foot radius** and dim light for an additional **30 feet**. If the bright light of the shumongani's lantern overlaps with magical darkness created by a spell of 2nd level or lower, that spell is dispelled.

Additionally, the shumongani's Lantern Flare attack's range increases to **60 feet**, and it deals an extra damage die on a hit.

LIGHT SHOW III

Prerequisite: 17th-level tamer, Light Show II

Type: Active (bonus action)

When the shumongani's lantern lights up as part of its Dig In bonus action, the shumongani's tamer can choose to display all three colours at once until the start of the shumongani's next turn. For the duration, the aura effects of all three colours are active and, when the shumongani makes a Lantern Flare attack, it makes three attacks instead—one of each damage type. At the start of the shumongani's next turn, its tamer chooses a colour, and all colours that weren't chosen fade away.

Once the shumongani has activated all three colours simultaneously in this way, it can't do so again until its tamer finishes a long rest.

SHUMONGANI

Tiny Plant, Chaotic Neutral

Armour Class 14 (natural armour, 15 + Dex)

Hit Points 4 (1d4 + 2)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	15 (+2)	10 (+0)	11 (+0)	14 (+2)

Senses passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Psychic Sensitivity. When the shumongani takes psychic damage, it has **disadvantage** on the next attack roll it makes before the end of its next turn.

ACTIONS

Claw (Unburied Only). *Melee Weapon Attack: +3 (Str + PB)* to hit, reach 5 ft., one target. *Hit: 3 (1d4 + 1)* bludgeoning damage.

Lantern Flare (Buried Only). *Ranged Spell Attack: +4 (Cha + PB)* to hit, range 30 ft., one target. *Hit: 4 (1d4 + 2)* radiant damage.

BONUS ACTIONS

Dig In. The shumongani partially buries itself in the ground, leaving a portion of its back and its lantern exposed. While it's buried in this way, the shumongani can't make Claw attacks, its speed is reduced to **0 feet**, and it has **disadvantage** on Dexterity checks and Dexterity saving throws. In addition, it gains a **+2 bonus** to AC, it can make Lantern Flare attacks, and the lantern on its back lights up, shedding bright light in a **15-foot radius** and dim light for an additional **15 feet**. The lantern remains lit until the shumongani resurfaces as a bonus action, or until it's reduced to 0 hit points.



**GROWTH I**

PREREQUISITE: BECOME COMPANION

"They say there's always a bigger fish..."

1

FOOLHARDY

PREREQUISITE: -

*"Ever heard of 'crit-fishing'?"***DRAGON SOUL I**

PREREQUISITE: -

"Nurture the spark..."

3

RADIANT BREATH I

PREREQUISITE: -

*"It just radiates confidence..."***GROWTH II**

PREREQUISITE: GROWTH I

*"...well, this is that bigger fish..."***MULTIATTACK**

PREREQUISITE: -

"You're not off the hook yet."

5

DRAGON SCALES

PREREQUISITE: -

*"Glimmering with a thousand droplets."***DRAGON SOUL II**

PREREQUISITE: DRAGON SOUL I

"...stoke the flames..."

9

RADIANT BREATH II

PREREQUISITE: RADIANT BREATH I

*"...confidence and destruction."***GROWTH III**

PREREQUISITE: GROWTH II

*"...and it's coming for you."***WATER FORM**

PREREQUISITE: -

"Putting the liquid in liquidate."

13

DRAGON SOUL III

PREREQUISITE: DRAGON SOUL II

"...and soar."

17

TATSUGOI

"I once saw a tatsugoi 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: Any koi dragon

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 tatsugoi is born to watch over it. All tatsugoi 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 tatsugoi 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 tatsugoi's traits or actions require a saving throw, it is always against the tatsugoi's **save DC**, as calculated below.

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

MONSTER TRAINER

If you are a tamer, you can grant this familiar the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

GROWTH I

Prerequisite: Become a tamer's companion

Type: Passive (companion)

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

FOOLHARDY

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The tatsugoi can use its Reckless Attack trait at will.

GROWTH II

Prerequisite: 5th-level tamer, Growth I

Type: Passive (companion)

The tatsugoi'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 tatsugoi can make two attacks.

RADIANT BREATH I

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the tatsugoi 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 tatsugoi uses this action, it can't do so again until its tamer finishes a short or long rest.

When the tatsugoi'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 tatsugoi's Dragon Soul I improvement can be triggered again after its tamer finishes a short or long rest. In addition, the tatsugoi's draconic soul allows it to fight even more fiercely when injured. While the tatsugoi 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 tatsugoi gains a **+2 bonus** to AC while it isn't wearing armour. While the tatsugoi is below half of its maximum hit points, it has **resistance** to radiant damage.

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

When the tatsugoi'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 tatsugoi 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 tatsugoi 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 tatsugoi fails a saving throw, it can choose to succeed instead.

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

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

*See Appendix B

TATSUGOI

Tiny Monstrosity, Chaotic Neutral

Armour Class 13 (natural armour, 12 + Dex)

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 tatsugoi 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** (Str + PB) to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + 2**) piercing damage.





CHAPTER 10

FEATS



FEATS

Across your adventures, you will encounter many people, locations, and sources of power. Each interaction is an opportunity for growth and transformation—a new perspective through which you might view the world, hone your talents, or unlock new abilities. The following feats reflect these changes—your growth through interactions with the world.

FEAT LIST

YOKAI REALMS FEATS . . .179	KAIJU FEATS182
Beguiling Wordsmith . . . 179	Gift of Bakuryō 182
Blessing of the Colossus 179	Fragment of Bakuryō . . . 183
Expert Grappler 179	Scion of Bakuryō 183
Finisher 180	Gift of Iminada 183
Hanabi Tinkerer 180	Fragment of Iminada . . . 183
Hakuryū River Conduit 180	Scion of Iminada 183
Historiomancer 181	Gift of Magatsuchi 184
Horn Pit Gladiator 181	Fragment of Magatsuchi 184
Ironspire Veteran 181	Scion of Magatsuchi . . . 184
Kaiju Brawler 181	Gift of Nomi 184
Paragon of the Kirin . . . 181	Fragment of Nomi 184
Pondermoss Wanderer . . 182	Scion of Nomi 184
Rising Blossom Sectary . 182	Gift of Raiko 185
Umigiri Fogblade 182	Fragment of Raiko 185
	Scion of Raiko 185
	Kaiju Conduit 185

YOKAI REALMS FEATS

The feats in this section represent the history, fighting styles, and industry of the folk that call the Yokai Realms home.

BEGUILING WORDSMITH

Your time among the charming and eloquent members of the Silk Purse has taught you the art of persuasive communication. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain proficiency in the Persuasion skill, and you become fluent in one language of your choice.
- Your words are hypnotic, dancing with promises of elegance and wealth. Over the course of **1 minute** interacting with a non-hostile creature, you can attempt

to charm them. That creature must succeed on a **Wisdom saving throw** (DC = 8 + your Charisma modifier + your proficiency bonus) or be **charmed** by you for **1 hour**. Creatures easily tempted by promises of status and wealth (at the GM's discretion) have **disadvantage** on this saving throw. If a creature succeeds on this saving throw, it becomes **immune** to this effect from you, recognising your attempt to influence it.

BLESSING OF THE COLOSSUS

Prerequisite: 8th Level

You have received a boon of incredible power from a giant or kaiju, allowing you to increase your size. You gain the following benefits.

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- As an action, you can invoke the power of a colossus to grow immensely. Your size becomes Large, if there is room and you aren't already larger, and your equipment increases in size to match. Your reach increases by **5 feet**, your walking speed increases by **10 feet**, and your weapon attacks deal an extra **1d4** damage on a hit. These changes last for **1 minute**, or until you fall unconscious. Once you use this action, you can't do so again until you finish a long rest.

EXPERT GRAPPLER

You are a master of grappling, able to use your size and strength to devastating effect in close-quarters combat. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You have **advantage** on ability checks and saving throws to avoid being moved against your will or knocked prone.
- Creatures can't have advantage on Athletics or Acrobatics checks to escape your grapples.
- When a creature within your reach provokes an opportunity attack from you, you can use your reaction to attempt to grapple the provoking creature

FINISHER

With lethal precision, you are a master of delivering killing blows, and you revel in the destruction of your enemies. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- When you score a critical hit against a creature, or hit a prone creature with an attack roll, you deal extra force damage to it equal to twice your proficiency bonus.
- When you reduce a creature to 0 hit points, you can use your reaction to gain temporary hit points equal to twice that creature's Challenge Rating or level (minimum of 1). You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.

HANABI TINKERER

Under the tutelage of the College of Hanabi, or through study of a treatise on their technique, you have developed the knowledge to infuse objects with simple magic. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain proficiency in the Arcana skill and with one tool of your choice.
- At the end of a long rest, you can infuse one Tiny or Small nonmagical object you touch with magic. That object becomes magical and gains one of the following effects of your choice:
 - ◊ **Light.** As a bonus action, a creature holding the object can cause it to shed bright light in a **20-foot radius** and dim light for an additional **20 feet**. The light is coloured as you like when you infuse the object. Completely covering the object with something opaque blocks the light. A creature holding the object can use a bonus action to quench the light.

- ◊ **Sound.** As an action while you are within **30 feet** of the object, you can cause it to emit a sound, ranging in volume from a whisper to a scream. It can't replicate words, but it can replicate a scream of pain, a dragon's roar, incoherent murmuring, the shattering of glass, birdsong, or other noises. The sounds can last for up to six seconds, and they can be continuous, or you can make discrete sounds at different times over that time.
- ◊ **Boom.** As an action while you are within **60 feet** of the object, you can cause it to explode, destroying the object in the process. Each creature within **5 feet** of the object must make a **Dexterity saving throw** (DC = 8 + twice your proficiency bonus) taking **2d6** fire damage on a failed save, or half as much damage on a successful one. When you infuse the item, you can choose for the explosion to be silent, or emit a tremendous boom that can be heard up to 500 feet away.

The object you infuse with magic remains magical until it is destroyed, or until you use this feat to infuse an item again.

HAKURYŪ RIVER CONDUIT

You have studied the thrumming magic of the Hakuryū river, a coiling roil of magic that flows through the Hakuryū Valley. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn the *ice moon** spell, and you can cast it a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest. You can also cast it with any spell slots you have. The ability score you increase with this feat is your spellcasting ability when you cast *ice moon* using this feat.
- Over the course of **10 minutes**, you can animate an area of water within **10 feet** of you that fits within a **5-foot cube**, turning it into a quasi-sentient creature. It uses the **giant crab**, **pony**, or **mule** stat block (your choice), except it is an Elemental, not a Beast, and it can move across water as though it were solid ground. The creature obeys your verbal commands (no action required by you), and it disintegrates back into water after a number of hours equal to your proficiency bonus, if it falls to 0 hit points, or if you dismiss it as an action. Once you create a creature with this feat, you can't do so again until you finish a long rest.

*See Appendix B

HISTORIOMANCER

You are a member of the Chroniclers, or have studied alongside them in the art of historiomancy, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain proficiency in the History skill.
- Over the course of **10 minutes** without moving, you can focus on the area within **30 feet** of yourself, as if concentrating on a spell. At the end of the **10 minutes**, you identify any objects within that area that are magical or cursed. You also gain a mental image of events that occurred in that area within the last **24 hours**, including creatures that entered or left, objects they interacted with, and actions they took. These visions do not include sound or other sensory information. Creatures and objects obscured from divination magic appear as voids of darkness, and you are unable to identify their size or shape. Once you use this benefit, you can't do so again until you finish a short or long rest.

When you perform this ritual, you can extend it into a much deeper meditation in order to peer further into an area's history. If you concentrate for **8 hours** rather than 10 minutes, you gain a mental image of all events that occurred in that area within the last month. You can repeat this 8 hour ritual daily to delve deeper into the past. For each consecutive day you repeat the ritual, you look one month further back in time.

HORN PIT GLADIATOR

You have honed your skills in the brutal Horn Pits of Kihōsō City. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- When you hit a creature with an attack roll, you can mark that creature as your target for single combat for **1 minute**. You can only have one creature marked in this way at a time, and you can mark creatures in this way a number of times equal to your proficiency bonus. You regain all expended uses of this feature when you finish a long rest. Marking a creature grants the following benefits:
 - ◊ If the marked creature attacks a creature other than you while it is within your reach, you can use your reaction to make a weapon attack against the marked creature, and you have **advantage** on the attack.
 - ◊ At the end of the marked creature's turn, you can use your reaction to move up to your speed towards it, ending your movement as close to it as possible.
 - ◊ If you reduce the marked creature to 0 hit points, you gain temporary hit points equal to twice your proficiency bonus.

IRONSPIRE VETERAN

You have trained in the ways of the ironspire warriors, who cut their teeth in fierce battles with mighty, flying iron-wyrms. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- The first time you hit a Huge or smaller airborne creature with an attack roll using a thrown or melee weapon on your turn, that creature must succeed on a **Strength saving throw** or fall **prone** (DC = 8 + the modifier of the ability you increase with this feat + your proficiency bonus).
- When you score a critical hit against an airborne creature, that creature falls **prone**.

KAIJU BRAWLER

Prerequisite: Expert Grappler and Blessing of the Colossus Feats

The magic of your boon is magnified, allowing you the power to grapple with gods. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- When you use the Blessing of the Colossus feat to increase your size, you grow to Huge if there is room, and your weapon attacks deal an extra **1d8** damage on a hit instead of 1d4.
- While you are Huge or larger, if you use the Attack action on your turn to shove a creature and knock it prone, you can make one weapon attack against that creature as a bonus action on that turn.

PARAGON OF THE KIRIN

You are a member of the Heirs of Kirin, or have closely observed their ways and adopted their philosophy. You are adept at restoring others with healing kits, potions, and salves. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain proficiency in the Medicine skill.
- You can drink a potion, or administer a potion to an ally, as a bonus action.
- When you use an object, such as a potion, and would normally roll one or more dice to restore hit points to a creature, you instead use the highest number possible for each die. For example, instead of restoring 2d4 + 2 hit points with a *potion of healing*, you restore **10**.

PONDERMOSS WANDERER

You have spent time in the Pondermoss Weald, and you carry a fragment of the power of the forest with you. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Nature skill.
- You learn the *Speak with Plants* spell and can cast it once, regaining the ability to do so when you finish a long rest. You can also cast it with any spell slots you have of 3rd level or higher.
- Over the course of **10 minutes**, you can imbue one Tiny or Small plant you touch with limited sentience. That plant magically transforms into an **awakened shrub** for the next **24 hours**, after which time it reverts to being a normal plant. Once you imbue a plant in this way, you can't do so again until you finish a long rest.

The awakened shrub is friendly towards you. Absent from your commands, it defends itself only. If you are within 10 miles of the plant, you can enter a trance as an action. During this trance, you can see and hear from the plant as if you were located where it is. While you are using your senses at the plant's location, you are blinded and deafened in regard to your own surroundings. The trance lasts until you dismiss it (no action required), you take damage, you are incapacitated, or the shrub reverts back to a normal plant.

RISING BLOSSOM SECTARY

You are a courageous member of the Rising Blossoms, a faction of rebels and iconoclasts dedicated to changing the world for the betterment of the people. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain proficiency in the Stealth skill.
- When you make a saving throw to avoid or end the charmed or frightened condition, you can grant yourself **advantage** on the save. You can do this a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.
- When you hit a creature with an attack roll, you can use your reaction to target one creature within **30 feet** of you that is charmed or frightened by the creature you hit; the condition ends for that creature.

UMIGIRI FOGBLADE

You have trained in the dense, rolling fog along the dangerous Umigiri Coast. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- When you hit a creature with a melee weapon attack, you can cause the weapon to exude a dense fog in a **10-foot radius**. If you hit with an unarmed strike, the fog exudes from your breath. The area of the fog is heavily obscured for all creatures other than you until the start of your next turn. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

KAIJU FEATS

The following are a group of special feats: Gifts, Fragments, and Scions. Each of these feats relates to a specific kaiju and gives the character a unique resource: Rampage Points. If you use a feat that expends one or more Rampage Points and that requires a creature to make a saving throw, the DC equals 8 + your Constitution modifier + your proficiency bonus. You regain any expended Rampage Points when you finish a long rest.

The feats in this section are presented in alphabetical order of the named kaiju: Bakuryō, Iminada, Magatsuchi, Nomi, and Raiko.

GIFT OF BAKURYŌ

Prerequisite: 4th Level

You have been blessed with a minor boon of power from the koi dragon kaiju Bakuryō, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain 2 Rampage Points.
- You learn the *sacred flame* cantrip. You also learn the *calm waters** and *ice moon** spells, and you can expend 1 Rampage Point to cast either one without material components, using Constitution as your spellcasting ability. If you have the Spellcasting or Pact Magic class features, you can use that feature's spellcasting ability instead, and you can cast these spells with any spell slots you have of the appropriate level. When you cast *calm waters* or *ice moon* with this feat, you can expend additional Rampage Points; the level of the spell increases by 1 for each additional point you expend in the casting (maximum 9th-level spell).

*See Appendix B

FRAGMENT OF BAKURYŌ

Prerequisite: 4th Level

A fragment of the koi dragon kaiju Bakuryō churns within you, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain 2 Rampage Points.
- As an action, or in place of one attack when you take the Attack action, you can expend 2 Rampage Points to conjure a roiling vortex of divine water. Choose one Huge or smaller creature you can see within **30 feet** of you. The creature must succeed on a **Strength saving throw** or become entrained in the vortex for **1 minute**. A creature can choose to fail this saving throw. While entrained, the creature is lifted **30 feet** above the surface on which it was stood (if any), has **resistance** to all damage except cold, force, and lightning damage, is **restrained**, and can't breathe or speak. The creature can repeat the saving throw at the end of each of its turns. On a success, it escapes the vortex, falls to the ground if nothing else is holding it aloft, and the vortex disappears. You can end the vortex as a bonus action, choosing whether to drop the entrained creature or gently place it down.

SCION OF BAKURYŌ

Prerequisite: Gift of Bakuryō and Fragment of Bakuryō Feats

You are a vassal of the koi dragon Bakuryō—her divine power incarnate. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You have a swimming speed equal to your walking speed.
- You gain 3 Rampage Points.
- You learn the *water wyrm** spell and can expend 3 Rampage Points to cast it without material components, using Constitution as your spellcasting ability. If you have the Spellcasting or Pact Magic class features, you can use that feature's spellcasting ability instead, and you can cast the spell with any spell slots you have of 3rd level or higher. When you cast the spell using this feat, it does not require concentration and lasts for the duration, or until you use this benefit again.

*See Appendix B

GIFT OF IMINADA

Prerequisite: 4th Level

You have been blessed with a minor boon of power from the bakekujira kaiju Iminada, granting you the following benefits.

- Increase one ability score of your choice by 1, to a maximum of 20.

- You gain 2 Rampage Points.
- You learn the *spare the dying* cantrip. You also learn the *cure wounds* and *inflict wounds* spells, and you can expend 1 Rampage Point to cast either one without material components, using Constitution as your spellcasting ability. If you have the Spellcasting or Pact Magic class features, you can use that feature's spellcasting ability instead. When you cast *cure wounds* or *inflict wounds* with this feat, you can expend additional Rampage Points; the level of the spell increases by 1 for each additional point you expend in the casting (maximum 9th-level spell).

FRAGMENT OF IMINADA

Prerequisite: 4th Level

A fragment of the Undead kaiju Iminada roils within you, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain 2 Rampage Points.
- As a bonus action, you can expend 2 Rampage Points to magically teleport to an unoccupied space you can see within **60 feet** of yourself. Alternatively, you use an action and expend 2 Rampage Points to attempt to magically teleport one creature you can see within **30 feet** of yourself. That creature must succeed on a **Charisma saving throw** (it can choose to fail) or be teleported to an unoccupied space you can see within **30 feet** of you. You can target one additional creature with this action for every 2 additional Rampage Points you expend.

SCION OF IMINADA

Prerequisite: Gift of Iminada and Fragment of Iminada Feats

You are a vassal of the bakekujira Iminada—its undead fury incarnate. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You have a swimming speed equal to your walking speed.
- You gain 3 Rampage Points.
- As an action, you can expend 3 Rampage Points to conjure a haunting, magical song that reverberates out from your body in a **15-foot radius**. Each creature of your choice within that area that can hear you must succeed on a **Constitution saving throw** or be wrecked with necrotic energy, taking **8d6** necrotic damage on a failed save, or half as much damage on a successful one.

GIFT OF MAGATSUCHI

Prerequisite: 4th Level

You have been blessed with a minor boon of power from the Plant kaiju Magatsuchi, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain 2 Rampage Points.
- You learn the *earthen fist** cantrip. You also learn the *earthen uppercut** and *entangle* spells and can expend 1 Rampage Point to cast either one without material components, using Constitution as your spellcasting ability. If you have the Spellcasting or Pact Magic class features, you can use that feature's spellcasting ability instead, and you can cast these spells with any spell slots you have. When you cast *earthen uppercut* or *entangle* with this feat, you can expend additional Rampage Points; the level of the spell increases by 1 for each additional point you expend in the casting (maximum 9th-level spell).

*See Appendix B

FRAGMENT OF MAGATSUCHI

Prerequisite: 4th Level

A fragment of the Plant kaiju Magatsuchi blooms within you, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain 2 Rampage Points.
- As an action, or in place of one attack when you take the Attack action, you can expend 2 Rampage Points to unleash a torrent of amber-tipped leaves in a **20-foot cone** originating from you. Each creature in that area must make a **Dexterity saving throw**, taking **4d6** piercing damage on a failed save, or half as much damage on a successful one.

SCION OF MAGATSUCHI

Prerequisite: Gift of Magatsuchi and Fragment of Magatsuchi Feats

You are a vassal of the Plant kaiju Magatsuchi—its primal power incarnate. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain 3 Rampage Points.
- As a bonus action, you can expend 3 Rampage Points to channel your magic and power through vibrations in the earth. For the next **minute**, you gain tremorsense out to **30 feet**, and you can make melee attack rolls and cast spells with the range of touch targeting creatures you can see using this tremorsense, regardless of your reach.

GIFT OF NOMI

Prerequisite: 4th Level

You have been blessed with a minor boon of power from the kabuto kaiju Nomi, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain 2 Rampage Points.
- You gain proficiency in the Athletics skill. If you already have proficiency in that skill, you gain expertise instead; your proficiency bonus is doubled for any ability checks you make using the skill.
- You can use a bonus action and expend 1 Rampage Point to attempt to grapple or shove a creature within your reach. When you use this benefit, you can expend 1 additional Rampage Point to impose **disadvantage** on your target's ability check made to contest your grapple or shove.

FRAGMENT OF NOMI

Prerequisite: 4th Level

A fragment of the kabuto kaiju Nomi buzzes within you, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain 2 Rampage Points.
- Using the Attack action, you can expend 2 Rampage Points to throw one creature you are grappling up to **30 feet** in any direction. If you're able to make multiple attacks with the Attack action, this throw replaces one of them. If the creature collides with an obstacle that prevents it from moving the full distance, it takes **10 (3d6)** bludgeoning damage before falling down.

SCION OF NOMI

Prerequisite: Gift of Nomi and Fragment of Nomi Feats

You are a vassal of the kabuto kaiju Nomi—its bestial fury incarnate. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain 3 Rampage Points.
- At the start of your turn, you can expend 1 Rampage Point to sprout spectral, insectoid wings. Until the end of your turn, you gain a flying speed equal to your walking speed, and you can hover. This speed isn't reduced by dragging a creature you're grappling. If you are airborne and unsupported at the end of your turn, you fall.

GIFT OF RAIKO

Prerequisite: 4th Level

You have been blessed with a minor boon of power from the Elemental kaiju Raiko, granting you the following benefits.

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain 2 Rampage Points.
- You learn the *shocking grasp* cantrip. You also learn the *flash** and *wind drake** spells, and you can expend 1 Rampage Point to cast either one without material components, using Constitution as your spellcasting ability. If you have the Spellcasting or Pact Magic class features, you can use that feature's spellcasting ability instead, and you can cast these spells with any spell slots you have. When you cast *flash* or *wind drake* with this feat, you can expend additional Rampage Points; the level of the spell increases by 1 for each additional point you expend in the casting (maximum 9th-level spell).

*See Appendix B

FRAGMENT OF RAIKO

Prerequisite: 4th Level

A fragment of the Elemental kaiju Raiko crackles within you, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain 2 Rampage Points.
- As an action, you can expend 1 Rampage Point to detonate a chaotic, magical burst of electricity. Each creature within **30 feet** of you (including you) must make a **Dexterity saving throw** as bolts of lightning spiral through the air. The creature with the lowest result takes a number of **d10s** of lightning damage equal to your proficiency bonus. When you use this benefit, you can expend additional Rampage Points to grant a number of creatures of your choice **advantage** on the saving throw equal to the number of additional Rampage Points you expend.

SCION OF RAIKO

Prerequisite: Gift of Raiko and Fragment of Raiko Feats

You are a vassal of the Elemental kaiju Raiko—its tempestuous wrath incarnate. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You have **resistance** to lightning damage.
- You gain 3 Rampage Points.
- As a bonus action, you can expend 2 Rampage Points to magically transform you and all objects you are wearing and carrying transform into a bolt of pure, crackling energy. You move in a straight line, passing through creatures and objects, and reform in an unoccupied space up to **60 feet** away. Each creature you move through in this way must succeed on a **Dexterity saving throw** or take 4 (1d8) lightning damage.

KAIJU CONDUIT

Prerequisite: A Feat that grants Rampage Points

You have an uncanny connection to kaiju, their power manifesting with unusual potency within you. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You gain 3 Rampage Points.

This feat can be taken multiple times.



APPENDIX A – MAGIC ITEMS

"When a man is tired of explosions, he is tired of life" is a simple truth—an immutable fact of life that is no less poignant today than it was when first spoken. In fact, in this tumultuous age of upheaval, adventure, and kaiju attacks, it may be more true than ever before. After all, what defence do humble beings such as ourselves have against the devastating power of rampaging monstrosities, aside from our capacity to blow them up? To that noble end, I've collated here an assortment of the most ingenious gadgetry, armour, and weapons ever created—essential material if you aim to survive in this wild world (and deny others that same opportunity). I've even included the blueprints that allow you to craft them yourself from the monsters you defeat! "Waste not, want not", as the saying goes, and if you've gone to the trouble of wrestling the acid gland from a snarling, stinging kabuto matriarch, by the gods do you deserve a tasty magic weapon to show for it! Fear not, I ask not for gold nor favour in exchange for this collection, only that you salvage what you can from the monsters you battle to craft tools of incalculable destruction. Together, we can build a brighter future of peace and prosperity for all, one explosion at a time.

— Bombuku, College of Hanabi Engineer

This appendix lists all the unique magic items that can be found or crafted within *Wrath of the Kaiju*, along with their statistics and crafting components (see *Heliana's Guide* or *Ryoko's Guide* for more on Crafting). Many items also have rarity variants. These are different versions of the same items balanced for different levels of play; the rarer the item, the more powerful it is and the higher the level at which it should be given or crafted.

The items are separated into sections corresponding to the adventures in which they are found or crafted. These adventures are presented in the same order as in this book. Within each of these sections, the items are listed alphabetically.

ITEMS LIST

1 - ARENA OF THE ARMoured KAIJU	187
Acrid Sting	187
Bombuku's Basalt Bottle	187
Kaijurigama	188
Ring of Embiggening	189
Sallowswoll Shroom	189
Titan's Plate	190
2 - SPIRE OF THE STORM HERALD	191
Bombuku's Bronze Bottle	191
Kanabolt	191
Raikyū	192
Robes of the Raijū	192
Thunderarrow	193
Thunderous Taiko	194
3 - RISE OF THE LIVING FORTRESS	195
Last Breath	195
Light of Magatsuchi	196
Psifan	197
Psionic Slime	197
Saifuku of Pacification	198
Tsukisalt	199
4 - PHANTOM OF THE MOURNING TIDE	200
Bakekujira's Gift	200
Compass of Desire	200
Kasa of the Deep	201
Magitech Cannons	201
Mistchest	202
Spectral Heartcage	202
Stillbreath Extract	203
The Chroniclers' Condensed Primordial Dictionary	203
Tideturner	204
5 - DELUGE OF THE ASCENDANT CASCADE	205
Ascendant Dragon Armour	205
Boombloom Bomb	206
Ryūkakukan	206
Talons of Bakuryō	207

I - ARENA OF THE ARMoured KAIJU

ACRID STING

Weapon (any crossbow), rare (requires attunement)
Component: Monstrosity (kabuto) acid gland

To safely contain acid potent enough to eat through the flesh of kaiju is a feat that few crossbow-makers are willing to even attempt. A trip to the corroded remains of the village where the first prototype of this crossbow was devised—and horribly misfired—is generally enough to dissuade the rest.

This weapon has **5 charges** and regains **1d4 + 1** expended charges daily at dawn.

Bursting Bolt. When you make an attack using this crossbow, you can expend **1 charge** to load the bolt with volatile acid. The attack deals an extra **1d4** acid damage on a hit, and the bolt is lodged in the target. The next time the target takes damage while the bolt is lodged in it, the acid in the bolt explodes; the target and each creature within **10 feet** of it must make a **DC 15 Dexterity saving throw**, taking **3d6** acid damage on a failed save, or half as much damage on a successful one. The creature with a bolt lodged in it, or a different creature within reach of it, can use an ac-

tion to attempt to remove the bolt with a **DC 15 Wisdom (Medicine)** or **Dexterity (Sleight of Hand)** check. On a successful check, the bolt is dislodged. On a failed check, the bolt explodes as above.

Uncommon variant: Reduce the charges to **4**, the recharge to **1d4**, the **DCs** to **13**, and the damage when the bolt explodes to **2d6**.

Very rare variant: Increase the **DCs** to **16**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Legendary variant: Increase the **DCs** to **17** and the damage when the bolt explodes to **4d6**. You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.

BOMBUKU'S BASALT BOTTLE

Wondrous item, common
Component: pouch of Dragon (black) scales

When an attack or effect would deal acid damage to a target within **5 feet** of you while you hold this bottle, you can use your reaction to try and capture some of the acid. Make a **Dexterity (Arcana)** check with a DC equal to one-quarter of the acid damage dealt (minimum of 10). On a success, you reduce the damage by **2d10**, and the bottle gains an equivalent number of charges as it fills with the caustic substance. You can't use this reaction again until the bottle loses its charges.



ACRID STING

Unleash. As an action, you can unstopper the bottle and point it in a direction. Acid splashes out in a **15-foot cone**, and each creature in the area must make a **DC 11 Dexterity saving throw**. On a failure, the target takes acid damage equal to the number of charges in the bottle, and all the bottle's charges are lost. After this property is used, the bottle is destroyed. If you unstopper the bottle other than to use the Unleash property, all charges are lost and the bottle is destroyed.

Uncommon variant: Increase the **DC** to **13**. A creature that succeeds on the saving throw against the Unleash property takes half as much acid damage. The bottle isn't destroyed if the Unleash property is used or if it's otherwise unstoppered.



BOMBUKU'S BASALT BOTTLE

KAIJURIGAMA

Weapon (*kusarigama**), rare

Component: pouch of Monstrosity (*kabuto*) claws

Not even death can abate a kongo-kabuto's instinctive urge to battle mighty kaiju. This lingering desire for glorious combat manifests itself in weapons crafted from its chitinous body, whose true power can only be unleashed when facing a larger foe.

Caustic Counterweight. The counterweight attached to this kusarigama is spiked and secretes potent acid. Attacks made with the counterweight deal piercing damage instead of bludgeoning damage, and deal an extra **1d6** acid damage on a hit.

Kabuto's Claw. While holding this weapon, you can use a bonus action to mark a creature that is at least one size larger than you that you can see within **30 feet** of you as your sworn target. When you do, the weapon transforms, its haft and blade alike elongating into a full-sized scythe. In this state, the weapon has the Reach property, and its damage die becomes a **d12**. You must use both hands to hold it by the haft, but the chain connected to the counterweight



KAIJURIGAMA

animates and strikes at your command, allowing you to still make attacks with the counterweight as a bonus action. You can make one such attack as part of the bonus action used to activate this property. The transformation lasts for **1 minute**, until your sworn target is reduced to 0 hit points, or until you use this weapon to attack a creature other than your sworn target. Once this property of the kusarigama has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the extra acid damage to **1** and the damage die of the transformed weapon to a **d10**.

Very rare variant: You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. While transformed, the weapon deals an extra **1d6** acid damage to any target it hits (**2d6** in total for the counterweight).

Legendary variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. While transformed, the weapon deals an extra **1d6** acid damage to any target it hits (**2d6** in total for the counterweight). If the weapon's transformation ends as a result of your sworn target being reduced to 0 hit points, roll a **d4**. On a **3** or higher, you can use this property again before the next dawn.

**See Ryoko's Guide to the Yokai Realms*

RING OF EMBIGGENING

Wondrous item, uncommon

Component: Humanoid (duergar) bone

This black chitin ring is shot with veins that give off a green sheen in natural light and a yellow glow in magical light.

As an action while wearing the ring, you can twist it once around your finger. For the next **minute**, your size doubles

in all dimensions, and your weight is multiplied by eight. You grow by one size category—from Medium to Large, for example. If there isn't enough room to double your size, you attain the maximum possible size in the space available. For the duration, you also have **advantage** on Strength checks and Strength saving throws. Your items and equipment do not grow with you, unless they are magical clothing or armour. Once this property of the ring has been used, it can't be used again until the next dawn.

Rare variant: While enlarged by the ring, your weapon attacks deal an extra **1d6** damage on a hit.

Very rare variant: While enlarged by the ring, your weapon attacks deal an extra **1d10** damage on a hit. The ring can be used to enlarge its wearer twice, regaining all expended uses daily at dawn.

SALLOWSWOLL SHROOM

Wondrous item, common

As an action, you can eat a handful of this purple and green fungus, causing you to grow by one size category for the next **10 minutes**. During this time, you ignore the effects of exhaustion, and you gain the benefits of the enlarge effect of the *enlarge/reduce* spell, though the effects of the fungus can stack with the effects of the spell (allowing you to increase by more than one size category in total). However, anything you are wearing or carrying does not change size.

Accumulated Toxicity. After the effect ends on you, you must make a **DC 11 Constitution saving throw**. On a failure, you are **poisoned** until you finish a long rest, and you gain 2 levels of **exhaustion**. On a success, you are not poisoned, and you gain 1 level of **exhaustion**. After taking *sallowswoll shroom*, your physiology is permanently altered; the DC for this saving throw increases by 5 for each time you have previously consumed *sallowswoll shroom* in your life.

RING OF EMBIGGENING



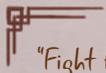
SALLOWSWOLL SHROOM



TITAN'S PLATE

Armour (plate), rare (requires attunement)

Component: Monstrosity (kabuto) chitin



"Fight fire with fire. Fight kaiju with kaiju."

— Adages of the Ancients Vol. XVI,
by Prof. Vurb

This armour has **3 charges** and regains **all** expended charges daily at dawn.

Clash of the Titans. While wearing this armour, you can use a bonus action to expend **1 charge** and cast the *enlarge/reduce* spell (enlarge option only) on yourself. While under the effects of the spell, you can use a bonus action to expend **1 charge** and increase your size even further as per the enlarge option of the *enlarge/reduce* spell. This increase lasts until the spell ends. This bonus action can only be used once per casting of the spell.

Uncommon variant: Reduce the charges to **2**. You can't use a bonus action while under the effects of the *enlarge/reduce* spell to increase your size again.

Very rare variant: You gain a **+1 bonus** to AC while wearing this armour.

Legendary variant: You gain a **+1 bonus** to AC while wearing this armour. Increase the charges to **6**. The bonus action to increase your size further can be used twice per casting of the *enlarge/reduce* spell.



TITAN'S PLATE

2 - SPIRE OF THE STORM HERALD

BOMBUKU'S BRONZE BOTTLE

Wondrous item, common

Component: pouch of Dragon (bronze) scales

When an effect or attack would deal lightning damage against a target within **5 feet** of you while you hold this bottle, you can use your reaction to try and capture some of the lightning. Make a **Dexterity (Arcana)** check with a DC equal to one-quarter of the lightning damage dealt (minimum of 10). On a success, you reduce the damage by **2d10**, and the bottle gains an equivalent number of charges as it fills with crackling flashes. You can't use this reaction again until the bottle loses its charges.

Unleash. As an action, you can unstopper the bottle and point it at a target within **30 feet** of you. Make a ranged spell attack (+3 to hit). On a hit, the target takes lightning damage equal to the number of charges in the bottle, and all the bottle's charges are lost. After this property is used, the bottle is destroyed. If you unstopper the bottle other than to use the Unleash property, all charges are lost and the bottle is destroyed.

Uncommon variant: Increase the attack bonus to +5. On a hit, the target takes lightning damage equal to twice the charges in the bottle. The bottle isn't destroyed if the Unleash property is used or if it's otherwise unstoppered.

KANABOLT

Weapon (greatclub or maul), rare

Component: Elemental (rajū) galvanic claw

The sudden discharges of lightning that dance between this weapon's spikes occur less frequently after it's used in combat, as if the crackling energy within is appeased by the thrill of competition. *Kanabolt* wielders sporting a multitude of electrical burns are thus seen as timid and cowardly, unwilling or incapable of fulfilling their weapon's purpose.

This weapon has **4 charges** and regains **all** expended charges daily at dawn.

Cascading Discharge. When you hit a creature with an attack using this weapon, you can expend **1 charge** to send a jolt of electricity through the creature's body, dealing an extra **2d6** lightning damage to it. A bolt of lightning then arcs from that creature to another creature of your choice that you can see within **15 feet** of it, which must make a **DC 15 Constitution saving throw**, taking **2d6** lightning damage on a failed save, or half as much damage on a successful one. Additionally, on a failed save, this process repeats itself, sending another bolt at a different creature within **15 feet** of the one that failed its save. The lightning



BOMBUKU'S BRONZE BOTTLE



KANABOLT

can cascade to a maximum of two creatures beyond the original target of the attack, and a creature that has taken lightning damage from this property can't be affected by it again until the start of your next turn.

Uncommon variant: Reduce the **DC** to **13** and the charges to **3**. The lightning created by the Cascading Discharge property can only cascade to a maximum of one creature beyond the original target of the attack.

Very rare variant: Increase the **DC** to **16**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Legendary variant: Increase the **DC** to **17**. You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. The lightning created by the Cascading Discharge property can cascade to a maximum of three creatures beyond the original target of the attack.

RAIKYŪ

A *Raikyū* is a martial ranged weapon. It weighs 72 lbs; is a little over 5 feet wide; uses javelins as ammunition; has the Ammunition (range 400/1,600), Loading, Superheavy, and Two-Handed properties; and deals **3d10** piercing damage on a hit.

NEW WEAPON PROPERTY

Superheavy. A Huge or larger creature can move with and make ranged attack rolls with a Superheavy weapon without penalty. A Large or smaller creature can't make ranged attack rolls with a Superheavy weapon unless it is set up. A creature with a Strength score of 15 or higher can use an action to set up a Superheavy ranged weapon or take one down. If a set up Superheavy ranged weapon is moved, a creature must use an action to set it up again before it can be fired. Every foot a Large or smaller creature moves while carrying a set up Superheavy weapon costs 1 extra foot of movement.

ROBES OF THE RAIJŪ

Wondrous item, rare (requires attunement)
Component: Elemental (raijū) orb fragments

To forcefully direct a lightning bolt's erratic flight is to change its very nature. To control the destructive force with which it strikes is to strip it of its power. To harness the true might of the lightning, it's not enough to wield it as a crude weapon... you must become it in full.

These robes have **4 charges** and regain **all** expended charges daily at dawn.

Lightning Form. As a bonus action while wearing these robes, you can expend **1 charge** to transform your body into pure electricity until the start of your next turn. Everything you're wearing and carrying also gets transformed, as long as it remains on your person. Your body and transformed objects retain their basic shapes and functions, and you gain the following benefits for the duration:

Lightning Immunity. You have **immunity** to lightning damage.

Lightning Strikes. You have **advantage** on unarmed strikes and attack rolls made with the transformed weapons against creatures made of metal or wearing metallic armour. These attacks deal lightning damage instead of their normal damage type.

Shocking Reprisal. Whenever a creature hits you with a melee attack, it takes **1d6** lightning damage.

Bolting Dash. Once on each of your turns, you can dash in a straight line as a bolt of lightning, spending movement to do so as normal. You can move through creatures when you do this, and their spaces aren't



RAIKYŪ

considered difficult terrain for you. Whenever you move into another creature's space, it must make a **DC 15 Dexterity saving throw**, taking **2d6** lightning damage on a failed save, or half as much damage on a successful one.

Uncommon variant: Reduce the **DC** to **13** and damage of Bolting Dash to **1d6**. The Lightning Form property doesn't have the Shocking Reprisal benefit.

Very rare variant: Increase the **DC** to **16** and damage of Bolting Dash to **3d6**. Your attacks with Lightning Strikes also deal an extra **1d6** lightning damage on a hit.

Legendary variant: Increase the **DC** to **17** and damage of Bolting Dash to **3d6**. Your attacks with Lightning Strikes also deal an extra **2d6** lightning damage on a hit. You gain a **+1 bonus** to AC while wearing these robes.

THUNDERARROW

Ammunition and weapon (javelin), rare
Component: Elemental (surge) volatile mote of air

The breakthrough that ended the Iron IncurSION, these 4-foot-long steel javelins are enchanted to explode upon impact. They can be used as ammunition for a *Raikyū* or thrown like normal javelins by a creature with a Strength score of 15 or higher.

On a hit, a *thunderarrow* explodes, dealing **8d6** thunder damage to the target. Each other creature within **30 feet** of the exploding *thunderarrow* must make a **DC 15 Constitution saving throw**, taking **8d6** thunder damage on failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal takes twice as much thunder damage from this effect.

ROBES OF THE
RAIJŪ



MARTIN KIRBY-JACKSON



THUNDERARROW

THUNDEROUS TAIKO



THUNDEROUS TAIKO

Wondrous item, rare (requires attunement)
Component: Elemental (rajū) core of air

Steaming tea ripples in its rattling cup. Deep, reverberating booms echo in the distance. The ground quakes at a slow, steady rhythm. These signs herald the arrival of either a monstrous kaiju in the midst of a rampage, or the wielder of a *thunderous taiko*. And either way... they spell doom.

Rolling Thunder. While holding this item, you can use an action to begin a drumroll that builds up over time, becoming progressively louder until it culminates in a thunderous blast. When you begin the performance, you produce the effects of the First Roll. On your next turn, you can use an action to continue the performance, producing the effects of the Second Roll. You can repeat this process on the turn after to produce the effects of the Third Roll. If you fail to use your action to continue the performance, the performance ends, and your next performance must start again from the First Roll. You can also choose to end the performance and start from the First Roll again, even if you could play a different roll. After the Third Roll has been played, this property can't be used again until the next dawn.

- **First Roll:** Each creature of your choice within **10 feet** of you must make a **DC 15 Constitution saving throw**, taking **3d6** thunder damage on a failed save, or half as much damage on a successful one.

- **Second Roll:** Each creature of your choice within **15 feet** of you must make a **DC 15 Constitution saving throw**, taking **4d6** thunder damage on a failed save, or half as much damage on a successful one. On a failed save, a creature is also pushed **10 feet** away from you.
- **Third Roll:** Each creature of your choice within **20 feet** of you must make a **DC 15 Constitution saving throw**, taking **5d6** thunder damage on a failed save, or half as much damage on a successful one. On a failed save, a creature is also pushed **10 feet** away from you and knocked **prone**.

Uncommon variant: Reduce the **DCs** to **13** and the damage of the First, Second, and Third Rolls to **2d6**, **3d6**, and **4d6**, respectively. Once a performance made with the Rolling Thunder property ends, this property can't be used again until the next dawn.

Very rare variant: Increase the **DCs** to **16**. While this drum is on your person, you have **resistance** to thunder damage.

Legendary variant: Increase the **DCs** to **17**, the damage of the Third Roll to **10d6**, and the distance a creature is pushed by the Third Roll to **20 feet**. While this drum is on your person, you have **resistance** to thunder damage.

3 - RISE OF THE LIVING FORTRESS

LAST BREATH

Weapon (tessen), rare (requires attunement)*
Component: pouch of Plant (ubusuna) leaves

It is the spirit that lasts eternal, lingering long after the body decays. It is the spirit that bears the weight of one's actions, to be judged by the gods. It is the spirit that contains one's true essence, the purest state of being... So why waste time attacking the body when you could be going for the spirit instead?

This weapon deals an extra **1d6** necrotic or radiant damage (your choice each time) to the first target it hits on each of your turns.

Soulwind. As an action while holding this fan, you can wave it to create a powerful gust of wind in a **30-foot cone**, which buffets the spirit rather than the body. Each creature in the area must make a **DC 15 Wisdom saving throw**. On a failed save, a creature takes **6d6** necrotic damage and has its spirit or animating energy momentarily blown out of its body, which causes it to be **stunned** until the start of its next turn, when the spirit returns. A creature with the **Incorporeal Movement** trait instead makes a **DC 15 Strength saving throw**, takes radiant damage instead of necrotic

damage, and is pushed **30 feet** away from you instead of being stunned. On a successful save, a creature takes half as much damage and suffers no additional effects. Once this property of the fan has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the **DCs** to **13** and the extra damage to **1d4**. The Soulwind property deals no damage.

Very rare variant: Increase the **DCs** to **16** and the damage of the Soulwind property to **8d6**. The weapon deals an extra **1d6** necrotic or radiant damage (your choice each time) to each target it hits, instead of the first one on each of your turns.

Legendary variant: Increase the **DCs** to **17** and the damage of the Soulwind property to **10d6**. The weapon deals an extra **1d6** necrotic or radiant damage (your choice each time) to each target it hits, instead of the first one on each of your turns. A creature that fails the saving throw against the Soulwind property is **stunned** until the end of its next turn, or pushed **60 feet** away from you instead if it has the **Incorporeal Movement** trait.

**See Ryoko's Guide to the Yokai Realms*



LAST BREATH

LIGHT OF MAGATSUCHI

Weapon (flail), rare (requires attunement)

Component: Plant (ubusuna) spirit lantern

According to legend, magical lanterns of radiant light were created by shrine tenders to help them guide lost souls on their path to the afterlife. As for the persistent spirits intent on remaining on the Material Plane and causing havoc, well... there's a reason such lanterns were later fashioned into flails.

This weapon can hold up to **4 charges** and loses **all** charges daily at dawn. While the weapon has at least **1 charge**, it sheds bright light in a **20-foot radius** and dim light for an additional **20 feet**.

Light the Fire. Whenever a Small or larger creature is killed within **30 feet** of you while you are holding this weapon, you can use your reaction to capture a portion of its spirit or animating energy, which fuels the light in the lantern as well as your resolve. The weapon gains **1 charge**, and you gain **2d6** temporary hit points that last for **1 minute**. If the weapon can't gain more charges, you can't use this reaction.

Banish the Wicked. While holding this weapon, you can expend **4 charges** to cast the *banishment* spell (**save DC 15**). Once this property of the weapon has been used, it can't be used again until the next dawn.

Very rare variant: Increase the **DC** to **16**. While the weapon has at least **1 charge**, it deals an extra **1d6** radiant damage to the first target it hits on each of your turns.

Legendary variant: Increase the temporary hit points to **3d6** and the **DC** to **17**. While the weapon has at least **1 charge**, it deals an extra **1d6** radiant damage on a hit. While holding the weapon, you can cast the *dancing lights* cantrip.



LIGHT OF MAGATSUCHI

PSIFAN

Weapon (tessen*), uncommon

Component: phial of Aberration (dreamholder**) blood

Developed by explorers cutting their way through the Pondermoss Weald as a means of avoiding retaliation by angry kodama-infused plants, these war fans amplify the effect of *psionic slime*, allowing waves of psychic current to be wafted in a wide cone.

This item has **5 charges** and regains **all** expended charges after it has been bathed in a dose of *psionic slime* for **8 hours**.

Psionic Wind. As an action, you can flap this fan in a figure eight fashion, expending **1 charge** as you vaporise droplets of *psionic slime*. Each creature in a **20-foot cone** must make a **DC 13 Wisdom saving throw**, taking **3d6** psychic damage on a failure, or half as much damage on a success.

Rare variant: Increase the **DC** to **15** and the damage to **4d6**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Very rare variant: Increase the **DC** to **16** and the damage to **5d6**. You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.

*See *Ryoko's Guide to the Yokai Realms*

**See *Heliana's Guide to Monster Hunting*

PSIONIC SLIME

Wondrous item, common

Component: phial of Beast (psionic newt) mucus

This viscous, deep blue slime sparkles with lavender inclusions.

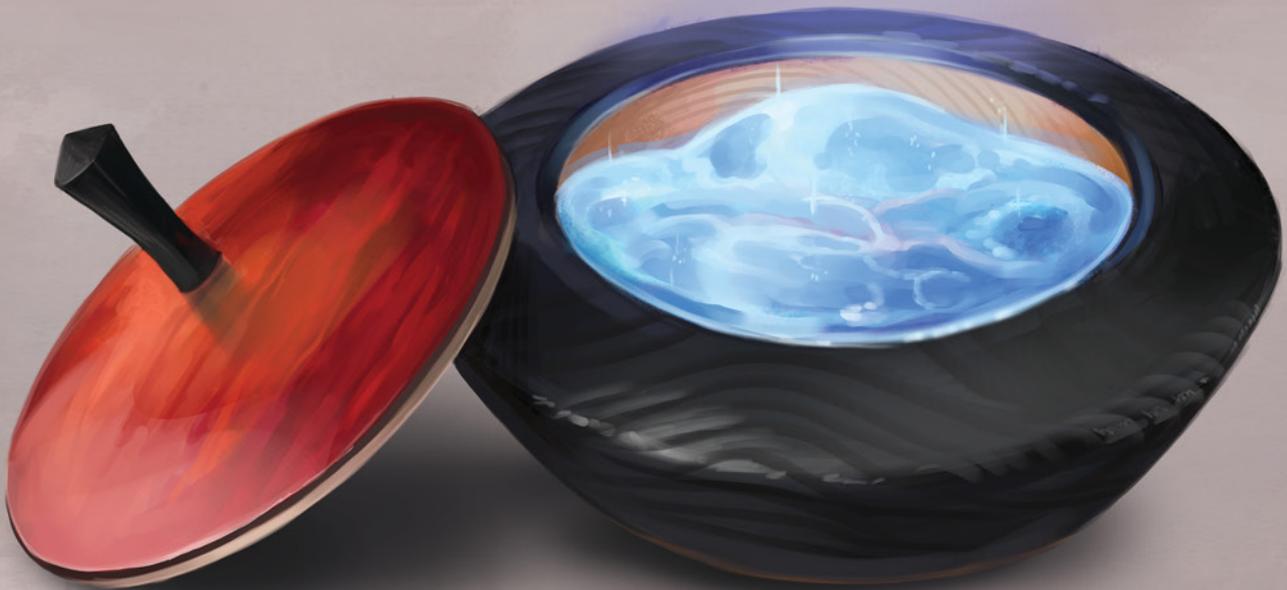
As an action, you can coat a weapon or 10 pieces of ammunition in this slime, which lasts **8 hours** or until it has been used to make ten attacks (if applied to a weapon) or one attack each (if applied to ammunition). When you hit a creature with an attack using this weapon or ammunition, the creature takes an extra **1** psychic damage.

Uncommon variant: Increase the damage to **1d4**.

Rare variant: Increase the damage to **2d4**.

Very rare variant: Increase the damage to **3d4**.

PSIONIC SLIME



SAIFUKU OF PACIFICATION

Wondrous item, rare (optional attunement)

Component: Plant (ubusuna) bark

For centuries, shrine tenders have upheld their sacred duties of mediating the interactions between the living and the dead, ensuring that both worlds can coexist in harmony. Under a tender's watchful gaze, peaceful tombs are kept safe from desecrators and graverobbers, and restless spirits seeking to torment the innocent are appeased and put to rest once more.

Pacify Undead. As an action while wearing these robes, you can reach out to the minds of nearby Undead, attempting to pacify them. Each Undead within **30 feet** of you that you can see must succeed on a **DC 15 Wisdom saving throw** or be pacified for **1 minute** or until it takes damage. A pacified creature can't make attacks or use harmful spells or abilities, and it uses its movement to shamble aimlessly around the area. This effect counts as turning Undead for the purposes of effects that grant a creature immunity to or advantage on saving throws against being turned, such as a lich's Turn Resistance. Undead of CR 1 or lower that fail this saving throw are instantly destroyed as their souls pass peacefully into the afterlife. Once this property of the robes has been used, it can't be used again until the next dawn.



SAIFUKU OF
PACIFICATION

Optional Attunement. When an Undead of CR 5 or higher is killed within **30 feet** of a creature wearing these robes, the robes absorb a portion of its energy, and it becomes possible to attune to them. If you choose to attune to the robes, you can use the Spells property while you remain attuned to them.

OA: Spells. While wearing the robes, you can cast the following spells from them (**save DC 15**): *protection from evil and good*, *sanctuary*, and *speak with dead*. Once the robes have been used to cast a spell, they can't be used to cast that spell again until the next dawn.

Uncommon variant: Reduce the **DCs** to **13**. Undead of CR 1 and below aren't instantly destroyed if they fail the saving throw against the Pacify Undead property. Remove *speak with dead* from the list of spells in the Spells property.

Very rare variant: Increase the **DCs** to **16**. You gain a **+1 bonus** to AC while wearing these robes. Add *gentle repose* to the list of spells in the Spells property.

Legendary variant: Increase the **DCs** to **17**. Undead of CR 2 or lower that fail the saving throw against the Pacify Undead property are instantly destroyed. You gain a **+2 bonus** to AC while wearing these robes. Add *gentle repose* and *remove curse* to the list of spells in the Spells property.

TSUKISALT

Wondrous item, common

Component: Monstrosity (shapechanger) bone

These salt-like crystals emit a slightly blue glow and refuse to dissolve in any nonmagical solvent. Reports from lycanthropes describe how, to them, the salt emits a dazzling glow, making it hard to look at.

A pouch of *tsukisalt* is generally found with **1d4 + 1** doses inside it. A dose of *tsukisalt* can cover one **5-foot-square** area of ground. As an action, you can spread up to four doses of *tsukisalt* across areas of ground within your reach.

A Plant or shapechanger that tries to move onto ground containing *tsukisalt* must succeed on a **DC 11 Wisdom saving throw** or choose a different direction for its movement. Creatures immune to the frightened condition automatically succeed on this saving throw. A Plant or shapechanger that starts its turn in an area of *tsukisalt* or moves into such an area for the first time on its turns takes **2d6** radiant damage if it's a Plant or **4d6** radiant damage if it's a shapechanger. Plants and shapechangers have **disadvantage** on attack rolls against targets in areas covered in *tsukisalt*.



TSUKISALT

4 - PHANTOM OF THE MOURNING TIDE

BAKEKUJIRA'S GIFT

Staff, rare (requires attunement by a spellcaster)
Component: Undead (bakekujira) undying heart

The spectral heart of a bakekujira pulses erratically atop this ethereal staff, which exists only partially in the Material Plane. The simple act of holding it feels unnatural, as one's fingers sink an inch into the haft before finally finding purchase.

This staff has **8 charges** and regains **1d4 + 4** expended charges daily at dawn.

Spells. While holding this staff, you can expend 1 or more of its charges to cast one of the following spells from it (**save DC 15**): *antilife shell* (**5 charges**), *blink* (**3 charges**), or *spirit guardians* (**3 charges**, necrotic only).

Ethereal Tide. As an action while holding this staff, you can expend **5 charges** to conjure an ethereal wave of foamy water that crashes down in a **15-foot cube** within **30 feet** of you. Each creature in the area must make a **DC 15 Charisma saving throw**. On a failed save, the creature is

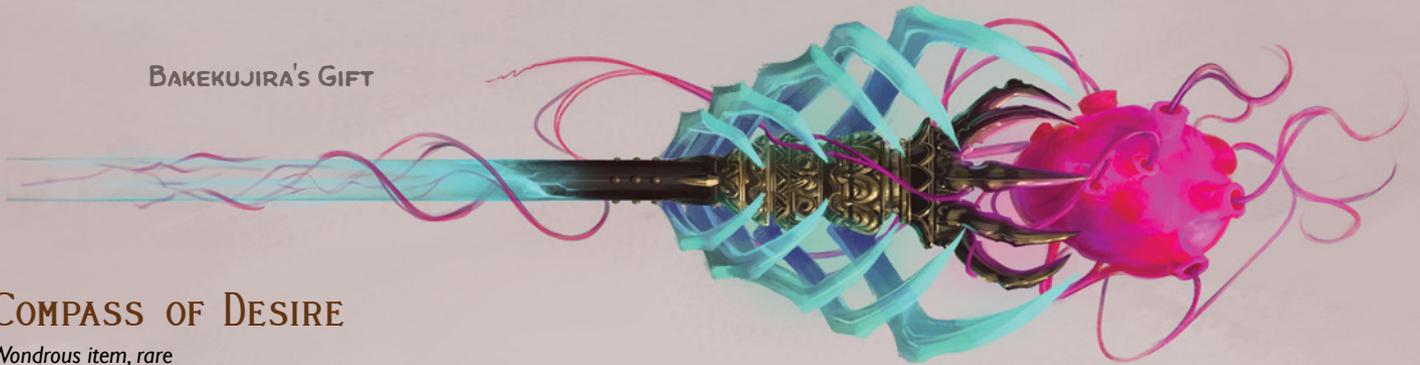
washed away by the wave, taking **2d6** cold damage and **2d6** necrotic damage, and being transported into the Ethereal Plane. On a successful save, a creature takes half as much damage and isn't transported.

While on the Ethereal Plane, a creature can see and hear the plane it originated from, which is cast in shades of grey, and it can't see anything there more than **60 feet** away. It can only affect and be affected by other creatures on the Ethereal Plane. Creatures not on the Ethereal Plane can't perceive it. At the end of its turn, it reappears in the space it occupied when it was transported, or the nearest unoccupied space if that space is occupied.

Very rare variant: Increase the **DCs** to **16**, the charges to **12**, and the recharge to **1d8 + 4**.

Legendary variant: Increase the **DCs** to **17**, the charges to **13**, and the recharge to **1d8 + 5**. Add *etherealness* (**7 charges**) to the list of spells that can be cast using the staff. You have **resistance** to necrotic damage while you hold this item.

BAKEKUJIRA'S GIFT



COMPASS OF DESIRE

Wondrous item, rare
Component: Fey (sprite) heart

Knowing what you want is not always an easy endeavour. Getting what you want is even harder, though, if you try sometimes, you just might find, fate brings what you need. Through mindfulness practice, these pale green crystalline compasses reveal the direction a creature must take to find the object of its desire. For the weak-willed who acquire such an item, they are more likely to be led astray than they are to find what they desire.

As an action, you can lay this compass flat in your hand and make a **DC 15 Wisdom** check as you focus hard on something you want. On a success, the compass points towards the thing on which you focused, provided it is within **20 miles** of you. If you succeed on the check but the thing you focused on is not within **20 miles** of you, the compass spins listlessly. If you fail the check, the compass points towards something entirely different, responding to your wandering thoughts, though you are not aware of this mistake. This item can't locate something if any thickness of lead, even a thin sheet, blocks a direct path between you and your target.



COMPASS OF DESIRE

GM TIP: SEPARATING PLAYER KNOWLEDGE FROM CHARACTER KNOWLEDGE

If a character fails the check with the *compass of desire*, the player might know they failed, but their character does not. Some players have no difficulty separating player knowledge from character knowledge and can make this roll themselves. For players that often conflate these two, the GM should make the roll and tell the player what they learn, thereby separating the player from the meta information the roll contains.

KASA OF THE DEEP



KASA OF THE DEEP

Wondrous item, rare

Component: Undead (bakekujira) ethereal ichor

To those that fight to preserve the balance of the oceans, the graceful bakekujira offers solace. They are the guardians of the sea, protecting and nurturing all life within, and so they shall be guarded in turn, knowing safety in the ghostly whale's cold embrace.

Bakekujira's Embrace. As a bonus action while wearing this hat, you can call upon the bakekujira's protection, surrounding yourself with a casing of ghostly bones. You gain **4d6** temporary hit points, which last for **1 minute** or until you remove the hat. While you have these temporary hit points, you gain a **+2 bonus** to AC. Once this property of the hat has been used, roll a **d4**. On a **1**, it can't be used again until the next dawn.

Uncommon variant: Reduce the temporary hit points to **2d6** and the bonus to AC to **+1**.

Very rare variant: You have **resistance** to piercing damage while you have temporary hit points from the Bakekujira's Embrace property.

Legendary variant: You have **resistance** to piercing damage while you have temporary hit points from the Bakekujira's Embrace property. When you lose these temporary hit points, you can cause the spectral bones to explode into a shower of ghostly splinters. Each creature of your choice within **10 feet** of you must make a **DC 17 Dexterity saving throw**, taking **2d6** piercing damage on a failed save, or half as much damage on a successful one.

MAGITECH CANNONS

Artillery

Magitech cannons are named after the weight of cannonball that they typically fire. The statistics of a magitech cannon depends on its size, though they have some traits in common. A magitech cannon is an object that has **AC 19** and **immunity** to poison and psychic damage, and it fires cannonballs as ammunition. Its cannonballs deal bludgeoning damage on a hit. It requires an action to load and aim a magitech cannon, and a bonus action to fire it. A creature proficient with artillery weapons that loads and aims a cannon can add its proficiency bonus to the attack modifier of the cannon's attack roll.

Cannon	Size	HP	Attack Mod.	Range	Damage	Weight
6 lb.	Medium	25	+4	200/800 ft.	18 (4d8)	1,000 lb.
12 lb.	Medium	50	+5	400/1,600 ft.	27 (6d8)	2,000 lb.
18 lb.	Large	75	+6	600/2,400 ft.	44 (8d10)	3,000 lb.
24 lb.	Large	100	+7	800/3,200 ft.	55 (10d10)	4,000 lb.
32 lb.	Large	150	+8	1,000/4,000 ft.	66 (12d10)	5,500 lb.
42 lb.	Huge	250	+10	1,250/5,000 ft.	97 (15d12)	8,500 lb.

MISTCHEST

Wondrous item, common

Component: Monstrosity (mimic) pelt

Mistchests are the perfect arcane contraptions for hiding things in plain sight. While camouflaged, they can take any form, such as a shoe rack, a ship-in-a-bottle, or a pendant that can be worn. In a puff of mist, it can form into a chest, ready to store love letters, bodies, or ill-gotten booty.

A creature that casts *identify* on a *mistchest* can learn its passphrase with a successful **DC 11 spellcasting ability** check.

Summon Chest. As a bonus action, a creature holding a *mistchest* can speak the secret passphrase, causing it to transform into its camouflaged shape, or back into its normal form as a chest measuring 3 feet by 2 feet by 2 feet. There is no lock on the chest.

Rare variant: Increase the **DC** to **15**. The chest measures 6 feet by 3 feet by 3 feet and also functions as a *bag of holding*.

SPECTRAL HEARTCAGE

Wondrous item, rare (requires attunement)

Component: Undead (bakekujira) bone

To those who have taken from the sea in excess, starving it of its natural resources, the vengeful bakekujira offers punishment. They shall be forced to give back—with their shrivelled hearts beating in spectral cages until all dues have been paid in full.

Harvest the Fallen. As an action while wearing this amulet, you can touch a corpse belonging to a creature of CR 1 or higher that has a heart and has been dead for no longer than **10 minutes**, speaking the amulet's command word. The corpse's heart magically shrinks and appears within the ribcage of the amulet, where it begins beating at a slow, eerie pace. The amulet can only contain one heart at a time. Each day at dawn, any heart in the amulet turns to ash and is destroyed.

Heartache. While you have half of your maximum hit points or fewer and are wearing this amulet with a heart in it, the heartbeat picks up, responding to your pain and inflicting it upon your foes. Each time a creature hits you with an attack, it takes **1d6** necrotic damage.

Heartbreak. When you are hit by an attack while wearing this amulet with a heart in it, you can use your reaction to shatter the heart, destroying it and releasing a pulse of necrotic energy. Each creature within **10 feet** of you must make a **DC 15 Constitution saving throw**, taking **4d6** necrotic damage on a failed save, or half as much damage on a successful one.

Uncommon variant: Reduce the **DC** to **13**, the damage of the Heartache property to **1d4**, and the damage of the Heartbreak property to **2d6**.

Very rare variant: Increase the **DC** to **16**, the damage of the Heartache property to **1d8**, and the damage of the Heartbreak property to **5d6**.



Legendary variant: Increase the **DC** to **17**, the damage of the Heartache property to **1d10**, and the damage of the Heartbreak property to **5d6**. The item has the Resuscitation property.

Resuscitation. When you are reduced to 0 hit points as a result of taking damage while wearing this amulet with a heart in it, the heart shatters as per the Heartbreak property, and you regain hit points equal to the necrotic damage dealt to any one creature. Once this property of the amulet has been used, it can't be used again until the next dawn.

STILLBREATH EXTRACT

Adventuring gear, poison (injury)

A creature subjected to this poison must succeed on a **DC 11 Constitution saving throw** or be **poisoned** for **1d4 + 2 hours**. While poisoned in this way, a creature can have no fewer than 3 levels of exhaustion. After **1 minute** of being poisoned in this way, the creature falls **unconscious** and appears dead to a casual observer. A creature that fails the saving throw by 5 or more stops breathing after **1 minute**. A creature can't benefit from a rest while poisoned in this way. After this poisoned condition ends for a creature, it loses the three levels of exhaustion gained after **1 minute**.

Toxic Accumulation. If a creature is poisoned by stillbreath extract and is subjected to another dose of the poison, it must make the saving throw again. For each time that a creature has made a saving throw against stillbreath extract since its last long rest, the DC of the saving throw increases by 1. On a success, it remains poisoned. On a failure, the duration that it is poisoned increases by **1d4 hours**.

Feign Death. A creature that spends **1 minute** inspecting a creature that is unconscious due to stillbreath extract determines that the creature is still alive on a successful **DC 11 Wisdom (Medicine)** check.

THE CHRONICLERS' CONDENSED PRIMORDIAL DICTIONARY

Adventuring gear

This dictionary lists frequently used Common words and their translations into the Primordial language and its four dialects: Aqan, Auran, Ignan, and Terran.

A creature can translate words from one of these languages into Common, or vice versa.

THE CHRONICLERS' CONDENSED PRIMORDIAL DICTIONARY



STILLBREATH
EXTRACT

TIDETURNER

Weapon (trident), rare (requires attunement by a spellcaster)

Component: Beast (bitan) bone

Fog is the curse of any ship's captain, and the ability to see through its banks to the jagged rocks or enemy vessels beyond can turn the tide of a vessel's voyage. Clouds of white mist seem to spontaneously coalesce around this trident, evaporating moments before they hit the floor.

This trident has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

Umigiri. While holding the trident, you can expend the requisite number of charges to cast one of the following spells from it (using your **spell save DC**):

- *Command* (targets Undead only, **1 charge**)
- *Fog cloud* (**1 charge**)
- *Calm waters** (**2 charges**)
- *Water wyrm** (**3 charges**)

Mistsense. While you hold this trident, you have tremorsense out to **60 feet** while in water vapour. As a bonus action, you can expend **1 charge** to manipulate water vapour (mist, fog, or steam) with a volume that fits inside a **40-foot cube**. You can cause the vapour to disappear or to move up to **20 feet**.

Phylactery. A creature capable of casting 6th-level spells that dies while attuned to this trident becomes a **bathyal spectrelich****, and this trident becomes its phylactery. The GM assumes control of the spectrelich.

Very rare variant: Add the *cloud stride** (**4 charges**) and *control water* (**4 charges**) spells to the Umigiri property. You don't need to expend charges to cast *fog cloud* from the trident. If the creature is capable of casting 7th-level spells, the Phylactery property transforms it into an **abyssal spectrelich**** instead.

Legendary variant: Increase the number of charges to **10** and the recharge to **1d6 + 4**. Add the *cloud stride** (**4 charges**), *control water* (**4 charges**), and *white water wall** (**5 charges**) spells to the Umigiri property. You don't need to expend charges to cast *fog cloud* from the trident. If the creature is capable of casting 8th-level spells, the Phylactery property transforms it into a **hadal spectrelich**** instead.

*See Appendix B

**See Appendix C



TIDETURNER

5 - DELUGE OF THE ASCENDANT CASCADE

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 successful one.

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



BOOMBLOOM BOMB

Wondrous item, uncommon

Component: Pouch of Plant (dragonlily) seeds

Seeds burst with potential, a compact energy source ready to propel a seedling through earth and stone to find light and water. Take that potential, weaponise it, and fill a vessel with shrapnel, stones, or hardened kernels, and you've got yourself a recipe for mayhem.

As an action, you can throw this bomb at a point you can see within **60 feet** of you where it explodes. Each creature within a **15-foot-radius sphere** centred on that point must make a **DC 13 Dexterity saving throw**. A creature takes **3d6** piercing damage and **3d8** damage of an additional type on a failure, or half as much on a success. After exploding, the bomb is destroyed.

Additional Damage Type. If made with seeds from a plant associated with a specific damage type (such as orange dragon lily seeds that are associated with thunder), the additional damage type matches that of the plant from which the seeds came. If not, roll a d8 and choose the damage type at random: 1, acid; 2, cold; 3, fire; 4, lightning; 5, necrotic; 6, poison; 7, radiant; 8, thunder.

Rare variant: Increase the **DC** to **15**, the piercing damage to **4d6**, and the damage of an additional type to **4d8**.

Very rare variant: Increase the **DC** to **16**, the piercing damage to **5d6**, and the damage of an additional type to **5d8**.

BOOMBLOOM BOMB



RYŪKAKUKAN

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**.

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

RYŪKAKUKAN



embody the aspect of Bakuryō, 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 BAKURYŌ

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.

Bakuryō'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 waters*** (**2 charges**), *riptide*** (**2 charges**), *water wyrm*** (**3 charges**), or *white water wall*** (**5 charges**).

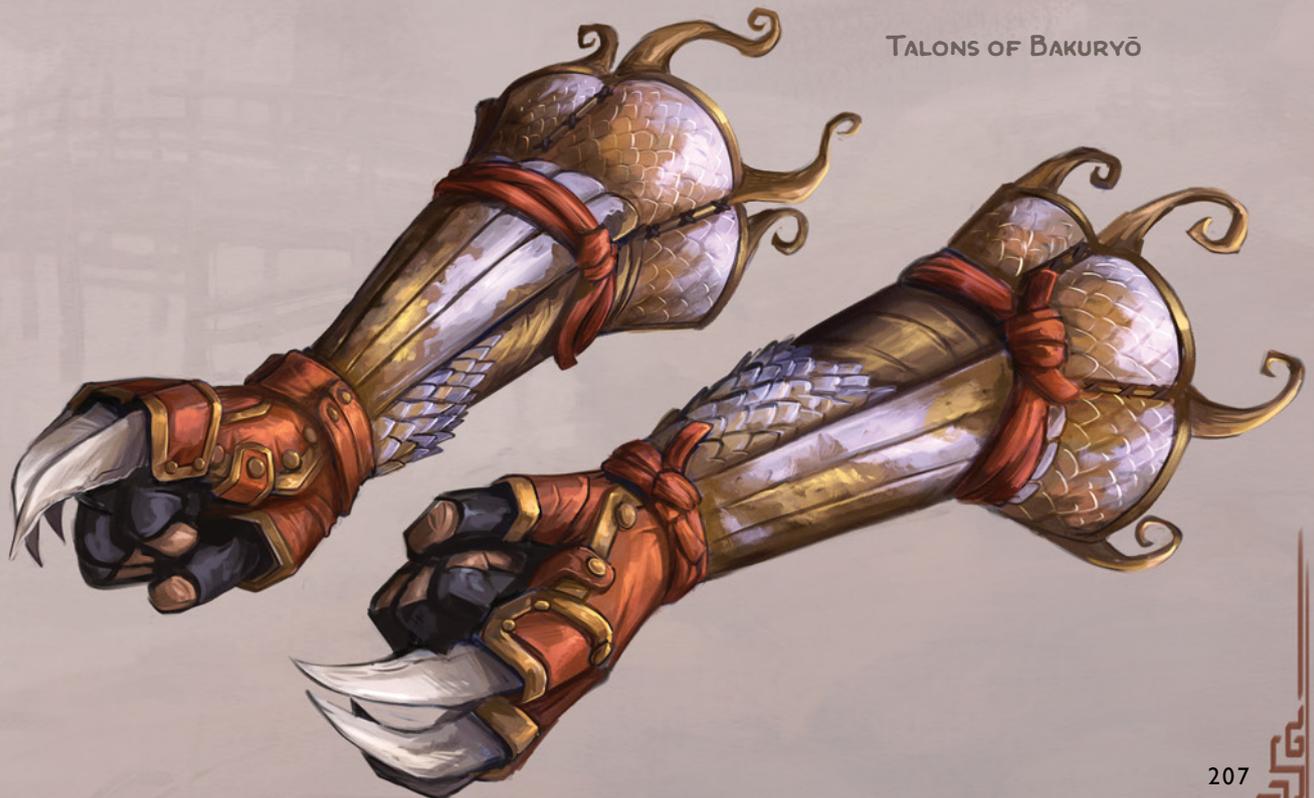
Uncommon variant: Reduce the **DC** to **13**, the attack bonus to **+5**, the charges to **3**, and the recharge to **1d3**. Remove *water whip* and *white water wall* from the list of spells in Bakuryō's Will.

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

*See *Ryoko's Guide to the Yokai Realms*

**See Appendix B



TALONS OF BAKURYŌ

APPENDIX B – SPELLS

"Any students caught performing "pew-pew" sound effects to accompany their incantations will be reprimanded immediately and without exception. Such childish behaviour is ill befitting scholars of this distinguished academy."

— Professor Agnes Shrew,
Vice-Dean of the College of Hanabi's
Academy for Pyrotechnical Excellence

"I concur absolutely! Plus, everyone knows the right sound effect to make is "KAIBLAOW!" when casting explosive magic anyway."

— Professor Minimoto Bombuku,
Dean of Arcanomechanics

This appendix contains 21 spells; 13 new ones introduced in this book and 8 from other Loot Tavern publications, included here for your convenience. Additional spells can be found in *Ryoko's Guide*, particularly those designed for the new Bender class. The spells are listed alphabetically and organised in a table.

Spell	Level	School	Bard	Bender (Air)	Bender (Earth)	Bender (Fire)	Bender (Water)	Cleric	Druid	Paladin	Ranger	Sorcerer	Tamer	Warlock	Wizard	Page
Bakuryō's Blessèd Blizzard	5th	Conjuration					❖	❖	❖	❖				❖	❖	209
Bloodweave	2nd	Enchantment	❖				❖					❖		❖	❖	209
Calm Waters	2nd	Transmutation					❖		❖		❖				❖	210
Cloud Stride	4th	Transmutation		❖			❖		❖		❖	❖	❖		❖	210
Earthen Fist	Cantrip	Conjuration			❖				❖							210
Earthen Uppercut	1st	Transmutation			❖				❖						❖	210
Flash	1st	Evocation	❖			❖		❖	❖	❖		❖	❖		❖	211
Gravity Repulsion	4th	Evocation										❖		❖	❖	211
Gravity Smash	5th	Evocation										❖		❖	❖	211
Ice Moon	1st	Conjuration					❖		❖			❖		❖	❖	211
Iminada's Umigiri	5th	Illusion	❖	❖			❖	❖						❖	❖	212
Magatsuchi's Lantern	5th	Illusion	❖			❖			❖	❖	❖			❖		212
Mireball	3rd	Conjuration	❖		❖				❖			❖		❖		212
Nomi's Adamantine Carapace	5th	Biomancy [†]	❖		❖			❖	❖	❖	❖		❖			212
Raiko's Rending Rage	5th	Transmutation		❖		❖					❖				❖	213
Riptide	2nd	Transmutation					❖		❖			❖		❖	❖	213
Water Whip	Cantrip	Transmutation					❖		❖			❖			❖	214
Water Wurm	3rd	Conjuration					❖		❖		❖	❖			❖	214
White Water Wall	5th	Conjuration					❖		❖			❖			❖	215
Wind Drake	1st	Conjuration		❖					❖		❖	❖			❖	215
Wind Strike	2nd	Transmutation		❖						❖	❖				❖	215

[†] Can be replaced with Transmutation

BAKURYŌ'S BLESSÈD 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

Class: Bender (water), Cleric, Druid, Paladin, Warlock, Wizard

You invoke the tenets of the heavenly dragon, Bakuryō, 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 **3d10** cold damage, and its speed is reduced to **0 feet** while in the aura. A creature can repeat this save at the end of each of its turns. On a successful save, 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 **1d10** for each slot level above 5th.

BLOODWEAVE

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

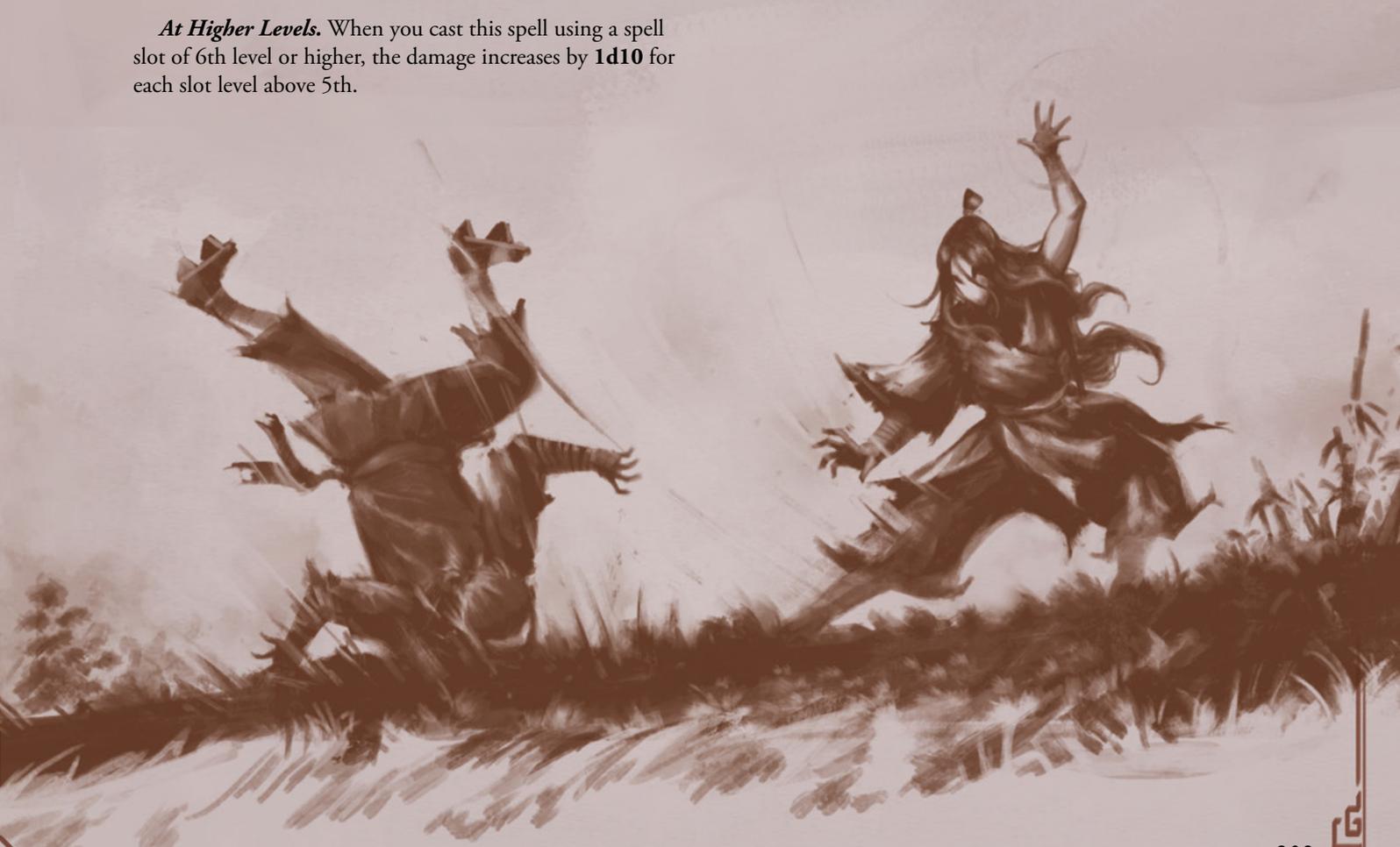
Components: V, S

Duration: 1 round

Class: Bard, Bender (water), Sorcerer, Warlock, Wizard

You attempt to seize control of the blood inside a Humanoid you can see with range. The target must make a **Constitution saving throw**. On a failed save, you can force that creature to use its reaction to move up to its speed in a direction you choose, and then use its action on its next turn to do one of the following: fall prone, drop what it is holding, or make one weapon attack against a creature you choose within its reach or range. At the end of that creature's compelled action, your command over its body fades. Creatures that have a challenge rating or level of 5 or higher automatically succeed on the Constitution saving throw to resist this effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the challenge rating or level of creatures that automatically succeed on this saving throw increases by 3 for each slot level above 2nd. When you cast this spell using a spell slot of 5th level or higher, it can target any creature with blood, not only Humanoids.



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

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

With a peaceful gesture and murmuring word, you calm the water in a **60-foot cube** centred on a point within range for the duration. In the area, a tumultuous stream becomes swimmable, a stormy ocean gains a moment of reprieve, and the effects of water-based spells of a level equal to or lower than this spell, such as the *riptide* spell, are prevented and 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.

CLOUD STRIDE

4th-level transmutation (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a mithral feather worth at least 100 gp, which the spell consumes)

Duration: 24 hours

Class: Bender (air, water), Druid, Ranger, Sorcerer, Tamer, Wizard

This spell grants up to ten willing creatures you can see within range the ability to walk on heavily obscuring water vapour (such as cloud, fog, and mist) as if it were solid ground until the spell ends. An affected creature can suspend this effect on itself as a bonus action, allowing it to pass through water vapour until it restarts the effect, which it can do as a bonus action.

A creature affected by this spell falls at a rate of **60 feet** per round, takes no falling damage when it lands, and can land on its feet. In addition, its jump distance is quadrupled when it jumps off of water vapour, but it leaves an obvious contrail in its wake.

EARTHEN FIST

Conjuration cantrip

Casting Time: 1 action

Range: 10 feet

Components: S

Duration: Instantaneous

Class: Bender (earth), Druid

You conjure a fist or foot made of rock and earth, punching it towards a creature within **10 feet** of you. Make a **melee spell attack**. On a hit, the target takes **1d8** bludgeoning damage and must succeed on a **Strength saving throw** or you either knock it **prone** or push it **5 feet** directly away from you (your choice).

This spell's damage and distance a target is pushed increases by 1d8 and 5 feet when you reach 5th level (**2d8** and **10 feet**), 11th level (**3d8** and **15 feet**), and 17th level (**4d8** and **20 feet**).

EARTHEN UPPERCUT

1st-level transmutation

Casting Time: 1 action

Range: Self (30-foot line)

Components: S, M (a mosaic tile)

Duration: Instantaneous

Class: Bender (earth), Druid, Wizard

Stone erupts upward from the ground in a line extending from you that is **30 feet long**, **10 feet wide**, and **10 feet high**. Each creature in the area must make a **Dexterity**



saving throw. On a failure, a creature takes **1d10** bludgeoning damage and is flung **10 feet** in a direction of your choice where it lands **prone**. On a success, a creature takes half as much damage and isn't flung.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by **1d10**, and the distance you can fling a target increases by **5 feet**, for each slot level above 1st.

FLASH

1st-level evocation

Casting Time: 1 reaction, which you take when a creature within 10 feet of you that you can see targets you with an attack

Range: 10 feet

Components: S, M (a bead of magnesium)

Duration: Instantaneous

Class: Bard, Bender (fire), Cleric, Druid, Paladin, Sorcerer, Tamer, Wizard

You exploit a creature's focus on you to detonate a blinding flash of light. The attacking creature must succeed on a **Constitution saving throw** or be **blinded** until the end of its next turn.

GRAVITY REPULSION

4th-level evocation

Casting Time: 1 action

Range: Self (20-foot-radius sphere)

Components: V, S

Duration: Concentration, up to 1 minute

Class: 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, which can be upward, 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

Class: 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.

ICE MOON

1st-level conjuration

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S, M (a snowflake)

Duration: Instantaneous

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

You form a curving blade of ice and project it forward in an eviscerating rush. Each creature in a **5-foot-wide, 30-foot-long line** must make a **Dexterity saving throw**. On a failure, a creature takes **1d6** slashing damage and **1d6** cold damage, and its speed is reduced by **10 feet** until the end of its next turn. On a success, a creature takes half as much damage and its speed is unaffected.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by **1d6** for each slot level above 1st.

IMINADA'S UMIGIRI

5th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: S, M (a piece of whalebone)

Duration: Concentration, up to 1 minute

Class: Bard, Bender (air, water), Cleric, Warlock, Wizard

You create a **60-foot cube** of swirling, green fog centred on a point within range that lasts for the duration. The fog heavily obscures the area, spreads around corners, is unaffected by wind, and thrums with illusions.

A creature that starts its turn in the area or enters the area for the first time on a turn must make an **Intelligence saving throw**. On a failure, the creature takes **5d8** psychic damage and becomes **frightened** of the illusions, which surround it. On a success, a creature takes half as much damage and isn't frightened by the illusions. A creature that makes an attack against these illusions (AC equals your **spell save DC**) and hits can repeat the saving throw, ending the frightened condition on itself on a success and automatically succeeding on saves against the spell for the duration.

The frightening effect ends for an affected creature if it leaves the area.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d8**, and the area of the fog increases by **20 feet**, for each slot level above 5th.

MAGATSUCHI'S LANTERN

5th-level illusion

Casting Time: 1 action

Range: Self

Components: S, M (a piece of spirit lantern amber)

Duration: Concentration, up to 10 minutes

Class: Bard, Bender (fire), Druid, Paladin, Ranger, Warlock

A warm, ethereal light in the shape of a kodama's spirit lantern surrounds you for the duration, creating dim light in enrapturing patterns in an aura with a **10-foot radius**. Until the spell ends, the aura moves with you, centred on you. When you create the aura, you can designate any number of creatures to be unaffected by it.

A creature that starts its turn in the area, or that enters the aura's area for the first time on a turn, must succeed on a **Wisdom saving throw** or be **charmed** by you. The charmed creature is **incapacitated** and moves only if you verbally or gesturally command it to use its reaction to move. You can command it to use its reaction to move with you as you move, in which case it makes every effort to stay within the aura. A creature that leaves the aura ceases to be charmed at the start of its next turn. The effect ends early for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

A creature that ceases to be charmed by this spell knows that it was charmed by you and has **advantage** on saving throws against this spell for the next **24 hours**.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the radius of the aura increases by **5 feet** 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, Bender (earth), 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.

NOMI'S ADAMANTINE CARAPACE

5th-level biomancy* (*can be replaced with transmutation)

Casting Time: 1 action

Range: Touch

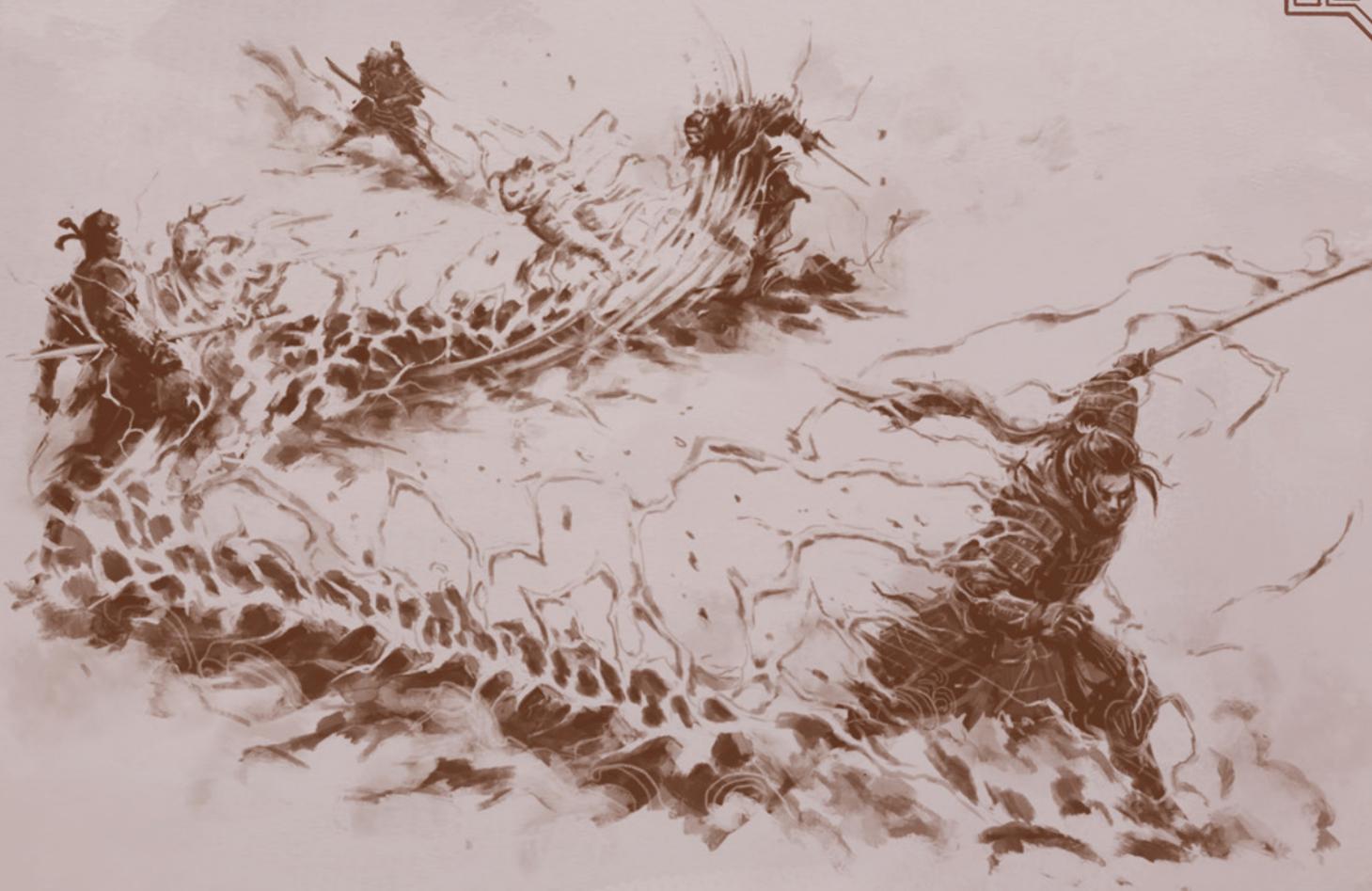
Components: V, S, M (a hunk of adamantine worth at least 300 gp)

Duration: Concentration, up to 1 hour

Class: Bard, Bender (earth), Cleric, Druid, Paladin, Ranger, Tamer

You touch a willing creature, causing blue-green veins of adamantine to thread through its skin, making it tougher than steel and as flexible as silk. For the duration, the target has **resistance** to acid, bludgeoning, piercing, and slashing damage, and its base AC is 20 (a shield's benefits apply as normal).

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



RAIKO'S RENDING RAGE

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of fulgurite)

Duration: Instantaneous

Class: Bender (air, fire), Ranger, Wizard

You imbue yourself with the swift rage of a tempest, turning your movement into a storm of thunder and lightning. Until the end of the turn, you gain **40 feet** of additional movement, your movement doesn't provoke opportunity attacks, and you can make up to four melee weapon attacks (no action required), though each must be against a different target. On a hit, these attacks deal an extra **2d8** lightning damage.

At the end of the turn, a thunderous boom follows in your wake that can be heard **2,500** feet away. Each creature you attacked with this spell must make a **Constitution saving throw**. On a failure, a creature takes **2d8** thunder damage and is knocked **prone**. On a success, a creature takes half as much damage and is not knocked prone.

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

RIPTIDE

2nd-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

Class: 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

Class: 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 a point on the surface of 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

Casting Time: 1 action

Range: Self

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

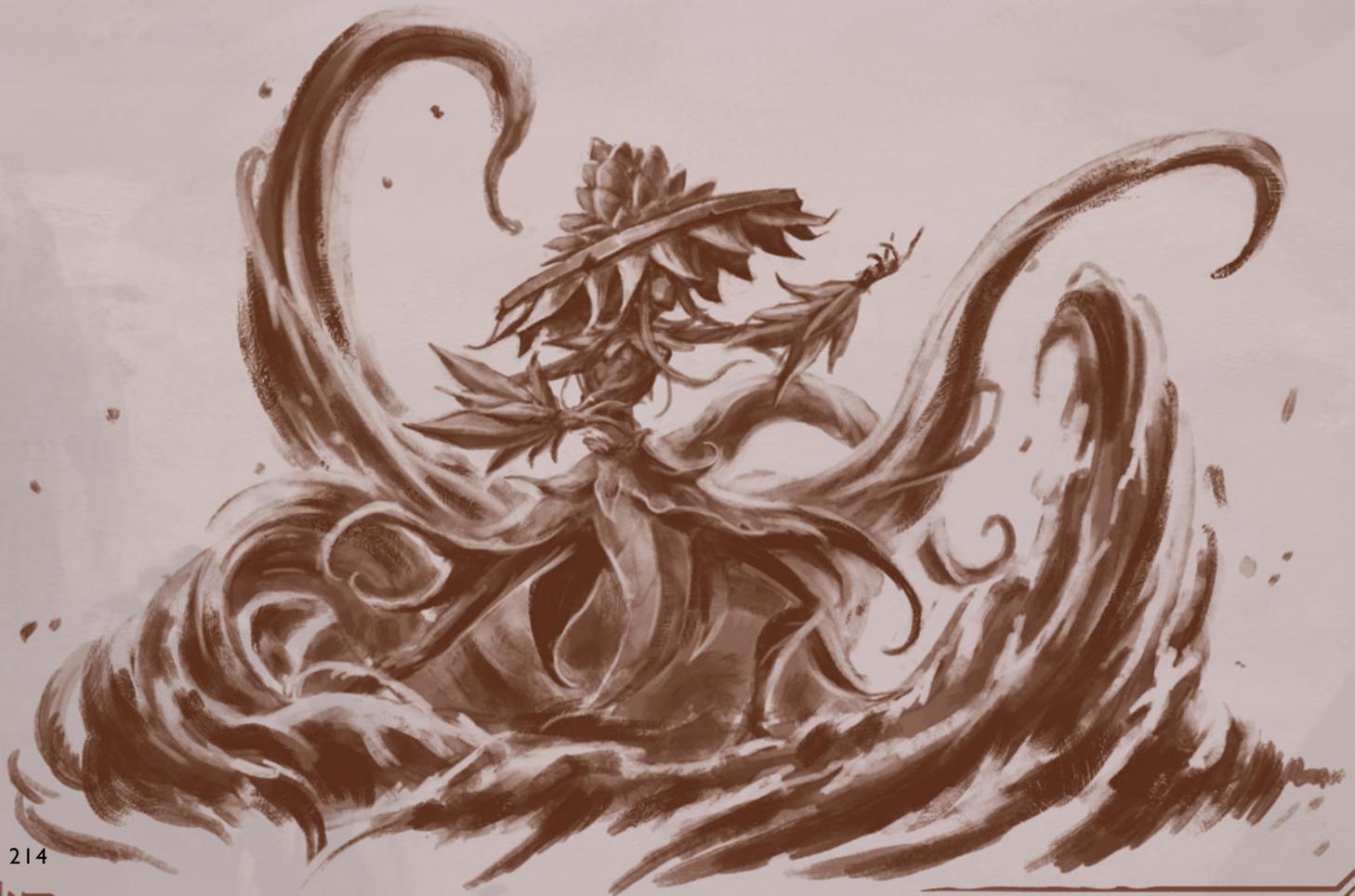
Duration: Concentration, up to 1 minute

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

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

- **Ice Fang.** The wyrm grows frozen fangs—jagged icicles that 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.
- **Engulf.** The wyrm leaves your side, surging toward a Large or smaller creature within **40 feet** of you and attempting to engulf it in a torrent of water. The target must succeed on a **Strength saving throw** or be **restrained**. While restraining a creature in this way, the only effect you can use with the wyrm is Ice Fang, targeting the restrained creature regardless of range. A creature can use its action to make a **Strength** check against your **spell 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, 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 increase 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

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

You create a wall of raging, turbulent water filled with debris, which lasts for the duration. You can make the wall up to **60 feet long**, **20 feet high**, and **5 feet** thick, or make a ringed wall up to **20 feet in diameter**, **20 feet high**, and **5 feet** thick. The wall is opaque, and ranged attacks can't pass through it.

If the wall cuts through a creature's space when it appears, or a creature enters the wall's space, the creature takes **3d10** bludgeoning damage and must make a **Strength saving throw**. A Huge or larger creature automatically succeeds on this saving throw. On a failure, the creature ceases to be grappled if it is grappled and becomes entrained by the water. An entrained creature can't breathe and has a speed of **0 feet**.

An entrained creature that uses its action to make a **Strength** check against your **spell save DC** and succeeds is pushed **5 feet** out of the wall, exiting **prone**. A creature that starts its turn in the wall takes **3d10** bludgeoning damage as it is battered by the turbulent flow and debris.

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** or take **3d10** slashing damage and, if it is Large or smaller, be pulled into the wall where it becomes entrained by it.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d10** for each slot level above 5th. When you use a spell slot of 7th level or higher, the wall's maximum length also increases by **30 feet**, its thickness increases by **5 feet**, and the size of creature that automatically succeeds on the **Strength saving throw** and can be pulled by White Water Whip increases by one for each two slot levels above 5th (to Gargantuan at 7th level and all creatures at 9th level).

WIND DRAKE

1st-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a dandelion seedhead)

Duration: Concentration, up to 1 minute

Class: Bender (air), Druid, Ranger, Sorcerer, Wizard

You conjure a tempestuous drake of spiralling wind that moves with you, wielding it as an extension of your body for the duration. When you conjure the drake and as a bonus action on your subsequent turns, you can cause one of the following effects with it:

- **Thunder Strike.** The drake slams into a creature or object within **20 feet** of you with a deafening boom. Make a **melee spell attack** against the target. On a hit, the target takes **1d6** thunder damage.
- **Vortex Grapple.** The drake billows towards a Large or smaller creature within **20 feet** of you, attempting to encase it in a vortex of air. The target must succeed on a **Dexterity saving throw** or be **restrained** for the duration, or until you use another effect of the wind drake. A target can use an action to make a **Strength** or **Dexterity** check against your **spell save DC**, escaping the drake on a success and ending the spell.
- **Windstrider.** The drake forms a whirling eddy at your feet, increasing your speed by **10 feet** and preventing your movement from provoking opportunity attacks. This effect lasts until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage from the Thunder Strike option increases by **1d6**, and the Windstrider option's bonus to your speed increases by **10 feet**, for each slot level above 1st.

WIND STRIKE

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

Class: Bender (air), Paladin, Ranger, Wizard

With a blast of air, you leap up to **30 feet** before making one unarmed strike or melee attack with a weapon you are holding. You can make two attacks if you have the Extra Attack class feature. On a hit, each attack deals an extra **1d8** thunder damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the distance you can leap increases by **15 feet**, and each attack deals an extra **1d8** thunder damage on a hit, for each slot level above 2nd.

APPENDIX C – CREATURES

"Food, friend, or foe? Every living being is all of these, depending who is doing the asking. These realms are as dangerous as they are wonderful, and your paths will cross with every type of creature that you can imagine (and many more that you can't). Tread carefully and fight well, but begrudge

not the horn to the kabuto, or the thorns to the whipweed; terrifying as they are, such monsters are no less sacred than ourselves. It's easy to hate that which preys upon us, but do not surrender to blind hatred swiftly. Always remember, young one, to the chickens and the rabbits, we are kaiju too."

— Serra, Melody of the Jade Commune

CREATURES LIST

BAKEKIJIRA	217	UBUSUNA	247
Iminada, The Soul Shepherd	221	Magatsuchi, The Flaxen Root	250
Iminada, The Abyssal Spectre	222	Magatsuchi, The Golden Core	252
Iminada, The Sovereign Undead	223	Magatsuchi, The Aureate Heart	253
BITAN	224	KOI DRAGONS	254
ELEMENTALS	225	Bakuryō, The Celestial River	257
RIVER ELEMENTALS	225	Bakuryō, The Heavenly Torrent	258
Brook Bizarre	225	Bakuryō, The Ascendant Cascade	261
Creek Creep	226	RAIJŪ	262
White Water Weird	226	Raiko, The Boundless Gale	265
SURGE ELEMENTALS	228	Raiko, The Unending Storm	267
Lightning Elemental	228	Raiko, The Infinite Tempest	268
Storm Elemental	230	SEA SPIRITS	270
Tempest Elemental	230	Swarm of Ethereal Sea Beasts	270
KABUTO	231	SPECTRELICH	272
Futsu Kabuto	231	Bathyal Spectrelich	273
Kabuto Matriarch	232	Abyssal Spectrelich	274
Také Kabuto	233	Hadal Spectrelich	275
NOMI	234	YOKAI-INFUSED OBJECTS	276
Nomi, The Battered Helm	238	JOUKAI	276
Nomi, Gladiator of Ages	239	Animate Robe	276
Nomi, The Adamantine Charge	240	Imbued Robe	278
KODAMA	242	Suffused Robe	278
Kodama Ponderling	242	SŪJIN	279
Kodama Muser	243	Animate Armour	279
Kodama Deepthought	243	Imbued Armour	280
KODAMA-INFUSED PLANTS	244	Suffused Armour	281
Anise Starshooter	244	TOKIHITO	282
Hemlock Whipweed	245	Animate Porcelain Doll	282
Hunting Narcissus	246	Imbued Porcelain Doll	283
		Suffused Porcelain Doll	284

BAKEKIJIRA

Sail the seas long enough and you will eventually see the enormous, ghostly form of a bakekujira leaping from frothing waves and leaving only the barest of splashes. These kaiju are the souls of great sea beasts visiting their birth plane from beyond the ethereal veil as they pursue some unfinished business. Iminada, the colossal, spectral whale, is likely the most well-known kaiju in the Yokai Realms. She is the archetypal bakekujira, as aloof, deadly, and beautiful as the untamable ocean.

Aching Longing. All bakekujira share one trait: an unquenched longing based on events from their life. One individual might have been killed unjustly and pursues revenge on their murderer. Another may have passed far from its family, building a loneliness that it now tries to quench by forming a pod with the souls of other dead sea beasts. Or, more benevolently, a bakekujira may regret that it could not save the lives of drowning travellers in the sea and now seeks to make amends in undeath.

Material Manifestation. Bakekujiras' home plane is the Ethereal Deep, where they play among waves of emotion and thought. However, the key to a bakekujira finding peace usually requires it to return to the Material Plane, where it lived in life. Unfortunately, the longer a bakekujira spends on the Material Plane, the more it becomes corporeal—a painful and soul-wrenching process that is only exacerbated by healing magic. First, its heart regrows, bringing with it an unceasing rhythm that draws the Undead to it. Next, its bones or exoskeleton reform, followed by congealed undead ichor, and eventually, tumorous mounds of undying flesh. With this undead form comes a necrotic aura that causes living creatures to succumb to undeath and has cemented these complex creatures as harbingers of doom to coastal peoples the world over.

IMINADA

Iminada was once the lord of whales, responsible for the welfare of not just her pod but all the innocent beasts of the Umigiri Coast. When a leviathan reared up from the deep, Iminada fought back and was dragged to the deepest trench of the ocean floor, where she eventually drowned. Separated from her family, she longs for nothing more than to see her pod grow and travels the Umigiri Coast each full moon seeking souls to take back with her to the Sea of Songs in the Ethereal Plane.

Size. Iminada occupies a space **55 feet** by **20 feet**. She is approximately **20 feet** from sternum to back.

LAIR ACTIONS

Wherever Iminada roams, the border between the Material and Ethereal Planes thins. The area within **1 mile** of Iminada is her lair.

Lair Actions. On initiative count 20 (losing initiative ties), Iminada takes a lair action to cause one of the following effects. She can't take the same action two rounds in a row. The saving throw DCs and damage of her lair actions depend on Iminada's CR; see the Variable Statistics table below for the save DCs (**VDC**), roll modifiers (**Vmod**), and damage (**Vdam**).

Soul Tsunami. An ethereal wave composed of the souls of majestic sea creatures passes in a direction of Iminada's choice through a **300-foot cube** centred on a point within Iminada's lair. Each creature of Iminada's choice in the area must succeed on a **VDC Charisma saving throw** or have its soul wrenched; it takes **Vdam** necrotic damage, and its body is pushed up to **60 feet** in the same direction of the wave.

Umigiri Fog. Three **20-foot-radius spheres** of fog coalesce centred on points of Iminada's choice within her lair. The spheres spread around corners and heavily obscure their areas. The spheres remain until initiative count 20 of the following round (winning ties).

Water Jet. Jets of water shoot from any source of water at least 2 feet deep within Iminada's lair. Make a ranged weapon attack against two different targets of Iminada's choice within **30 feet** of such a source of water (**Vmod** to hit). On a hit, a creature takes **Vdam** bludgeoning damage, and if it is a Huge or smaller creature, it is pushed up to **60 feet** in a direction of Iminada's choice.

VARIABLE STATISTICS

Iminada CR	VDC	Vmod	Vdam
13	14	+6	7 (2d6)
21	16	+8	14 (4d6)
26	18	+10	28 (8d6)

EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award experience based upon milestones achieved, divided among the party.

IMINADA XP MILESTONES

Criteria	CR 13	CR 21	CR 26
Chaos Threshold raised to 0	2,300 XP	8,400 XP	15,000 XP
Body exploited	5,000 XP	16,500 XP	45,000 XP
Heart exploited	5,000 XP	16,500 XP	45,000 XP
Iminada defeated	3,900 XP	10,000 XP	15,000 XP
Total	16,200 XP	51,400 XP	120,000 XP

BEHAVIOURS & VULNERABLE AREAS

Iminada has two vulnerable areas: her Body and her Heart. Unlike other kaiju, her Chaos Threshold starts at a negative value; she must be healed **up** to 0 in order to fully manifest and begin her Rampage. This information is essential for any party that intends to fight her.

IMINADA VULNERABLE AREAS

Vulnerable Area	Special Traits	CR	AC	HP
Body	Targeting. This vulnerable area can't be targeted until Iminada's Rampage behaviour is active.	13	16	90
	Exploitation. Iminada's broken flesh sloughs from her skeleton, and a huge wave converges on Iminada.	21	19	160
		26	22	250
Heart	Targeting. This vulnerable area can't be targeted until Iminada's Rampage behaviour is active. Even then, until her Body vulnerable area is exploited, Iminada's Heart can only be targeted by reactions (such as ones prepared with the Ready action) when she makes an Ethereal Bite attack. Once her Body vulnerable area is exploited, her Heart can be targeted as normal.	13	16	50
	Exploitation. The thumping rhythm that kept the tempo of Iminada's whale song ceases, and she stops singing.	21	19	100
		26	22	150

IMINADA BEHAVIOURS

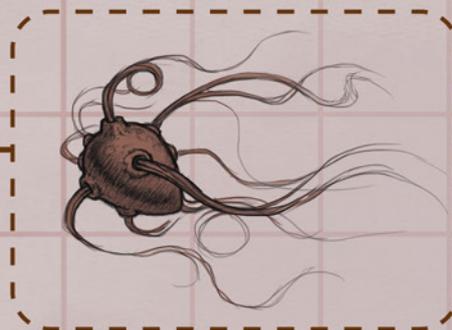
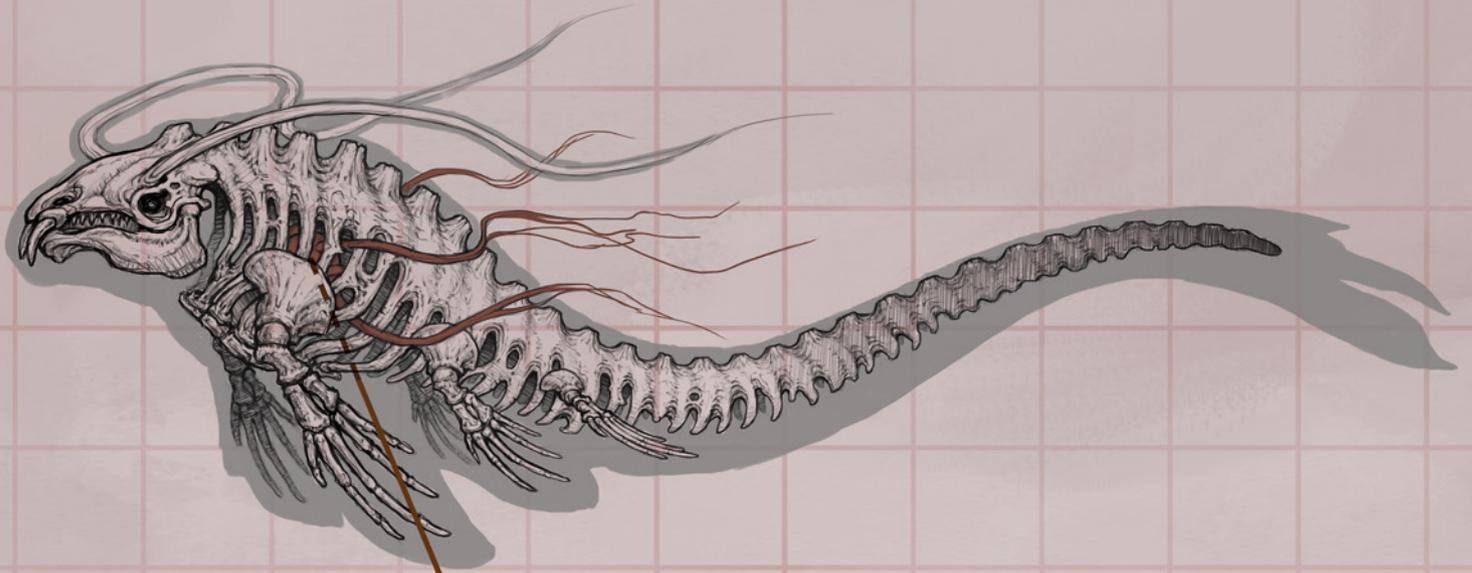
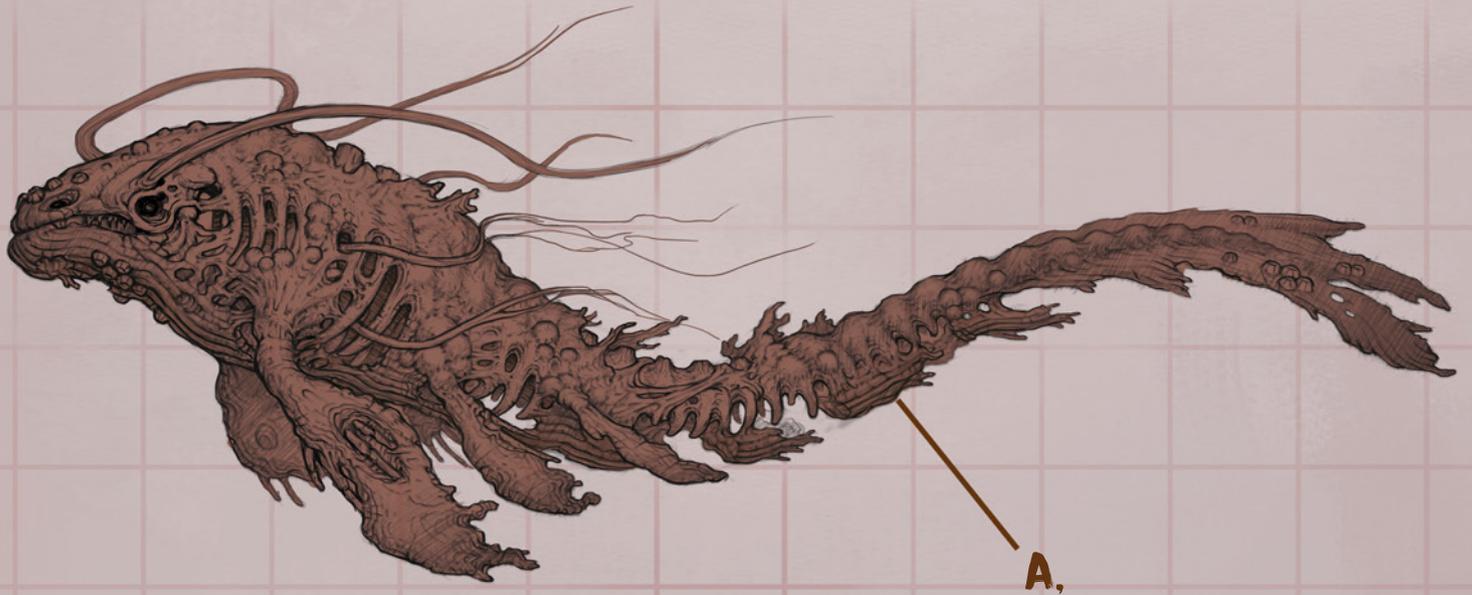
Behaviour	Trigger	Effect
Rampage	Iminada's Chaos Threshold is raised to 0.	Gained Features. Iminada's Ethereal Bite and Tail Swipe attacks deal extra necrotic damage. Lost Features. Ethereal Vanishing bonus action. Vulnerable Areas. Iminada's Body and Heart vulnerable areas can be targeted and damaged.
Imploding Current	Iminada's Body vulnerable area is exploited.	Area Effect. A circular wave 100 feet tall converges on Iminada's location. Each other creature within 500 feet of Iminada must succeed on a VDC Strength saving throw or take Vdam bludgeoning damage and be pulled to the nearest unoccupied space within 30 feet of Iminada.
Shattered Heart	Iminada's Heart vulnerable area is exploited.	Lost Features. Song of Desolation action and Undying Beat legendary action.
Death Throes	Iminada has two exploited vulnerable areas.	Effect. Iminada falls prone in the nearest unoccupied sea water to her. Lost Features. Iminada loses her flying and swimming speeds. Finishing Blow. Iminada is destroyed when she takes damage equal to or greater than her Finishing Blow in a single turn.

DEATH RATTLE

Iminada's corpse begins to swell, drawing in a storming vortex of buffeting, howling necrotic energy. Each creature within **120 feet** of Iminada must succeed on a **VDC Constitution saving throw** or be unable to regain hit points for **2d6 days**. The wave of necrotic energy washes over the landscape; all creatures lower than CR 1 within **3 miles** wither and die over the next **24 hours**, and nothing new can grow there for the next **10d100 years**. This effect can only be ended early by the *wish* spell.

NONLETHAL ENDING

If the corpse for which Iminada searches is placed inside her ribcage when all of her vulnerable areas are exploited, she is appeased and eventually returns to the Ethereal Plane.



1 SQUARE = 5 FEET

A. Body

B. Heart



IMINADA, THE SOUL SHEPHERD

Gargantuan Undead (Kaiju), Chaotic Neutral

Armour Class 16 (natural armour)

Chaos Threshold -50 (see Forced Resurrection)

Finishing Blow 35

Speed 5 ft., fly 60 ft. (hover), swim 60 ft.

Vulnerable Area Identification DC 13

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	23 (+6)	12 (+1)	17 (+3)	15 (+2)

Saving Throws Str +10, Int +6, Wis +10

Skills Perception +8

Damage Resistances acid, cold, fire

Damage Immunities necrotic, poison; bludgeoning, slashing, and piercing from nonmagical attacks

Condition Immunities charmed, exhaustion, paralysed, petrified, poisoned, stunned

Senses truesight 120 ft., passive Perception 18

Languages —

Challenge 13 (16,200 XP across all phases) Prof Bonus +5

Forced Resurrection. Iminada begins combat with a negative Chaos Threshold. This value can never decrease and, whenever Iminada would regain hit points, her Chaos Threshold is instead raised by an amount equal to the hit points that would have been restored (maximum of 0). Iminada can be targeted by spells and effects that restore hit points or revive the dead even if she is unwilling or the effect doesn't usually affect Undead. Spells with the power to revive the dead, such as *revivify*, or that don't specify a number of hit points, such as *greater restoration*, raise Iminada's Chaos Threshold by an amount equal to ten times the spell's level.

Potions. As an action, a creature within reach of Iminada can douse a *potion of healing* on her, restoring hit points to her as if she consumed it. Alternatively, a creature within **60 feet** of Iminada can use an action to make a **DC 13 Dexterity (Athletics)** check, smashing a thrown potion against her bones on a success, raising her Chaos Threshold as above.

Kaiju Force. Iminada 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, she deals double damage to objects and structures, and her weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

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

Legendary Resistance (2/Day). If Iminada fails a saving throw, she can choose to succeed instead.

Mourning Tide. A melancholy aura spreads around Iminada. At the start of Iminada's turn, each creature within **1 mile** of Iminada that is not at least waist deep in sea water must succeed on a **DC 15 Constitution saving throw** or be cursed. While cursed in this way, its creature type is Undead, and it can't regain hit points. At the end of each long rest, the creature can repeat the saving throw, ending the curse on itself on a success. Once a creature succeeds on the saving throw, it is **immune** to Iminada's Mourning Tide for the next **24 hours**. Spells that remove curses only suspend the curse for **24 hours**.

Sovereign Undead. Iminada is **immune** to any effect that turns Undead. Iminada can detect the presence, direction, and distance of all Undead within **1,000 feet** of her.

ACTIONS

Multiattack. Iminada makes two Tail Swipe attacks or one Tail Swipe attack and one Ethereal Bite attack.

Ethereal Bite. *Melee Weapon Attack:* **+10** to hit, reach 10 ft., one target. *Hit:* 16 (**2d10 + 5**) force damage, plus 7 (**2d6**) necrotic damage if Iminada is rampaging.

Tail Swipe. *Melee Weapon Attack:* **+10** to hit, reach 20 ft., up to two targets within **20 feet** of each other (use a separate attack roll for each target). *Hit:* 10 (**2d4 + 5**) force damage, plus 7 (**2d6**) necrotic damage if Iminada is rampaging.

Song of Desolation (Recharge 5-6; Lost While Heart Exploited). Each corporeal Undead within **20 miles** of Iminada (other than herself) must succeed on a **DC 15 Charisma saving throw** or take 27 (**5d10**) necrotic damage that ignores resistances and immunities. This damage is halved for each mile a creature is away from Iminada (minimum of 1). If this action deals more than **80** necrotic damage in one use, Iminada regains one expended use of Legendary Resistance.

BONUS ACTIONS

Ethereal Vanishing (Lost While Rampaging). Iminada and all creatures mounted on her teleport up to **60 feet** to an unoccupied space Iminada can see.

Shake Off. Iminada twists and shakes her body violently. Each creature currently scaling her must succeed on a **DC 13 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

LEGENDARY ACTIONS

Iminada 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. Iminada regains spent legendary actions at the start of her turn.

Attack. Iminada makes one Ethereal Bite or Tail Swipe attack.

Launch. Iminada flies up to half her flying speed without provoking opportunity attacks.

Undying Beat (Lost While Heart Exploited). Iminada's heartbeat thuds with an intoxicating rhythm. Each creature within **500 feet** of Iminada that can hear it must succeed on a **DC 15 Wisdom saving throw** or immediately use its reaction to move up to its speed directly towards her. Undead with a CR or level lower than Iminada's CR automatically fail this saving throw.

IMINADA, THE ABYSSAL SPECTRE

Gargantuan Undead (Kaiju), Chaotic Neutral

Armour Class 19 (natural armour)

Chaos Threshold -100 (see Forced Resurrection)

Finishing Blow 60

Speed 5 ft., fly 60 ft. (hover), swim 60 ft.

Vulnerable Area Identification DC 15

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	26 (+8)	12 (+1)	19 (+4)	16 (+3)

Saving Throws Str +13, Int +8, Wis +11

Skills Perception +11

Damage Resistances acid, cold, fire

Damage Immunities necrotic, poison; bludgeoning, slashing, and piercing from nonmagical attacks

Condition Immunities charmed, exhaustion, paralysed, petrified, poisoned, stunned

Senses truesight 120 ft., passive Perception 21

Languages —

Challenge 21 (51,400 XP across all phases) **Prof Bonus** +7

Forced Resurrection. Iminada begins combat with a negative Chaos Threshold. This value can never decrease and, whenever Iminada would regain hit points, her Chaos Threshold is instead raised by an amount equal to the hit points that would have been restored (maximum of 0). Iminada can be targeted by spells and effects that restore hit points or revive the dead even if she is unwilling or the effect doesn't usually affect Undead. Spells with the power to revive the dead, such as *revivify*, or that don't specify a number of hit points, such as *greater restoration*, raise Iminada's Chaos Threshold by an amount equal to ten times the spell's level.

Potions. As an action, a creature within reach of Iminada can douse a *potion of healing* on her, restoring hit points to her as if she consumed it. Alternatively, a creature within **60 feet** of Iminada can use an action to make a **DC 14 Dexterity (Athletics)** check, smashing a thrown potion against her bones on a success, raising her Chaos Threshold as above.

Kaiju Force. Iminada 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, she deals double damage to objects and structures, and her weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

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

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

Mourning Tide. A melancholy aura spreads around Iminada. At the start of Iminada's turn, each creature within **1 mile** of Iminada that is not at least waist deep in sea water must succeed on a **DC 18 Constitution saving throw** or be cursed. While cursed in this way, its creature type is Undead, and it can't regain hit points. At the end of each long rest, the creature can repeat the saving throw, ending the curse on itself on a success. Once a creature succeeds on the saving throw, it is **immune** to Iminada's Mourning Tide for the next **24 hours**. Spells that remove curses only suspend the curse for **24 hours**.

Sovereign Undead. Iminada is **immune** to any effect that turns Undead. Iminada can detect the presence, direction, and distance of all Undead within **1,000 feet** of her.

ACTIONS

Multiattack. Iminada makes two Tail Swipe attacks or one Tail Swipe attack and one Ethereal Bite attack.

Ethereal Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) force damage, plus 9 (2d8) necrotic damage if Iminada is rampaging.

Tail Swipe. *Melee Weapon Attack:* +13 to hit, reach 20 ft., up to two targets within **20 feet** of each other (use a separate attack roll for each target). *Hit:* 16 (3d3 + 6) force damage, plus 9 (2d8) necrotic damage if Iminada is rampaging.

Song of Desolation (Recharge 5-6; Lost While Heart Exploited). Each corporeal Undead within **20 miles** of Iminada (other than herself) must succeed on a **DC 18 Charisma saving throw** or take 55 (10d10) necrotic damage that ignores resistances and immunities. This damage is halved for each mile a creature is away from Iminada (minimum of 1). If this action deals more than **130** necrotic damage in one use, Iminada regains one expended use of Legendary Resistance.

BONUS ACTIONS

Ethereal Vanishing (Lost While Rampaging). Iminada and all creatures mounted on her teleport up to **60 feet** to an unoccupied space Iminada can see.

Shake Off. Iminada twists and shakes her body violently. Each creature currently scaling her must succeed on a **DC 15 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

LEGENDARY ACTIONS

Iminada 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. Iminada regains spent legendary actions at the start of her turn.

Attack. Iminada makes one Ethereal Bite or Tail Swipe attack.

Launch. Iminada flies up to half her flying speed without provoking opportunity attacks.

Undying Beat (Lost While Heart Exploited). Iminada's heartbeat thuds with an intoxicating rhythm. Each creature within **500 feet** of Iminada that can hear it must succeed on a **DC 18 Wisdom saving throw** or immediately use its reaction to move up to its speed directly towards her. Undead with a CR or level lower than Iminada's CR automatically fail this saving throw.

IMINADA, THE SOVEREIGN UNDEAD

Gargantuan Undead (Kaiju), Chaotic Neutral

Armour Class 22 (natural armour)

Chaos Threshold -150 (see Forced Resurrection)

Finishing Blow 90

Speed 5 ft., fly 60 ft. (hover), swim 60 ft.

Vulnerable Area Identification DC 16

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	29 (+9)	12 (+1)	21 (+5)	18 (+4)

Saving Throws Str +14, Int +9, Wis +13

Skills Perception +13

Damage Resistances acid, cold, fire

Damage Immunities necrotic, poison; bludgeoning, slashing, and piercing from nonmagical attacks

Condition Immunities charmed, exhaustion, paralysed, petrified, poisoned, stunned

Senses truesight 120 ft., passive Perception 23

Languages —

Challenge 26 (120,000 XP across all phases) **Prof Bonus** +8

Forced Resurrection. Iminada begins combat with a negative Chaos Threshold. This value can never decrease and, whenever Iminada would regain hit points, her Chaos Threshold is instead raised by an amount equal to the hit points that would have been restored (maximum of 0). Iminada can be targeted by spells and effects that restore hit points or revive the dead even if she is unwilling or the effect doesn't usually affect Undead. Spells with the power to revive the dead, such as *revivify*, or that don't specify a number of hit points, such as *greater restoration*, raise Iminada's Chaos Threshold by an amount equal to ten times the spell's level.

Potions. As an action, a creature within reach of Iminada can douse a *potion of healing* on her, restoring hit points to her as if she consumed it. Alternatively, a creature within **60 feet** of Iminada can use an action to make a **DC 14 Dexterity (Athletics)** check, smashing a thrown potion against her bones on a success, raising her Chaos Threshold as above.

Kaiju Force. Iminada 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, she deals double damage to objects and structures, and her weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

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

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

Mourning Tide. A melancholy aura spreads around Iminada. At the start of Iminada's turn, each creature within **1 mile** of Iminada that is not at least waist deep in sea water must succeed on a **DC 20 Constitution saving throw** or be cursed. While cursed in this way, its creature type is Undead, and it can't regain hit points. At the end of each long rest, the creature can repeat the saving throw, ending the curse on itself on a success. Once a creature succeeds on the saving throw, it is **immune** to Iminada's Mourning Tide for the next **24 hours**. Spells that remove curses only suspend the curse for **24 hours**.

Sovereign Undead. Iminada is **immune** to any effect that turns Undead. Iminada can detect the presence, direction, and distance of all Undead within **1,000 feet** of her.

ACTIONS

Multiattack. Iminada makes two Tail Swipe attacks or one Tail Swipe attack and one Ethereal Bite attack.

Ethereal Bite. *Melee Weapon Attack:* **+14** to hit, reach 10 ft., one target. *Hit:* 28 (**4d10 + 6**) force damage, plus 11 (**2d10**) necrotic damage if Iminada is rampaging.

Tail Swipe. *Melee Weapon Attack:* **+14** to hit, reach 20 ft., up to two targets within **20 feet** of each other (use a separate attack roll for each target). *Hit:* 16 (**4d4 + 6**) force damage, plus 11 (**2d10**) necrotic damage if Iminada is rampaging.

Song of Desolation (Recharge 5-6; Lost While Heart Exploited). Each corporeal Undead within **20 miles** of Iminada (other than herself) must succeed on a **DC 20 Charisma saving throw** or take 77 (**14d10**) necrotic damage that ignores resistances and immunities. This damage is halved for each mile a creature is away from Iminada (minimum of 1). If this action deals more than **175** necrotic damage in one use, Iminada regains one expended use of Legendary Resistance.

BONUS ACTIONS

Ethereal Vanishing (Lost While Rampaging). Iminada and all creatures mounted on her teleport up to **60 feet** to an unoccupied space Iminada can see.

Shake Off. Iminada twists and shakes her body violently. Each creature currently scaling her must succeed on a **DC 16 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

LEGENDARY ACTIONS

Iminada 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. Iminada regains spent legendary actions at the start of her turn.

Attack. Iminada makes one Ethereal Bite or Tail Swipe attack.

Launch. Iminada flies up to half her flying speed without provoking opportunity attacks.

Undying Beat (Lost While Heart Exploited). Iminada's heartbeat thuds with an intoxicating rhythm. Each creature within **500 feet** of Iminada that can hear it must succeed on a **DC 20 Wisdom saving throw** or immediately use its reaction to move up to its speed directly towards her. Undead with a CR or level lower than Iminada's CR automatically fail this saving throw.

BITAN

Gentle and playful, bitan are beloved by sailors throughout the Realms, and the prankish jets of water they spray are thought to bring good luck to any fortunate enough to be drenched by them. On full moons, the mammals can be heard singing to the night sky, and their warbling song is believed to cure headaches. Tales abound of stranded sailors kept alive by the fortitude this song imparts, far beyond when they should have normally wasted away.

Death, Fortune, and Honour. To kill an unwilling bitan is to invoke a curse that brings misfortune, as the bitan's soul stalks the poacher, opposing them at every turn. Moreover, it is a blasphemous act within the Realms and can result in an individual being expelled from a community. To remedy both situations, the individual must perform tasks that the bitan deems sufficiently honourable, allowing its restless soul to pass on to the Sea of Songs. Conversely, a bitan might offer its body to sailors and fisherfolk it has observed to be honourable, a bounty that can see a community through a shipwreck or lean winter.

BITAN

Huge Beast (Yokai), Lawful Good

Armour Class 14 (natural armour)

Hit Points 104 (11d12 + 33)

Speed 15 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	6 (-2)	14 (+2)	12 (+1)

Damage Resistances cold

Senses darkvision 120 ft., passive Perception 12

Languages Aquan, understands Common but can't speak it

Challenge 3 (700 XP)

Proficiency Bonus +2

Charge. If the bitan moves at least **20 feet** straight toward a target and then immediately hits it with a Gore attack, the target takes an extra **7 (2d6)** damage. If the target is a creature, it must succeed on a **DC 14 Strength saving throw** or be knocked **prone**.

Curse of Misfortune. A creature that reduces the bitan to 0 hit points without the bitan's permission is cursed by it until the creature performs an act that the bitan's spirit deems sufficiently honourable. While cursed, whenever the creature makes an attack roll or a saving throw, it must roll a **d4** and subtract the number rolled from the result. Spells and effects that remove curses only suspend the effect of this curse until the creature finishes a long rest.

Hold Breath. The bitan can hold its breath for **30 minutes**.

ACTIONS

Multiattack. The bitan makes one Gore attack and one Tail Slam attack.

Gore. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 14 (**3d6 + 4**) piercing damage.

Tail Slam. *Melee Weapon Attack:* **+6** to hit, reach 10 ft., one target. *Hit:* 11 (**3d4 + 4**) bludgeoning damage.

Healing Song (1/Day). Six creatures of the bitan's choice within **60 feet** of the bitan that can hear it regain 10 (**3d4 + 3**) hit points.

BONUS ACTIONS

Fortify. The bitan grants a creature it can see within **30 feet** of it 5 (**1d4 + 3**) temporary hit points which last for **1 minute** or until the bitan uses this action again.





OPPOSITE: SOUHAIB ZEKKI; THIS PAGE: ALEKSA DRAGELEVIC; PREVIOUS: OGNJEN SPORIN

ELEMENTALS

Elementals are primordial forces of nature, chaotic and uncontrollable. Powerful yokai can control elementals if their properties fall within their purview. Others inhabit them directly, transforming themselves into elementals.

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, a curious humanoid, or an 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 yolk a bathing creature's clothes into the water. As for the downright malicious... those find homes near like-minded 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 bludgeoning, fire, piercing, slashing

Damage Immunities poison

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

Senses blindsight 30 ft., passive Perception 10

Languages understands Aquan but can'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. While frozen, it loses its resistance to bludgeoning, piercing, and slashing damage, loses its immunity to the restrained condition, and is **restrained**.

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 bludgeoning, fire, piercing, slashing

Damage Immunities poison

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

Senses blindsight 60 ft., passive Perception 10

Languages understands Aquan but can'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. While frozen, it loses its resistance to bludgeoning, piercing, and slashing damage, loses its immunity to the restrained condition, and is **restrained**.

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

Multiattack. 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 bludgeoning, fire, piercing, slashing

Damage Immunities poison

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

Senses blindsight 60 ft., passive Perception 11

Languages understands Aquan but can'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. While frozen, it loses its resistance to bludgeoning, piercing, and slashing damage, loses its immunity to the restrained condition, and is **restrained**.

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.



SURGE ELEMENTALS

The boom of rolling thunder and flashes of lightning that light up the landscape for but a brief moment could signal one of three things: a perfectly natural meteorological event, surge elementals luxuriating in a bath of charged air, or surge elementals expressing their fury. These embodiments of storms are notoriously hard to read; both joy and anger are expressed with a single method: thunder and lightning.

LIGHTNING ELEMENTAL

Large Elemental, Chaotic Neutral

Armour Class 14

Hit Points 45 (6d10 + 12)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison, thunder

Condition Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 3 (700 XP)

Proficiency Bonus +2

Conductive. The elemental has **advantage** on its Static Claw and Spark attack rolls if the target or its armour is made of metal.

Groundable. When the elemental has one-third of its hit points (15) or fewer and comes into contact with a Small or larger piece of grounded metal, the elemental instantly disappears into the ground.

Lightning Form. The elemental can enter a hostile creature's space and stop there. A creature that starts its turn in the elemental's space, touches the elemental, or hits it with a melee attack while within **10 feet** of it takes **4 (1d8)** lightning damage. The elemental can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two attacks with any combination of Static Claw and Spark.

Static Claw. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* **9 (2d4 + 4)** lightning damage, and the target can't take reactions until the start of its next turn.

Spark. *Ranged Spell Attack:* **+6** to hit, range 60 ft., one target. *Hit:* **8 (1d8 + 4)** lightning damage. On a critical hit, the target is **blinded** until the end of its next turn.





STORM ELEMENTAL

Large Elemental, Chaotic Neutral

Armour Class 16

Hit Points 110 (13d10 + 39)

Speed 0 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	16 (+3)	5 (-3)	13 (+1)	10 (+0)

Damage Immunities lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Auran

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Conductive. The elemental has **advantage** on its Static Claw and Spark attack rolls if the target or its armour is made of metal.

Groundable. When the elemental has one-third of its hit points (36) or fewer and comes into contact with a Small or larger piece of grounded metal, the elemental instantly disappears into the ground.

Lightning Form. The elemental can enter a hostile creature's space and stop there. A creature that starts its turn in the elemental's space, touches the elemental, or hits it with a melee attack while within **10 feet** of it takes **9 (2d8)** lightning damage. The elemental can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes three attacks with any combination of Static Claw and Spark.

Static Claw. *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 11 (**2d4 + 6**) lightning damage, and the target can't take reactions until the start of its next turn.

Spark. *Ranged Spell Attack:* **+9** to hit, range 60 ft., one target. *Hit:* 10 (**1d8 + 6**) lightning damage. On a critical hit, the target is **blinded** until the end of its next turn.

Thunderclap (Recharge 5-6). Each creature within **20 feet** of the elemental must make a **DC 14 Constitution saving throw**. A creature takes 18 (**4d8**) thunder damage and is **deafened** for **1 minute** on a failed save, or takes half as much damage and isn't deafened on a successful one.

TEMPEST ELEMENTAL

Large Elemental, Chaotic Neutral

Armour Class 17

Hit Points 190 (20d10 + 80)

Speed 0 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	25 (+7)	19 (+4)	5 (-3)	16 (+3)	12 (+1)

Damage Immunities lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Auran

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Conductive. The elemental has **advantage** on its Static Claw and Spark attack rolls if the target or its armour is made of metal.

Groundable. When the elemental has one-third of its hit points (63) or fewer and comes into contact with a Small or larger piece of grounded metal, the elemental instantly disappears into the ground.

Lightning Form. The elemental can enter a hostile creature's space and stop there. A creature that starts its turn in the elemental's space, touches the elemental, or hits it with a melee attack while within **10 feet** of it takes **13 (3d8)** lightning damage. The elemental can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes five attacks with any combination of Static Claw and Spark.

Static Claw. *Melee Weapon Attack:* **+11** to hit, reach 5 ft., one target. *Hit:* 12 (**2d4 + 7**) lightning damage, and the target can't take reactions until the start of its next turn.

Spark. *Ranged Spell Attack:* **+11** to hit, range 60 ft., one target. *Hit:* 11 (**1d8 + 7**) lightning damage. On a critical hit, the target is **blinded** until the end of its next turn.

Tempest (Recharge 5-6). Each creature in a **60-foot cone** must make a **DC 16 Constitution saving throw**. On a failed save, a creature takes 18 (**4d8**) lightning damage, 18 (**4d8**) thunder damage, is **deafened** for **1 minute**, and is knocked **prone**. On a successful save, a creature takes half as much damage and isn't deafened or knocked **prone**.

KABUTO

The clang of metallicised chitin is a surefire indicator of the presence of male kabuto wrestling over a female's egg clutch. Kabuto is the term used for the loosely related assortment of horn-bearing beetles native to the Tofuoka Hills. From the tiniest rhinoceros beetle to the huge také kabuto, and even a legendary kaiju kabuto, all of these arthropods share a few traits.

Breeding. Female kabuto—identifiable by their engorged abdomens—spend the days leading up to their breeding periods feeding on sulphur deposits. Their digestive system metabolises this into sulphuric acid which they spray to acidify small bodies of water. These breeding pools ensure their eggs can properly gestate and are protected from egg thieves, and the act of spraying releases pheromones that attract males of the species. Unfortunately, there is considerable overlap between the pheromones of different species, and males of many species may be erroneously summoned to the breeding ground, only to while away hours looking for the potential mate they were sure they'd find.

Wrestling. Male kabuto are identifiable by their large horn and propensity to wrestle one another when a female's pheromones are in the air. In the wild, they gather to a spraying female and compete in wrestling matches, with the winner able to fertilise the eggs between bouts. Though an impressive male specimen may see off many opponents, eventually, it will become exhausted and have to retreat. In this way, the genetic diversity of the population is maintained; a single clutch of eggs will see many males reign over it, ensuring that the hatched offspring have many different fathers. In Kihōsō City, pheromones are collected and sprayed over the arena in the Horn Pits to stimulate the kabuto into fighting.

Larvae & Chrysalises. After hatching, a kabuto larva eats whatever it can find in its pool—dirt and metal particulates, algae, and even other larvae. After several moults, the black-skinned maggot-like larva crawls out of the pool to form its chrysalis, at which point it is at its most vulnerable. If the kabuto larva can form a chrysalis, it emerges several weeks later, females by dissolving the rear of the chrysalis with their acid, and males by cutting their way out with their horn.

Reinforced Chitin. While burrowing, kabuto ingest nuggets of metal which their digestive system dissolves and uses to form the metallo-chitinous building blocks of their exoskeletons. This hardened chitin increases their longevity, though the poachers of the Tofuoka Hills hunt kabuto to acquire these valuable carapaces, which they sell in Kihōsō City. Local legend says that the bigger the kabuto, the deeper it can delve, and the rarer the metal it ingests, with stories of some being impervious even to adamantite-tipped arrowheads!

FUTSU KABUTO

Large Beast (Yokai), Unaligned

Armour Class 14 (natural armour)

Hit Points 76 (9d10 + 27)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	16 (+3)	2 (-4)	11 (+0)	4 (-3)

Skills Athletics +5

Damage Resistances slashing

Damage Immunities acid

Senses tremorsense 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Honourable. If the kabuto ends its turn prone and restrained by a creature that is grappling it, it becomes subdued. It immediately stops behaving aggressively and spends its turn disengaging and moving away from the area.

ACTIONS

Pincer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage and, if the target is a Huge or smaller creature, it is **grappled** (escape DC 13). Until the grapple ends, the kabuto can't target another creature with its Pincer attack and, if the creature is Large or smaller, it is **restrained**.

Toss. The kabuto throws one creature it is grappling with their pincer directly upward, causing it to reach a height in feet equal to (1d4 + 1) × 10. If the creature collides with an obstacle that prevents it from reaching the specified height, it takes 10 (3d6) bludgeoning damage before falling down.

BONUS ACTIONS

Blind Charge. The kabuto lowers its head, picking a direction. At the end of the next turn, the kabuto charges, moving in the chosen direction until it collides with a creature or obstacle, or moves a distance equal to its walking speed. If the kabuto collides with a Large or smaller creature, that creature must make a **DC 13 Strength saving throw**. On a failure, the creature takes 9 (2d8) bludgeoning damage and is knocked **prone**. If the kabuto collides with a solid object, like a thick wall, it takes 9 (2d8) bludgeoning damage and is **stunned** until the end of its next turn.

Take Flight. The kabuto gains a flying speed equal to its walking speed until the end of its next turn. While it has this flying speed, it loses its resistance to slashing damage and gains **vulnerability** to slashing damage instead. If it takes 10 or more slashing damage in a single instance, it loses its flying speed and can't use this bonus action until its wings regrow in 10 (3d6) weeks.

KABUTO MATRIARCH

Large Beast (Yokai), Unaligned

Armour Class 14 (natural armour)

Hit Points 123 (13d10 + 52)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	19 (+4)	2 (-4)	13 (+1)	4 (-3)

Skills Survival +3

Damage Resistances slashing

Damage Immunities acid

Senses tremorsense 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Acidic Eruption. When the kabuto takes **5** or more piercing, slashing, or thunder damage in a single instance, acid sprays out. Each creature within **5 feet** of the kabuto takes **5 (2d4)** acid damage.

ACTIONS

Gizzard Rock. Ranged Weapon Attack: **+5** to hit, range 20/60 ft., one target. Hit: **8 (2d4 + 3)** bludgeoning damage plus **5 (2d4)** acid damage.

Acid Spray (Recharge 4-6). The kabuto sprays a **30-foot cone** of acid from its abdomen. Each creature in the area must make a **DC 14 Dexterity saving throw**, taking **15 (6d4)** acid damage on a failure, or half as much damage on a success.

BONUS ACTIONS

Take Flight. The kabuto gains a flying speed equal to its walking speed until the end of its next turn. While it has this flying speed, it loses its resistance to slashing damage and gains **vulnerability** to slashing damage instead. If it takes **10** or more slashing damage in a single instance, it loses its flying speed and can't use this bonus action until its wings regrow in **10 (3d6)** weeks.



TAKÉ KABUTO

Huge Beast (Yokai), Unaligned

Armour Class 19 (natural armour)

Hit Points 147 (14d12 + 56)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	2 (-4)	12 (+1)	4 (-3)

Saving Throws Str +7, Dex +1, Wis +4

Skills Athletics +7

Damage Resistances slashing, bludgeoning and piercing from nonmagical attacks that aren't adamantite

Damage Immunities acid

Senses tremorsense 90 ft., passive Perception 11

Languages —

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Charge. If the kabuto moves at least **20 feet** straight toward a target and then immediately hits it with a Gore attack, the target takes an extra **9 (2d8)** piercing damage. If the target is a creature, it must succeed on a **DC 15 Strength saving throw** or be knocked **prone**.

Honourable. If the kabuto ends its turn prone and restrained by a creature that is grappling it, it becomes subdued. It immediately stops behaving aggressively and spends its turns disengaging and moving away from the area.

ACTIONS

Gore. *Melee Weapon Attack:* **+7** to hit, reach 10 ft., one target. *Hit:* **17 (3d8 + 4)** piercing damage.

Pincer. *Melee Weapon Attack:* **+7** to hit, reach 10 ft., one target. *Hit:* **20 (3d10 + 4)** bludgeoning damage and, if the target is a creature, it is **grappled (escape DC 15)**. Until the grapple ends, the kabuto can't target another creature with its Pincer attack and, if the creature is Huge or smaller, it is **restrained**.

Toss. The kabuto throws one creature it is grappling with its pincer directly upward, causing it to reach a height in feet equal to **2d6 × 10**. If the creature collides with an obstacle that prevents it from reaching the specified height, it takes **24 (7d6)** bludgeoning damage before falling down.

BONUS ACTIONS

Blind Charge. The kabuto lowers its head, picking a direction. At the end of the next hostile creatures' turn, the kabuto charges, moving in the chosen direction until it collides with a creature or obstacle, or moves a distance equal to its walking speed. If the kabuto collides with a Huge or smaller creature, that creature must make a **DC 15 Strength saving throw**. On a failure, the creature takes **16 (3d10)** bludgeoning damage and is knocked **prone**. If the kabuto collides with a solid object, like a thick wall, it takes **16 (3d10)** bludgeoning damage and is **stunned** until the end of its next turn.

Take Flight. The kabuto gains a flying speed equal to its walking speed until the end of its next turn. While it has this flying speed, it loses its resistance to slashing damage and gains **vulnerability** to slashing damage instead. If it takes **15** or more slashing damage in a single instance, it loses its flying speed and can't use this bonus action until its wings regrow in **10 (3d6)** weeks.



NOMI

Like all kaiju kabuto, Nomi is hermaphroditic, displaying both the acid-spraying capabilities of female kabuto and the horn and wrestling propensity of males. With their thick adamantine-chitin plating, gallons of acid, and a horn some 10 feet long, Nomi is a formidable creature. But naturists the world over struggle to decide how to classify them; sure, they have six legs, but they also have two additional arms replete with opposable thumbs—a true monstrosity!

Beast, Elevated. While normal kabuto are Beasts, tameable by an animal handler or with druidic magic, Nomi does not suffer these flaws. It is hypothesised that somewhere in their past, magic augmented an ordinary kabuto from Beast to Monstrosity in the records of taxonomists. Whether this was a biomancer experimenting with kabuto eggs or simply the world birthing a creature to balance the kaiju rampaging across its crust, magic certainly played a role. Ryoko, armed with historiomanancy, aims to find out.

Megafauna. Despite their nature, Nomi does not fertilise their own eggs, instead attracting many varieties of kabuto to compete for the honour. The zoologist, Dr. Doolots, hypothesises that the offspring of these eggs contribute to periods of megafaunal evolution wherever Nomi roams, and she has organised a longitudinal study of kabuto size with the aid of The Chroniclers. In her proposal, Doolots raises the question, “what would happen if two kaiju kabuto met?”. Possibilities range from them being enraged by the pheromones to wrestle (possibly destroying nearby settlements), to a proliferation of kaiju kabuto. So far, her grant requests to set up such an experiment have been denied.

Size. Nomi is approximately **25 feet** tall when on all-sixes and occupies a space **30 feet** by **30 feet**.

LAIR ACTIONS

Nomi’s lair is their hatchery, the place they have laid or plan to lay their eggs. In the act of acidifying a pool of water to be able to rear their eggs, Nomi suffuses the area with magic that they can use to elicit lair actions.

VARIABLE STATISTICS

Nomi CR	VDC	Vmod	Vdam
9	13	+5	5 (2d4)
18	15	+7	10 (3d6)
23	17	+9	21 (6d6)

Lair Actions. On initiative count 20 (losing initiative ties), Nomi takes a lair action to cause one of the following effects. They can’t take the same action two rounds in a row, except during their death throes, when they take the Hatch lair action each round. The saving throw DCs and damage of their lair actions depend on Nomi’s CR; see the Variable Statistics table below for the save DCs (VDC), roll modifiers (Vmod), and damage (Vdam).

Acid Rain. Acidic droplets condense and fall in a **100-foot-radius, 300-foot-high cylinder** centred on a point of Nomi’s choice in their lair. Each creature in the area must make a **VDC Dexterity saving throw**, taking **Vdam** acid damage on a failed save, or half as much damage on a successful one.

Hatch. Chrysalis’ in Nomi’s lair hatch. Nomi’s CR determines which varieties of kabuto appear. The creatures’ exoskeletons are still soft and their AC is 5 lower than indicated in their statistics.

Nomi CR Creatures hatched

9	1 futsu kabuto* (CR 2, AC 9)
18	2 futsu kabuto* (CR 2, AC 9)
23	1 také kabuto* (CR 7, AC 14), 1 kabuto matriarch* (CR 4, AC 9)

Quake. Each creature on a surface in Nomi’s lair must succeed on a **VDC Strength saving throw** or be knocked **prone**. Creatures with four or five legs have **advantage** on this saving throw, and creatures with six or more legs automatically succeed.

*See pages 231 - pages 233. When these creatures are generated using this lair action, their AC is 5 lower than in their statistics.

EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award experience based upon milestones achieved, divided among the party.

NOMI XP MILESTONES

Criteria	CR 9	CR 18	CR 23
Chaos Threshold reduced to 0	2,500 XP	10,000 XP	25,000 XP
Abdomen exploited	2,500 XP	10,000 XP	25,000 XP
Eyes exploited	1,950 XP	7,500 XP	16,500 XP
Wings exploited	1,950 XP	7,500 XP	16,500 XP
Nomi defeated	1,100 XP	5,000 XP	7,200 XP
Total	10,000 XP	40,000 XP	90,200 XP

NONLETHAL ENDING

If Nomi ends their turn prone and either grappled or restrained, they give up and tap the ground. If released, Nomi leaves the area and does not return for **10d100 years**.

DEATH RATTLE

All arthropods within 10 miles of Nomi become very aggressive for the next **2d6 days**. Somewhere in the world, an enormous, adamantine-shelled egg magically emerges from deep within the earth. At some point in the next **10d100 years**, Nomi hatches from this egg.



BEHAVIOURS & VULNERABLE AREAS

Nomi has three vulnerable areas: their Abdomen, Eyes, and Wings.

NOMI VULNERABLE AREAS

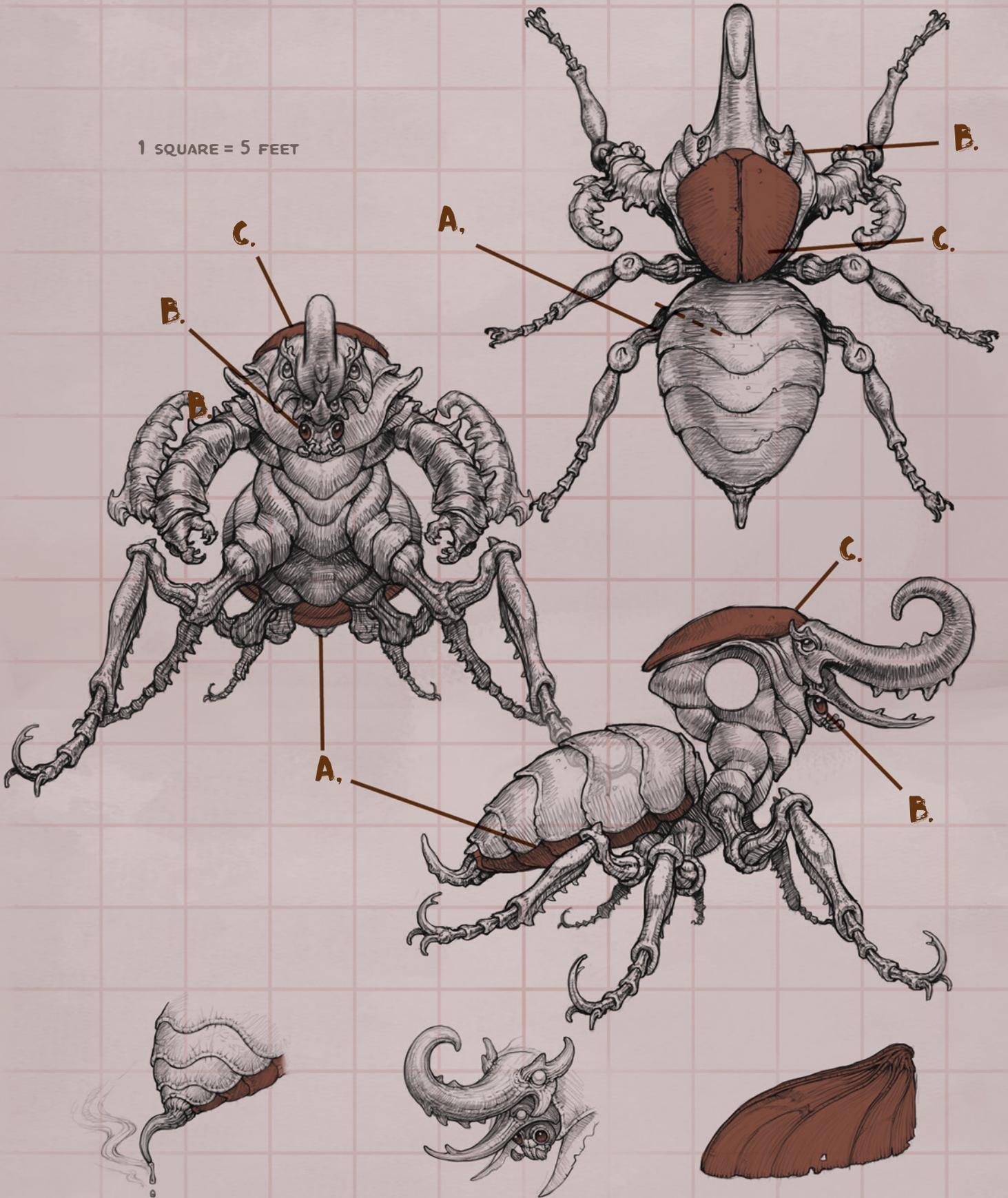
Vulnerable Area	Special Traits	CR	AC	HP
Abdomen	Targeting. Nomi's Abdomen can be targeted as normal.	9	20*	50
	Vulnerability. Nomi's Abdomen has vulnerability to piercing damage.	18	22*	100
	Exploitation. Nomi's underside ruptures, spraying acid in a wide area.	23	25*	150
Eyes	Nomi's two Eyes share a pool of hit points. When the vulnerable area is reduced to half its hit points or fewer, one eye is destroyed.	9	20*	50
	Targeting. After Nomi uses their Blind Charge legendary action, their Eyes can't be targeted until the end of the next turn.	18	22*	100
	Exploitation. Nomi's eye sockets become gory pits.	23	25*	150
Wings	Targeting. Nomi's Wings can't be targeted until Nomi's Rampage behaviour is active. After Nomi uses their Airborne Jaunt or Take Flight action, their Wings can be targeted until the end of their next turn.	9	15	40
	Vulnerability. Nomi's Wings have vulnerability to slashing damage.	18	17	80
	Exploitation. Nomi crashes to the ground.	23	20	100

*When Nomi begins rampaging, these ACs are reduced by 5.

NOMI BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	Nomi's Chaos Threshold is reduced to 0.	Effect. Nomi's exterior carapace is destroyed, reducing their AC as well as that of their Abdomen and Eyes vulnerable areas by 5. Gained Features. Airborne Jaunt bonus action and Take Flight legendary action. Vulnerable Areas. Nomi's Wings vulnerable area can be targeted.
Acid Burst	Nomi's Abdomen vulnerable area is exploited.	Area Effect. Each creature within 30 feet of Nomi must make a VDC Dexterity saving throw , taking Vdam acid damage on a failed save, or half as much damage on a successful one. Three acid pools appear in locations of Nomi's choice within 60 feet of them (see Acid Pool trait). Lost Features. Acid Spray action.
Directionless	Nomi's Eyes vulnerable area is exploited.	Lost Features. Blind Charge legendary action and darkvision. They are considered blind beyond the radius of their tremorsense.
Dashed Wings	Nomi's Wings vulnerable area is exploited.	Effect. Nomi falls prone . Lost Features. Airborne Jaunt bonus action and Take Flight legendary action.
Death Throes	Nomi has three exploited vulnerable areas.	Effect. Nomi falls prone . Lost Features. Their burrowing speed is reduced to 0 feet , and their walking speed is reduced to 5 feet . Additionally, they lose their proficiency in the Athletics skill, and they have disadvantage on Athletics and Acrobatics checks. Finishing Blow. Nomi is destroyed when they take damage equal to or greater than their Finishing Blow in a single turn.

1 SQUARE = 5 FEET



A. Abdomen

B. Eyes

C. Wings

NOMI, THE BATTERED HELM

Gargantuan Monstrosity (Kaiju), Chaotic Neutral

Armour Class 20 (natural armour)

Chaos Threshold 50

Finishing Blow 30

Speed 40 ft., burrow 40 ft.

Vulnerable Area Identification DC 12

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	20 (+5)	9 (-1)	16 (+3)	13 (+1)

Saving Throws Str +8, Dex +6

Skills Athletics +8, Intimidation +5, Perception +7

Damage Resistances slashing

Damage Immunities acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, paralysed, petrified, poisoned

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 17

Languages —

Challenge 9 (10,000 XP across all phases) Prof Bonus +4

Acid Pool. A number of Nomi's attacks and traits create acid pools: **5-foot-radius circles** of corrosive liquid that last for **1 hour**. A creature that enters an acid pool for the first time on a turn or starts its turn there takes **10 (4d4)** acid damage. A nonmagical object that is in a pool on initiative count 0 is destroyed.

Kaiju Force. Nomi 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, they deal double damage to objects and structures, and their weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Kaiju Fortitude. Nomi is **immune** to any spell or effect that would alter their form or move them to another plane of existence against their will.

Legendary Resistance (2/Day). If Nomi fails a saving throw, they can choose to succeed instead.

Trampling Charge (1/Turn). If Nomi moves at least **20 feet** straight toward a creature and then immediately hits it with an Adamantine Armblade attack, that target must succeed on a **DC 16 Strength saving throw** or be knocked **prone**. If the target is prone, Nomi can make one Stomp attack against it (no action required).

ACTIONS

Multiattack. Nomi makes two Adamantine Armblade attacks.

Adamantine Armblade. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage. This attack scores a critical hit on a roll of 19 or 20 and ignores the effects of *adamantine armor*.

Pincer. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the creature is **grappled (escape DC 16)**. Until the grapple ends, the creature is **restrained**, and Nomi can't target another creature with their Pincer attack.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (3d4 + 4) bludgeoning damage.

Toss. Nomi throws one creature it is grappling with their pincer a number of feet equal to **1d4 × 10** in any direction. If the creature collides with an obstacle that prevents it from moving the full distance, it takes **10 (3d6)** bludgeoning damage before falling down.

Acid Spray (Recharge 5-6; Lost While Abdomen Exploited). Nomi sprays a wave of acid from their abdomen in a **60-foot cone**. Each creature in the area must make a **DC 17 Dexterity saving throw**, taking **25 (10d4)** acid damage on a failure, or half as much damage on a success. Three Acid Pools appear centred on points of Nomi's choice in the area of the cone.

BONUS ACTIONS

Airborne Jaunt (While Rampaging; Lost While Wings Exploited). Nomi extends their insectoid wings and takes flight. Each creature within **15 feet** of them must succeed on a **DC 16 Strength saving throw** or take **9 (2d8)** bludgeoning damage and be knocked **prone**. Until the end of their next turn, Nomi gains a flying speed equal to their walking speed and their Wings vulnerable area is targetable.

Shake Off. Nomi twists and shakes their body violently. Each creature currently scaling them must succeed on a **DC 12 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

LEGENDARY ACTIONS

Nomi 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. Nomi regains spent legendary actions at the start of their turn.

Attack. Nomi makes one Pincer attack or uses their Toss.

Blind Charge (Lost While Eyes Exploited). Nomi lowers their head, picking a direction. Until the end of the next hostile creature's turn, Nomi's Eyes vulnerable area is not targetable. At the end of the next hostile creature's turn, Nomi charges, moving in the chosen direction until they collide with a creature or obstacle, or move a distance equal to their walking speed. If Nomi collides with a creature's space, that creature must make a **DC 16 Strength saving throw**. On a failure, the creature takes **16 (3d10)** bludgeoning damage and is knocked **prone** and **grappled** by Nomi (**escape DC 16**), who pins it down using one leg. While grappled in this way, the creature is **restrained**. If Nomi collides with a solid object, like a thick wall, they take **16 (3d10)** bludgeoning damage and lose one unspent legendary action (regaining it as normal at the start of their next turn).

Take Flight (While Rampaging, Lost While Wings Exploited). Nomi ends the grappled and restrained conditions on themselves, gains a flying speed equal to their walking speed until the end of this turn, and can immediately fly up to that speed. This movement doesn't provoke opportunity attacks. Until the end of Nomi's next turn, their Wings vulnerable area is targetable.

NOMI, GLADIATOR OF AGES

Gargantuan Monstrosity (Kaiju), Chaotic Neutral

Armour Class 22 (natural armour)

Chaos Threshold 100

Finishing Blow 50

Speed 40 ft., burrow 40 ft.

Vulnerable Area Identification DC 14

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	9 (-1)	17 (+3)	15 (+2)

Saving Throws Str +11, Dex +8, Con +12, Wis +9

Skills Athletics +11, Intimidation +8, Perception +9

Damage Resistances slashing

Damage Immunities acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, paralysed, petrified, poisoned

Senses darkvision 120 ft., tremorsense 120 ft.,

passive Perception 19

Languages —

Challenge 18 (40,000 XP across all phases) **Prof Bonus** +6

Acid Pool. A number of Nomi's attacks and traits create acid pools: **5-foot-radius circles** of corrosive liquid that last for **1 hour**. A creature that enters an acid pool for the first time on a turn or starts its turn there takes **17 (7d4)** acid damage. A nonmagical object that is in a pool on initiative count 0 is destroyed.

Kaiju Force. Nomi 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, they deal double damage to objects and structures, and their weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Kaiju Fortitude. Nomi is **immune** to any spell or effect that would alter their form or move them to another plane of existence against their will.

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

Trampling Charge (1/Turn). If Nomi moves at least **20 feet** straight toward a creature and then immediately hits it with an Adamantine Armblade attack, that target must succeed on a **DC 19 Strength saving throw** or be knocked **prone**. If the target is prone, Nomi can make one Stomp attack against it (no action required).

ACTIONS

Multiattack. Nomi makes two Adamantine Armblade attacks.

Adamantine Armblade. *Melee Weapon Attack:* **+11** to hit, reach 10 ft., one target. *Hit:* 21 (**3d10 + 5**) slashing damage. This attack scores a critical hit on a roll of 19 or 20 and ignores the effects of *adamantine armor*.

Pincer. *Melee Weapon Attack:* **+11** to hit, reach 10 ft., one target. *Hit:* 12 (**2d6 + 5**) piercing damage, and the creature is **grappled (escape DC 19)**. Until the grapple ends, the creature is **restrained**, and Nomi can't target another creature with their Pincer attack.

Stomp. *Melee Weapon Attack:* **+11** to hit, reach 10 ft., one target. *Hit:* 15 (**4d4 + 5**) bludgeoning damage.

Toss. Nomi throws one creature it is grappling with their pincer a number of feet equal to **2d4 × 10** in any direction. If the creature collides with an obstacle that prevents it from moving the full distance, it takes **17 (5d6)** bludgeoning damage before falling down.

Acid Spray (Recharge 5-6; Lost While Abdomen Exploited). Nomi sprays a wave of acid from their abdomen in a **90-foot cone**. Each creature in the area must make a **DC 20 Dexterity saving throw**, taking **40 (16d4)** acid damage on a failure, or half as much damage on a success. Three Acid Pools appear centred on points of Nomi's choice in the area of the cone.

BONUS ACTIONS

Airborne Jaunt (While Rampaging; Lost While Wings Exploited). Nomi extends their insectoid wings and takes flight. Each creature within **20 feet** of them must succeed on a **DC 19 Strength saving throw** or take **13 (3d8)** bludgeoning damage and be knocked **prone**. Until the end of their next turn, Nomi gains a flying speed equal to their walking speed and their Wings vulnerable area is targetable.

Shake Off. Nomi twists and shakes their body violently. Each creature currently scaling them must succeed on a **DC 14 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

LEGENDARY ACTIONS

Nomi 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. Nomi regains spent legendary actions at the start of their turn.

Attack. Nomi makes one Pincer attack or uses their Toss.

Blind Charge (Lost While Eyes Exploited). Nomi lowers their head, picking a direction. Until the end of the next hostile creature's turn, Nomi's Eyes vulnerable area is not targetable. At the end of the next hostile creature's turn, Nomi charges, moving in the chosen direction until they collide with a creature or obstacle, or move a distance equal to their walking speed. If Nomi collides with a creature's space, that creature must make a **DC 19 Strength saving throw**. On a failure, the creature takes **22 (4d10)** bludgeoning damage and is knocked **prone** and **grappled** by Nomi (**escape DC 19**), who pins it down using one leg. While grappled in this way, the creature is **restrained**. If Nomi collides with a solid object, like a thick wall, they take **22 (4d10)** bludgeoning damage and lose one unspent legendary action (regaining it as normal at the start of their next turn).

Take Flight (While Rampaging, Lost While Wings Exploited). Nomi ends the grappled and restrained conditions on themselves, gains a flying speed equal to their walking speed until the end of this turn, and can immediately fly up to that speed. This movement doesn't provoke opportunity attacks. Until the end of Nomi's next turn, their Wings vulnerable area is targetable.

NOMI, THE ADAMANTINE CHARGE

Gargantuan Monstrosity (Kaiju), Chaotic Neutral

Armour Class 25 (natural armour)

Chaos Threshold 150

Finishing Blow 70

Speed 40 ft., burrow 40 ft.

Vulnerable Area Identification DC 15

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	24 (+7)	9 (-1)	18 (+4)	17 (+3)

Saving Throws Str +14, Dex +10, Con +14, Wis +11

Skills Athletics +14, Intimidation +10, Perception +11

Damage Resistances slashing

Damage Immunities acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, paralysed, petrified, poisoned

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 21

Languages —

Challenge 23 (90,200 XP across all phases) Prof Bonus +7

Acid Pool. A number of Nomi's attacks and traits create acid pools: **5-foot-radius circles** of corrosive liquid that last for **1 hour**. A creature that enters an acid pool for the first time on a turn or starts its turn there takes **25 (10d4)** acid damage. A nonmagical object that is in a pool on initiative count 0 is destroyed.

Kaiju Force. Nomi 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, they deal double damage to objects and structures, and their weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Kaiju Fortitude. Nomi is **immune** to any spell or effect that would alter their form or move them to another plane of existence against their will.

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

Trampling Charge (1/Turn). If Nomi moves at least **20 feet** straight toward a creature and then immediately hits it with an Adamantine Armblade attack, that target must succeed on a **DC 22 Strength saving throw** or be knocked **prone**. If the target is prone, Nomi can make one Stomp attack against it (no action required).

ACTIONS

Multiattack. Nomi makes two Adamantine Armblade attacks.

Adamantine Armblade. *Melee Weapon Attack: +14* to hit, reach 10 ft., one target. *Hit: 23 (3d10 + 7)* slashing damage. This attack scores a critical hit on a roll of 19 or 20 and ignores the effects of *adamantine armor*.

Pincer. *Melee Weapon Attack: +14* to hit, reach 10 ft., one target. *Hit: 14 (2d6 + 7)* piercing damage, and the creature is **grappled (escape DC 22)**. Until the grapple ends, the creature is **restrained**, and Nomi can't target another creature with their Pincer attack.

Stomp. *Melee Weapon Attack: +14* to hit, reach 10 ft., one target. *Hit: 17 (4d4 + 7)* bludgeoning damage.

Toss. Nomi throws one creature it is grappling with their pincer a number of feet equal to **2d6 × 10** in any direction. If the creature collides with an obstacle that prevents it from moving the full distance, it takes **24 (7d6)** bludgeoning damage before falling down.

Acid Spray (Recharge 5-6; Lost While Abdomen Exploited). Nomi sprays a wave of acid from their abdomen in a **120-foot cone**. Each creature in the area must make a **DC 22 Dexterity saving throw**, taking **50 (20d4)** acid damage on a failure, or half as much damage on a success. Three Acid Pools appear centred on points of Nomi's choice in the area of the cone.

BONUS ACTIONS

Airborne Jaunt (While Rampaging; Lost While Wings Exploited). Nomi extends their insectoid wings and takes flight. Each creature within **30 feet** of them must succeed on a **DC 22 Strength saving throw** or take **18 (4d8)** bludgeoning damage and be knocked **prone**. Until the end of their next turn, Nomi gains a flying speed equal to their walking speed and their Wings vulnerable area is targetable.

Shake Off. Nomi twists and shakes their body violently. Each creature currently scaling them must succeed on a **DC 15 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

LEGENDARY ACTIONS

Nomi 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. Nomi regains spent legendary actions at the start of their turn.

Attack. Nomi makes one Pincer attack or uses their Toss.

Blind Charge (Lost While Eyes Exploited). Nomi lowers their head, picking a direction. Until the end of the next hostile creature's turn, Nomi's Eyes vulnerable area is not targetable. At the end of the next hostile creature's turn, Nomi charges, moving in the chosen direction until they collide with a creature or obstacle, or move a distance equal to their walking speed. If Nomi collides with a creature's space, that creature must make a **DC 22 Strength saving throw**. On a failure, the creature takes **27 (5d10)** bludgeoning damage and is knocked **prone** and **grappled** by Nomi (**escape DC 22**), who pins it down using one leg. While grappled in this way, the creature is **restrained**. If Nomi collides with a solid object, like a thick wall, they take **27 (5d10)** bludgeoning damage and lose one unspent legendary action (regaining it as normal at the start of their next turn).

Take Flight (While Rampaging, Lost While Wings Exploited). Nomi ends the grappled and restrained conditions on themselves, gains a flying speed equal to their walking speed until the end of this turn, and can immediately fly up to that speed. This movement doesn't provoke opportunity attacks. Until the end of Nomi's next turn, their Wings vulnerable area is targetable.



KODAMA

Echoes, forest spirits, children of the trees—kodama are the blessing that guides wounded heroes to healing waters and the curse that strangles exploitative woodsmen. Kodama portray the full range of emotion; from laughing at lost explorers from high up in the bough of a tree, to imbuing plants with a basic sentience in order to rally thorny vines to the forest's defence, to encouraging a berry bush to grow next to a starving child. They are the yokai of the land and everything that grows from it, peering with keen insight into the motives of the creatures they meet.

Psychically Porous. These incorporeal spirits are sensitive to the thoughts and emotions of those near them. The stronger the emotion, the nearer the creature, or the greater the creature's charisma, the more they embody its thoughts and feelings. Though kodama appear as wispy motes of light, this form is malleable and influenced by the preconceptions and thoughts of observers. Tourists to the goldenheart zelkova in the Pondermoss Weald often remark how kodama act like children, playing in the roots and branches. In turn, the kodama there have gradually come to resemble Humanoid children, golden blobs of indeterminate race with two arms and two legs, reinforcing the image visitors have.

Spirit Lanterns. When a kodama decides to form a more permanent bond with a plant, it sings as it plays amongst the plant's branches, coaxing the plant to grow a basket-like structure. These baskets typically hang from the sturdy, low branches of large trees and are used as homes by the kodama, as well as nesting birds. Over time, such a basket might grow solid panels of translucent sap which, combined with the glow these forest spirits emit, has earned them the name 'spirit lanterns'. The oldest and largest trees in the Realms possess many spirit lanterns and are thus regarded as holy objects by forest folk.

Natural Lighting. Some forest dwellers have learnt the song of the kodama and make an art of singing spirit lanterns into existence. In fact, in the Verdant Gorge of the Pondermoss Weald, the walkways and bridges, also sung from the roots of plants, are dotted with these warm cocoons of light.

KODAMA PONDERLING

Tiny Fey (Yokai), Chaotic Neutral

Armour Class 10

Hit Points 20 (8d4)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	10 (+0)	6 (-2)	14 (+2)	10 (+0)

Skills Insight +6, Perception +4

Damage Immunities acid, cold, fire, lightning, necrotic, poison, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 14

Languages understands Sylvan and Primordial but can't speak

Challenge 1/8 (25 XP)

Proficiency Bonus +2

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

Magical Resistance. The kodama has **advantage** on saving throws against spells and other magical effects.

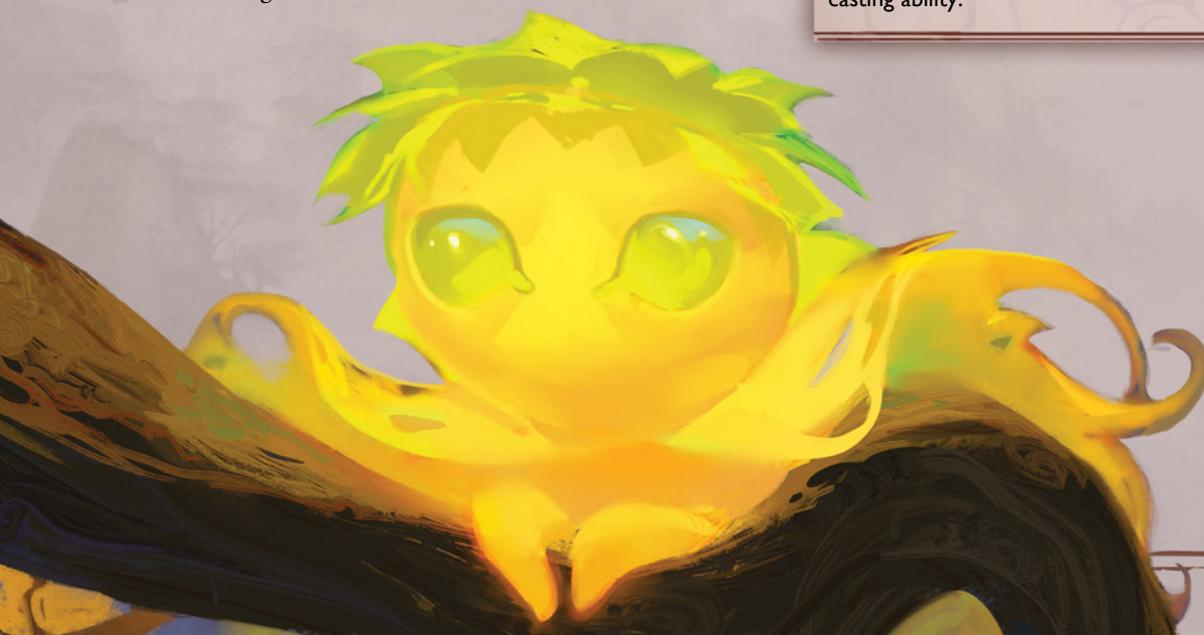
Psychically Porous. The kodama takes on the emotions of creatures near it. If a creature within **30 feet** of the kodama becomes frightened, the kodama must make a **Wisdom saving throw** with a DC equal to 10 plus the creature's Charisma modifier. On a failure, the kodama becomes **frightened** until it is more than **30 feet** from the creature, or until the creature ceases to be frightened.

ACTIONS

Infuse Plant (1/Day). The kodama enters a plant within **5 feet** of it and infuses it with its spirit, causing it to take on the statistics of an **awakened shrub**. The plant remains animate until it is reduced to 0 hit points or the kodama leaves the plant as a bonus action.

Superior Invisibility. The kodama magically turns **invisible** until its concentration ends (as if concentrating on a spell). Any equipment the kodama wears or carries is invisible with it.

Tree Stride (Recharges after a Short or Long Rest). The kodama casts the *tree stride* spell, using Wisdom as the spell-casting ability.



KODAMA MUSER

Tiny Fey (Yokai), Chaotic Neutral

Armour Class 11

Hit Points 56 (16d4 + 16)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	13 (+1)	12 (+1)	6 (-2)	16 (+3)	10 (+0)

Skills Insight +7, Perception +5

Damage Immunities acid, cold, fire, lightning, necrotic, poison, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 15

Languages understands Sylvan and Primordial but can't speak

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

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

Magic Resistance. The kodama has **advantage** on saving throws against spells and other magical effects.

Psychically Porous. The kodama takes on the emotions of creatures near it. If a creature within **30 feet** of the kodama becomes frightened, the kodama must make a **Wisdom saving throw** with a DC equal to 10 plus the creature's Charisma modifier. On a failure, the kodama becomes **frightened** until it is more than **30 feet** from the creature, or until the creature ceases to be frightened.

ACTIONS

Infuse Plant (1/Day). The kodama enters a plant within **5 feet** of it and infuses it with its spirit. Depending on the plant, this may cause it to take on the statistics of an **awakened shrub**, **awakened tree**, or **anise starshooter***. The plant remains animate until it is reduced to 0 hit points or the kodama leaves the plant as a bonus action.

Superior Invisibility. The kodama magically turns **invisible** until its concentration ends (as if concentrating on a spell). Any equipment the kodama wears or carries is invisible with it.

Tree Stride (Recharges after a Short or Long Rest). The kodama casts the *tree stride* spell, using Wisdom as the spell-casting ability.

*See Appendix C

KODAMA DEEPTHOUGHT

Tiny Fey (Yokai), Chaotic Neutral

Armour Class 13

Hit Points 70 (20d4 + 20)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	14 (+2)	6 (-2)	20 (+5)	10 (+0)

Skills Insight +11, Perception +8

Damage Immunities acid, cold, fire, lightning, necrotic, poison, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 18

Languages understands Sylvan and Primordial but can't speak

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

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

Magic Resistance. The kodama has **advantage** on saving throws against spells and other magical effects.

Psychically Porous. The kodama takes on the emotions of creatures near it. If a creature within **30 feet** of the kodama becomes frightened, the kodama must make a **Wisdom saving throw** with a DC equal to 10 plus the creature's Charisma modifier. On a failure, the kodama becomes **frightened** until it is more than **30 feet** from the creature, or until the creature ceases to be frightened.

ACTIONS

Infuse Plant (1/Day). The kodama enters a plant within **5 feet** of it and infuses it with its spirit. Depending on the plant, this may cause it to take on the statistics of an **awakened shrub**, **awakened tree**, **anise starshooter***, **hemlock whipweed***, or **hunting narcissus***. The plant remains animate until it is reduced to 0 hit points or the kodama leaves the plant as a bonus action.

Superior Invisibility. The kodama magically turns **invisible** until its concentration ends (as if concentrating on a spell). Any equipment the kodama wears or carries is invisible with it.

Tree Stride (Recharges after a Short or Long Rest). The kodama casts the *tree stride* spell, using Wisdom as the spell-casting ability.

*See Appendix C

KODAMA-INFUSED PLANTS

When a kodama infuses its spirit with trees, roots, and vines, the animated plant may become one of several possible plants. These creatures' demeanours and behaviour reflect that of the kodama that inhabit them; a spirit fearful for its forest might behave aggressively, while one that is curious about a traveler's motivations might try to help them

should the need arise. The more wise the kodama, the more powerful a plant-creature it can animate, with especially sage forest protectors able to manifest entire trees. Some scholars speculate this might be the origin of the legendary treants.

ANISE STARSHOOTER

Medium Plant (Yokai), Unaligned

Armour Class 13 (natural armour)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	5 (-3)	8 (-1)	10 (+0)

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 9

Languages understands Sylvan and Terran but can't speak

Challenge 2 (450 XP)

Proficiency Bonus +2

False Appearance. If the starshooter is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the starshooter move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the starshooter is animate.

Kodama Infused. The connection between the starshooter and the kodama that infuses it can be interrupted by psychic assaults. If the starshooter takes psychic damage then, until the end of its next turn, its speed is halved, it can't take reactions, and it can take only an action or bonus action, not both.

ACTIONS

Multiattack. The starshooter makes two attacks with any combination of Slash or Starshot.

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

Starshot. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a **DC 13 Constitution saving throw** or be **poisoned** for **1 minute**. A creature poisoned in this way must repeat the saving throw at the end of each of its turns, taking 2 (1d4) poison damage on a failure, or ending the effect on a success.

BONUS ACTIONS

Skirmish. The starshooter moves up to half its speed without provoking opportunity attacks.



HEMLOCK WHIPWEED

Large Plant (Yokai), Unaligned

Armour Class 15 (natural armour)

Hit Points 102 (12d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	5 (-3)	10 (+0)	10 (+0)

Damage Resistances piercing

Damage Immunities poison

Condition Immunities grappled, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Sylvan and Terran but can't speak

Challenge 4 (1,100 XP)

Proficiency Bonus +2

False Appearance. If the whipweed is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the whipweed move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the whipweed is animate.

Kodama Infused. The connection between the whipweed and the kodama that infuses it can be interrupted by psychic assaults. If the whipweed takes psychic damage then, until the end of its next turn, its speed is halved, it can't take reactions, and it can take only an action or bonus action, not both.

ACTIONS

Multiattack. The whipweed makes two Knotted Whip attacks.

Knotted Whip. *Melee Weapon Attack:* **+5** to hit, reach 15 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage plus 7 (2d6) poison damage, and the target must succeed on a **DC 13 Constitution saving throw** or be **poisoned** for **1 minute**. A creature poisoned in this way has its speed halved. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

BONUS ACTIONS

Knot. Immediately after the whipweed hits a creature with a Knotted Whip attack on its turn, it forces the creature to make a **DC 13 Strength saving throw**. On a failure, the knotted whip wraps around the target, **restraining** it, before detaching from the whipweed, which regrows a new knotted whip. A creature can use its action to make a **DC 13 Strength** check, freeing itself or a creature within its reach on a success.



HUNTING NARCISSUS

Large Plant (Yokai), Unaligned

Armour Class 16 (natural armour)

Hit Points 133 (14d10 + 56)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	5 (-3)	10 (+0)	10 (+0)

Damage Resistances piercing

Damage Immunities poison

Condition Immunities poisoned

Senses tremorsense 60 ft., darkvision 120 ft., passive Perception 10

Languages understands Sylvan and Terran but can't speak

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Drowsy Poison. A creature poisoned by the narcissus must make a **DC 15 Constitution saving throw** at the end of each of its turns. On a failure, the creature falls **unconscious** until the start of its next turn. A creature that fails the saving throw by 5 or more falls **unconscious** for **10 minutes**. On a success, the creature is no longer poisoned by the narcissus. A creature unconscious in this way wakes if it takes damage, or someone uses an action to shake or slap it awake.

False Appearance. If the narcissus is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the narcissus move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the narcissus is animate.

Kodama Infused. The connection between the narcissus and the kodama that infuses it can be interrupted by psychic assaults. If the narcissus takes psychic damage then, until the end of its next turn, its speed is halved, it can't take reactions, and it can take only an action or bonus action, not both.

Pounce. If the narcissus moves at least **20 feet** straight toward a creature and then immediately hits it with a Bite attack, that target must succeed on a **DC 15 Strength saving throw** or be knocked **prone**. If the target is prone, the narcissus can make one Bite attack against it as a bonus action.

ACTIONS

Multiattack. The narcissus makes one Bite attack and two Crystalline Bulb attacks.

Bite. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 11 (**2d6 + 4**) piercing damage, and the target must succeed on a **DC 15 Constitution saving throw** or be **poisoned** by the narcissus' Drowsy Poison for **1 minute**.

Crystalline Bulb. *Melee Weapon Attack:* **+7** to hit, reach 10 ft., one target. *Hit:* 13 (**2d8 + 4**) slashing damage, and the target must succeed on a **DC 15 Constitution saving throw** or be **poisoned** by the narcissus' Drowsy Poison for **1 minute**. A creature that is poisoned in this way and is not unconscious takes 2 (**1d4**) acid damage at the start of each of its turns.

Poison Pollen (Recharge 5-6). *Saving Throw:* **DC 15 Constitution, 30-foot cone.** *Failure:* A creature takes 27 (**6d8**) poison damage and is **poisoned** by the narcissus' Drowsy Poison for **1 minute**.



UBUSUNA

An ubusuna kaiju is an act of rebellion. It is the fear, anger, and self-preservation of nature itself manifested into a moving mountain. When forest spirits—kodama—are influenced by great events, be it a call to war, the threat of extinction, or irreverent tree felling, they infuse the greatest plant in their forest. With a unified will, the infused being—an ubusuna kaiju—tears the land around it free of the earth's confines and either flees to pastures new or fights the threat. Though they are not malicious by nature, the fact remains that a giant *anything* moving across the land results in untold collateral damage.

Goldenheart Trees. When the probing roots of a young tree first touch a nugget of gold, an improbable and wondrous chain of events is set in motion. Kodama gather to the plant, infusing it and encouraging it to pull the aureate metal into its core. These trees grow with unimaginable alacrity and have incredible longevity thanks to both their ability to heal damage with veins of gold and the protective guidance of the kodama that infuse them. A goldenheart tree quickly becomes a warm light in the dark of the forest, adorned with innumerable spirit lanterns and glowing leaves.

MAGATSUCHI

When the Egregious Emperors were buried, Tokihito's favourite toy, a golden kirin, was buried with him, and a zelkova sapling was planted next to the three graves. From the moment the sapling's roots found this toy, the tree was destined to become a goldenheart, and the Home of the Forgotten to become a place of legend. When a chronicler who was recording the emperors' history disappeared, the royal ghosts' panic alarmed the goldenheart tree's kodama, who animated it in their quest to find the chronicler.

Size. Magatsuchi's trunk is **30 feet** thick and roughly circular. The top and bottom of its canopy are **300 feet** and **30 feet** above its roots, respectively.

LAIR ACTIONS

Magatsuchi's lair is the earth it animates. Its magical influence fills every rock, plant, and mote of earth throughout its domain. It can animate this Wandering Earth to birth new growths or bring limbs of rock smashing down from on high.

VARIABLE STATISTICS

Magatsuchi CR	VDC	Vmod	Vdam
8	14	+6	5 (2d6)
14	16	+8	14 (4d6)
20	17	+9	21 (6d6)

Lair Actions. On initiative count 20 (losing initiative ties), Magatsuchi takes a lair action to cause one of the following effects. It can't take the same action two rounds in a row. The saving throw DCs and damage of its lair actions

depend on Magatsuchi's CR; see the Variable Statistics table below for the save DCs (VDC), roll modifiers (Vmod), and damage (Vdam).

Animate Plants (While Rampaging; Lost While Telepathic Connection Exploited). Magatsuchi commands a wandering kodama spirit to protect it. This kodama immediately infuses a plant or plant-covered statue on the Wandering Earth, transforming it into one of the following creatures, depending on Magatsuchi's CR:

Magatsuchi CR	Creature Animated
8	Anise starshooter (CR 2)
14	Hemlock whipweed (CR 4)
20	Hunting narcissus (CR 6)

Grasping Growth (Lost During Death Throes). Grasping roots and vines grow rapidly, reaching for up to two creatures of Magatsuchi's choice within **10 feet** of the ground of the Wandering Earth. Each creature must succeed on a **VDC Strength saving throw** or become **restrained** by the growth. As an action, a creature can make a **VDC Strength** check, freeing itself or a creature within its reach on a success. A creature that ends its turn restrained in this way takes half **Vdam** bludgeoning damage.

Smash (Lost During Death Throes). With a tree, building, or rock bound by roots, Magatsuchi strikes at a **10-foot-radius circle** on the ground of the Wandering Earth. Each creature in the area must make a **VDC Dexterity saving throw**, taking **2 × Vdam** bludgeoning damage on a failure, or half as much damage on a success. Creatures in the area that are restrained by Grasping Growth or trapped by Magatsuchi's Tomb of Roots legendary action automatically fail this saving throw. All buildings in the area are destroyed.

EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award experience based upon milestones achieved, divided among the party.

MAGATSUCHI XP MILESTONES

Criteria	CR 8	CR 14	CR 20
Chaos Threshold reduced to 0	1,950 XP	5,750 XP	12,500 XP
Goldenheart exploited	1,950 XP	5,750 XP	12,500 XP
Spirit Lanterns exploited	1,950 XP	5,750 XP	12,500 XP
Telepathic Connection exploited	1,950 XP	5,750 XP	12,500 XP
Magatsuchi defeated	700 XP	1,800 XP	3,900 XP
Total	8,500 XP	24,800 XP	53,900 XP

NONLETHAL ENDING

If the kodama inhabiting Magatsuchi can be convinced there is no need to act aggressively, they allow the Wandering Earth to come to a rest.

DEATH RATTLE

Magatsuchi is lethally wounded, falling to rot and decay over the next year. The kodama of Magatsuchi's forest home become especially defensive, attacking almost all Humanoids on sight for the next **10d100 years**.

MAGATSUCHI BEHAVIOURS & VULNERABLE AREAS

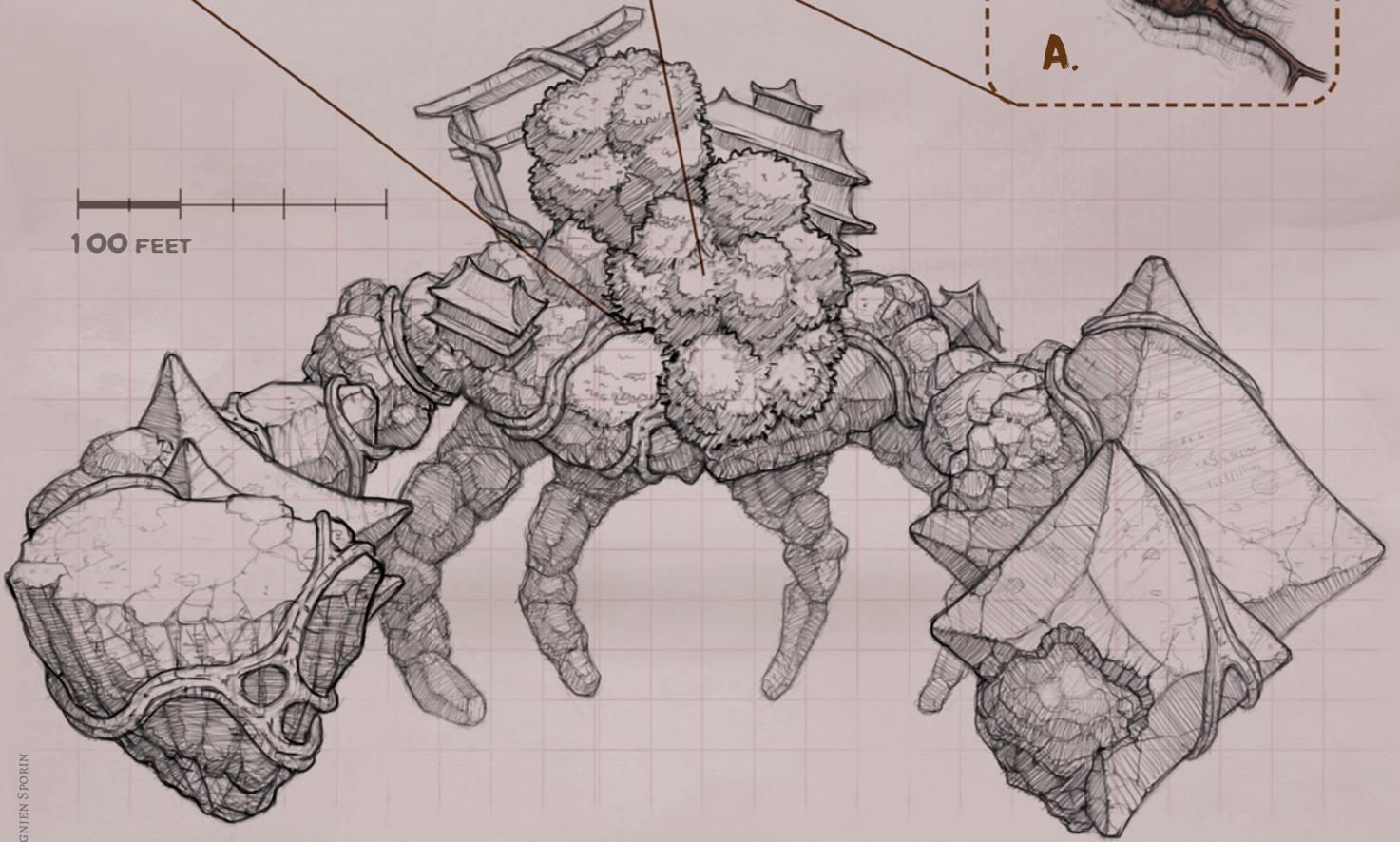
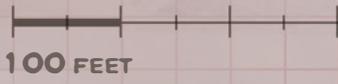
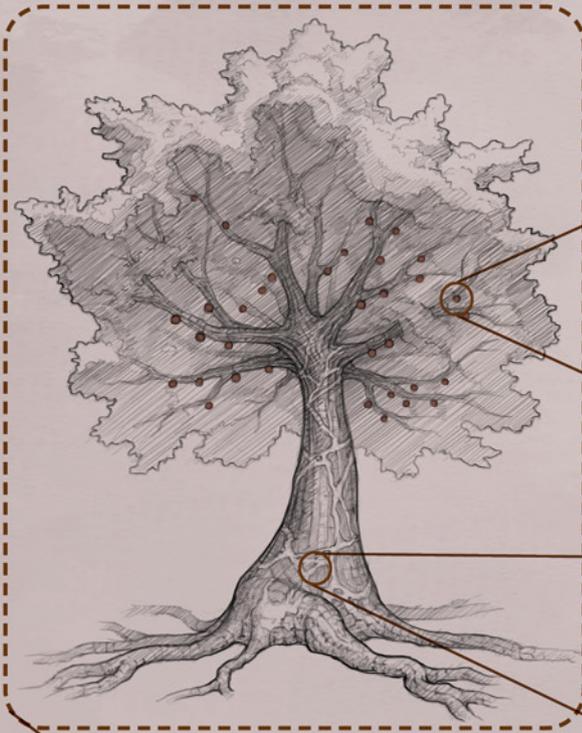
Magatsuchi has three vulnerable areas: its Goldenheart, Spirit Lanterns, and Telepathic Connection.

MAGATSUCHI VULNERABLE AREAS

Vulnerable Area	Special Traits	CR	AC	HP
Goldenheart	Targeting. Magatsuchi's Goldenheart can't be targeted until Magatsuchi's Rampage behaviour is active. The Goldenheart has three-quarters cover against ranged attacks.	8	16	50
	Exploited. The golden nugget cracks sending fissures running along its veins of gold.	14	17	95
		20	19	150
Spirit Lanterns	Magatsuchi has a number of Spirit Lanterns equal to its CR evenly spaced around its lower boughs. The lanterns have immunity to poison damage. This vulnerable area becomes exploited once all the Spirit Lanterns are destroyed.	8	10	1
	Targeting. Magatsuchi's Spirit Lanterns can be targeted by attacks as normal, and areas of effect can target multiple lanterns.	14	13	1
	Exploited. As the final spirit lantern shatters, the kodama in Magatsuchi's branches loose a discordant shriek directly into the minds all creatures present.	20	15	1
Telepathic Connection	Targeting. This vulnerable area is unique in that it can't be targeted directly. Instead, whenever Magatsuchi takes psychic damage—either to its Chaos Threshold or another vulnerable area—an equal amount of psychic damage is dealt directly to its Telepathic Connection.	8	—	50
	Exploited. The incessant writhing of the surrounded flora ceases, leaving only the groans of the goldenheart's swinging branches.	14	—	95
		20	—	150

MAGATSUCHI BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	Magatsuchi's Chaos Threshold is reduced to 0.	Gained Features. Animate Plants lair action. Vulnerable Areas. Magatsuchi's Goldenheart vulnerable area becomes targetable.
Broken Heart	Magatsuchi's Goldenheart vulnerable area is exploited.	Effect. Magatsuchi immediately uses its Whomping Whirl and Constrict Tomb legendary action options (targeting every tomb created; no legendary actions required). Lost Features. Heart of Gold bonus action and Razorleaf action.
Blackout	Magatsuchi's Spirit Lanterns vulnerable area is exploited.	Area Effect. Each creature within 300 feet of Magatsuchi must succeed on a VDC Charisma saving throw or be possessed by the kodama until the end of its next turn. While possessed, the target is incapacitated and loses control of its body. The kodama controls the body but doesn't deprive the target of awareness. The kodama uses the possessed target's statistics, but it doesn't gain access to the target's knowledge, class features, or proficiencies. Lost Features. Lantern Flare action and Attack legendary action.
Psychic Disruption	Magatsuchi's Telepathic Connection vulnerable area is exploited.	Effect. Creatures currently animated by Magatsuchi's Animate Plants lair action immediately fall to 0 hit points. Lost Features. Dissonant Echo bonus action and Animate Plants lair action.
Death Throes	Magatsuchi has three exploited vulnerable areas.	Effect. Magatsuchi's speed falls to 0 feet . Lost Actions. Tomb of Roots and Constrict Tomb legendary action options, and all lair action options. Finishing Blow. Magatsuchi is destroyed when it takes damage equal to or greater than its Finishing Blow in a single turn.



A. Goldenheart

**B. Spirit
Lanterns**

**C. Telepathic
Connection**

RYAN MCCOWAN; NEXT: OGNIEN SPORIN



MAGATSUCHI, THE FLAXEN ROOT

Gargantuan Plant (Kaiju, Yokai), Chaotic Neutral

Armour Class 16 (natural armour)

Chaos Threshold 50

Finishing Blow 35

Speed 40 ft. (see Wandering Earth)

Vulnerable Area Identification DC 11

STR	DEX	CON	INT	WIS	CHA
19 (+4)	5 (-3)	24 (+7)	11 (+0)	16 (+3)	18 (+4)

Saving Throws Str +7, Dex +0

Damage Immunities poison

Condition Immunities charmed, paralysed, petrified, poisoned, prone, restrained, stunned

Senses tremorsense (see Earthsense), passive Perception 13
Languages —

Challenge 8 (8,500 XP across all phases) Prof Bonus +3

Earthsense. Magatsuchi's tremorsense extends throughout the earth, plants, and buildings to which it is connected, as well as the ground **60 feet** beyond this matter.

Kaiju Force. Magatsuchi 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, it deals double damage to objects and structures, and its weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Kaiju Fortitude. Magatsuchi is **immune** to any spell or effect that would alter its form or move it to another plane of existence against its will.

Kodama Infused. The connection between the kodama and Magatsuchi can be interrupted by psychic assaults. If Magatsuchi takes **8** or more psychic damage in a single turn, it loses one legendary action, which it regains at the start of its next turn as usual. If it has no legendary actions to lose, it can't take bonus actions on its next turn.

Legendary Resistance (2/Day). If Magatsuchi fails a saving throw, it can choose to succeed instead.

Wandering Earth. Magatsuchi's many roots allow it to animate a large expanse of earth. The speed represented here is the speed at which this earth can move. Magatsuchi (the tree) does not move relative to the objects and creatures that occupy this earth.

ACTIONS

Multiattack. Magatsuchi makes one Branch Slam attack and two Lantern Flare attacks.

Branch Slam. *Melee Weapon Attack:* +7 to hit, reach 30 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage, and the target must succeed on a **DC 15 Strength saving throw** or be pushed **30 feet** away from Magatsuchi.

Lantern Flare (Lost While Spirit Lanterns Exploited). *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 8 (1d8 + 4) radiant damage. This attack ignores half and three-quarters cover and, on a critical hit, a target is **blinded** until the end of its next turn.

Razorleaf (Recharge 5-6; Lost While Goldenheart Exploited). With a whip of its branches, Magatsuchi flicks a torrent of amber-tipped leaves in a **120-foot cone**. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking 21 (6d6) slashing damage on a failure, or half as much damage on a success.

BONUS ACTIONS

Heart of Gold (Lost While Goldenheart Exploited). With a wispy golden bolt, Magatsuchi heals another Plant it can detect within **300 feet** of itself. The Plant regains 7 (1d8 + 4) hit points.

Dissonant Echo (Lost While Telepathic Connection Exploited). One creature of Magatsuchi's choice within **120 feet** of it, as well as each creature scaling Magatsuchi, must make a **DC 11 Charisma saving throw**. On a failure, a creature takes 5 (2d4) psychic damage and is **paralysed** until the start of its next turn. Creatures scaling Magatsuchi that are paralysed in this way immediately fall, landing **prone** in the nearest unoccupied space.

LEGENDARY ACTIONS

Magatsuchi 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. Magatsuchi regains spent legendary actions at the start of its turn.

Attack (Lost While Spirit Lanterns Exploited). Magatsuchi makes one Lantern Flare attack.

Tomb of Roots (Lost During Death Throes). Magatsuchi grows a cage of woody material around one Huge or smaller creature within **180 feet** of it that is within **10 feet** of the ground, which must succeed on a **DC 15 Dexterity saving throw** or be trapped inside. The root tomb provides three-quarters cover from effects on the other side of it. The root tomb has **AC 13**, **10** hit points, **vulnerability** to fire damage, and **immunity** to piercing, poison, and psychic damage.

Constrict Tombs (Lost During Death Throes). Magatsuchi constricts all of its tombs of roots. Each creature trapped in a root tomb takes 7 (2d6) bludgeoning damage and is **restrained** until it leaves the root tomb.

Whomping Whirl (Costs 2 Actions). Magatsuchi flails in a whirl of crushing branches. Each creature within **30 feet** of Magatsuchi must make a **DC 15 Dexterity saving throw**. On a failure, a creature takes 7 (2d6) bludgeoning damage and is pushed **30 feet** away from Magatsuchi. On a success, a creature takes half as much damage and is not pushed.



MAGATSUCHI, THE GOLDEN CORE

Gargantuan Plant (Kaiju, Yokai), Chaotic Neutral

Armour Class 17 (natural armour)

Chaos Threshold 75

Finishing Blow 50

Speed 40 ft. (see Wandering Earth)

Vulnerable Area Identification DC 13

STR	DEX	CON	INT	WIS	CHA
21 (+5)	5 (-3)	27 (+8)	13 (+1)	18 (+4)	20 (+5)

Saving Throws Str +10, Dex +2

Damage Immunities poison

Condition Immunities charmed, paralysed, petrified, poisoned, prone, restrained, stunned

Senses tremorsense (see Earthsense), passive Perception 14

Languages —

Challenge 14 (24,800 XP across all phases) Prof Bonus +5

Earthsense. Magatsuchi's tremorsense extends throughout the earth, plants, and buildings to which it is connected, as well as the ground **60 feet** beyond this matter.

Kaiju Force. Magatsuchi 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, it deals double damage to objects and structures, and its weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Kaiju Fortitude. Magatsuchi is **immune** to any spell or effect that would alter its form or move it to another plane of existence against its will.

Kodama Infused. The connection between the kodama and Magatsuchi can be interrupted by psychic assaults. If Magatsuchi takes **14** or more psychic damage in a single turn, it loses one legendary action, which it regains at the start of its next turn as usual. If it has no legendary actions to lose, it can't take bonus actions on its next turn.

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

Wandering Earth. Magatsuchi's many roots allow it to animate a large expanse of earth. The speed represented here is the speed at which this earth can move. Magatsuchi (the tree) does not move relative to the objects and creatures that occupy this earth.

ACTIONS

Multiattack. Magatsuchi makes one Branch Slam attack and four Lantern Flare attacks.

Branch Slam. *Melee Weapon Attack:* +10 to hit, reach 30 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage, and the target must succeed on a **DC 18 Strength saving throw** or be pushed **30 feet** away from Magatsuchi.

Lantern Flare (Lost While Spirit Lanterns Exploited). *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 9 (1d8 + 5) radiant damage. This attack ignores half and three-quarters cover and, on a critical hit, a target is **blinded** until the end of its next turn.

Razorleaf (Recharge 5-6; Lost While Goldenheart Exploited). With a whip of its branches, Magatsuchi flicks a torrent of amber-tipped leaves in a **120-foot cone**. Each creature in the area must make a **DC 18 Dexterity saving throw**, taking 31 (9d6) slashing damage on a failure, or half as much damage on a success.

BONUS ACTIONS

Heart of Gold (Lost While Goldenheart Exploited). With a wispy golden bolt, Magatsuchi heals another Plant it can detect within **300 feet** of itself. The Plant regains 14 (2d8 + 5) hit points.

Dissonant Echo (Lost While Telepathic Connection Exploited). One creature of Magatsuchi's choice within **120 feet** of it, as well as each creature scaling Magatsuchi, must make a **DC 13 Charisma saving throw**. On a failure, a creature takes 7 (2d6) psychic damage and is **paralysed** until the start of its next turn. Creatures scaling Magatsuchi that are paralysed in this way immediately fall, landing **prone** in the nearest unoccupied space.

LEGENDARY ACTIONS

Magatsuchi 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. Magatsuchi regains spent legendary actions at the start of its turn.

Attack (Lost While Spirit Lanterns Exploited). Magatsuchi makes one Lantern Flare attack.

Tomb of Roots (Lost During Death Throes). Magatsuchi grows a cage of woody material around one Huge or smaller creature within **180 feet** of it that is within **10 feet** of the ground, which must succeed on a **DC 18 Dexterity saving throw** or be trapped inside. The root tomb provides three-quarters cover from effects on the other side of it. The root tomb has **AC 13**, **15** hit points, **vulnerability** to fire damage, and **immunity** to piercing, poison, and psychic damage.

Constrict Tombs (Lost During Death Throes). Magatsuchi constricts all of its tombs of roots. Each creature trapped in a root tomb takes 11 (2d10) bludgeoning damage and is **restrained** until it leaves the root tomb.

Whomping Whirl (Costs 2 Actions). Magatsuchi flails in a whirl of crushing branches. Each creature within **30 feet** of Magatsuchi must make a **DC 18 Dexterity saving throw**. On a failure, a creature takes 11 (2d10) bludgeoning damage and is pushed **30 feet** away from Magatsuchi. On a success, a creature takes half as much damage and is not pushed.

MAGATSUCHI, THE AUREATE HEART

Gargantuan Plant (Kaiju, Yokai), Chaotic Neutral

Armour Class 19 (natural armour)

Chaos Threshold 100

Finishing Blow 75

Speed 40 ft. (see Wandering Earth)

Vulnerable Area Identification DC 14

STR	DEX	CON	INT	WIS	CHA
25 (+7)	5 (-3)	30 (+10)	15 (+2)	20 (+5)	23 (+6)

Saving Throws Str +13, Dex +3

Damage Immunities poison

Condition Immunities charmed, paralysed, petrified, poisoned, prone, restrained, stunned

Senses tremorsense (see Earthsense), passive Perception 15

Languages —

Challenge 20 (53,900 XP across all phases) **Prof Bonus** +6

Earthsense. Magatsuchi's tremorsense extends throughout the earth, plants, and buildings to which it is connected, as well as the ground **60 feet** beyond this matter.

Kaiju Force. Magatsuchi 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, it deals double damage to objects and structures, and its weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Kaiju Fortitude. Magatsuchi is **immune** to any spell or effect that would alter its form or move it to another plane of existence against its will.

Kodama Infused. The connection between the kodama and Magatsuchi can be interrupted by psychic assaults. If Magatsuchi takes **20** or more psychic damage in a single turn, it loses one legendary action, which it regains at the start of its next turn as usual. If it has no legendary actions to lose, it can't take bonus actions on its next turn.

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

Wandering Earth. Magatsuchi's many roots allow it to animate a large expanse of earth. The speed represented here is the speed at which this earth can move. Magatsuchi (the tree) does not move relative to the objects and creatures that occupy this earth.

ACTIONS

Multiattack. Magatsuchi makes one Branch Slam attack and four Lantern Flare attacks.

Branch Slam. *Melee Weapon Attack:* **+13** to hit, reach 30 ft., one target. *Hit:* 25 (**4d8 + 7**) bludgeoning damage, and the target must succeed on a **DC 21 Strength saving throw** or be pushed **30 feet** away from Magatsuchi.

Lantern Flare (Lost While Spirit Lanterns Exploited). *Ranged Spell Attack:* **+12** to hit, range 120 ft., one target. *Hit:* 10 (**1d8 + 6**) radiant damage. This attack ignores half and three-quarters cover and, on a critical hit, a target is **blinded** until the end of its next turn.

Razorleaf (Recharge 5-6; Lost While Goldenheart Exploited). With a whip of its branches, Magatsuchi flicks a torrent of amber-tipped leaves in a **120-foot cone**. Each creature in the area must make a **DC 21 Dexterity saving throw**, taking 42 (**12d6**) slashing damage on a failure, or half as much damage on a success.

BONUS ACTIONS

Heart of Gold (Lost While Goldenheart Exploited). With a wispy golden bolt, Magatsuchi heals another Plant it can detect within **300 feet** of itself. The Plant regains 19 (**3d8 + 6**) hit points.

Dissonant Echo (Lost While Telepathic Connection Exploited). One creature of Magatsuchi's choice within **120 feet** of it, as well as each creature scaling Magatsuchi, must make a **DC 14 Charisma saving throw**. On a failure, a creature takes 10 (**3d6**) psychic damage and is **paralysed** until the start of its next turn. Creatures scaling Magatsuchi that are paralysed in this way immediately fall, landing **prone** in the nearest unoccupied space.

LEGENDARY ACTIONS

Magatsuchi 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. Magatsuchi regains spent legendary actions at the start of its turn.

Attack (Lost While Spirit Lanterns Exploited). Magatsuchi makes one Lantern Flare attack.

Tomb of Roots (Lost During Death Throes). Magatsuchi grows a cage of woody material around one Huge or smaller creature within **180 feet** of it that is within **10 feet** of the ground, which must succeed on a **DC 21 Dexterity saving throw** or be trapped inside. The root tomb provides three-quarters cover from effects on the other side of it. The root tomb has **AC 15**, **20** hit points, **vulnerability** to fire damage, and **immunity** to piercing, poison, and psychic damage.

Constrict Tombs (Lost During Death Throes). Magatsuchi constricts all of its tombs of roots. Each creature trapped in a root tomb takes 16 (**3d10**) bludgeoning damage and is **restrained** until it leaves the root tomb.

Whomping Whirl (Costs 2 Actions). Magatsuchi flails in a whirl of crushing branches. Each creature within **30 feet** of Magatsuchi must make a **DC 21 Dexterity saving throw**. On a failure, a creature takes 16 (**3d10**) bludgeoning damage and is pushed **30 feet** away from Magatsuchi. On a success, a creature takes half as much damage and is not pushed.

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 who toil in fields (and pursue sustainable farming practices) might find themselves invigorated when they drink from the river or have their crops spared from 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, they glow a specific colour: gold for radiant damage and orange for thunder damage. While scientists posit it is merely convergent evolution, the more poetic believers explain that dragonlilies are a manifestation of a koi dragon's fins.

BAKURYŌ

Bakuryō is the shepherd of the Hakuryū Valley, a benevolent soul that revels in the harmony of sky, water, and earth.

Size. Bakuryō is approximately **200 feet** long and **6 feet** thick. Due to her coiling shape, she occupies a space **60 feet** by **20 feet**.

LAIR ACTIONS

Bakuryō's lair is the valley carved by the river she embodies. She 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

Bakuryō CR	VDC	Vmod	Vdam
14	15	+7	10 (3d6)
21	17	+9	21 (6d6)
27	19	+11	35 (10d6)

Lair Actions. On initiative count 20 (losing initiative ties), Bakuryō takes a lair action to cause one of the following effects. She can't take the same action two rounds in a row.

Apokoilypse. Unnaturally large koi fish swim to the water's edge, spraying water and gravel at creatures. Each creature of Bakuryō'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. 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.

*See Appendix B

EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award experience based upon milestones achieved, divided among the party.

BAKURYŌ XP MILESTONES

Criteria	CR 14	CR 21	CR 27
Chaos Threshold reduced to 0	5,500 XP	17,000 XP	43,000 XP
Fins exploited	3,000 XP	12,000 XP	31,000 XP
Upturned Scale exploited	3,000 XP	12,000 XP	31,000 XP
Water Form exploited	7,200 XP	13,000 XP	25,000 XP
Bakuryō defeated	5,000 XP	10,000 XP	20,000 XP
Total	23,700 XP	64,000 XP	150,000 XP

A NONLETHAL OPTION

After Bakuryō'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 Bakuryō's jaw can make a **Strength** check to re-right the scale. The DC for this check is **VDC + 10** while she has unexploited vulnerable areas, or **VDC** when all her vulnerable areas are exploited.

DEATH RATTLE

The water from all the surrounding rivers, lakes, and springs surges towards the koi dragon, gathering debris in its flow. Each creature within **300 feet** of Bakuryō 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. One round later (at the end of the same initiative count on which Bakuryō was slain) each creature within **1,000 feet** of Bakuryō 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. A rainstorm begins and does not cease for **1d10 years**. Eventually, when the rain ceases, a tatsugoi ascends and becomes the new koi dragon of the river.

BEHAVIOURS & VULNERABLE AREAS

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

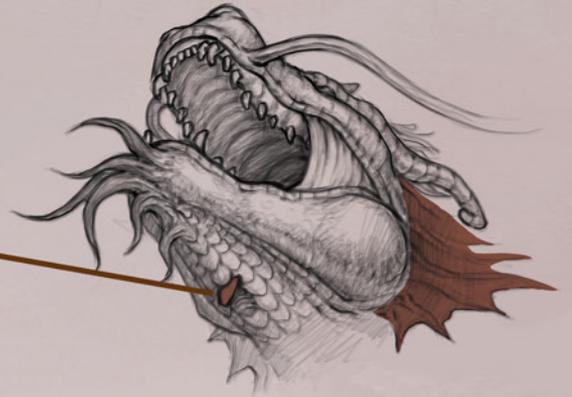
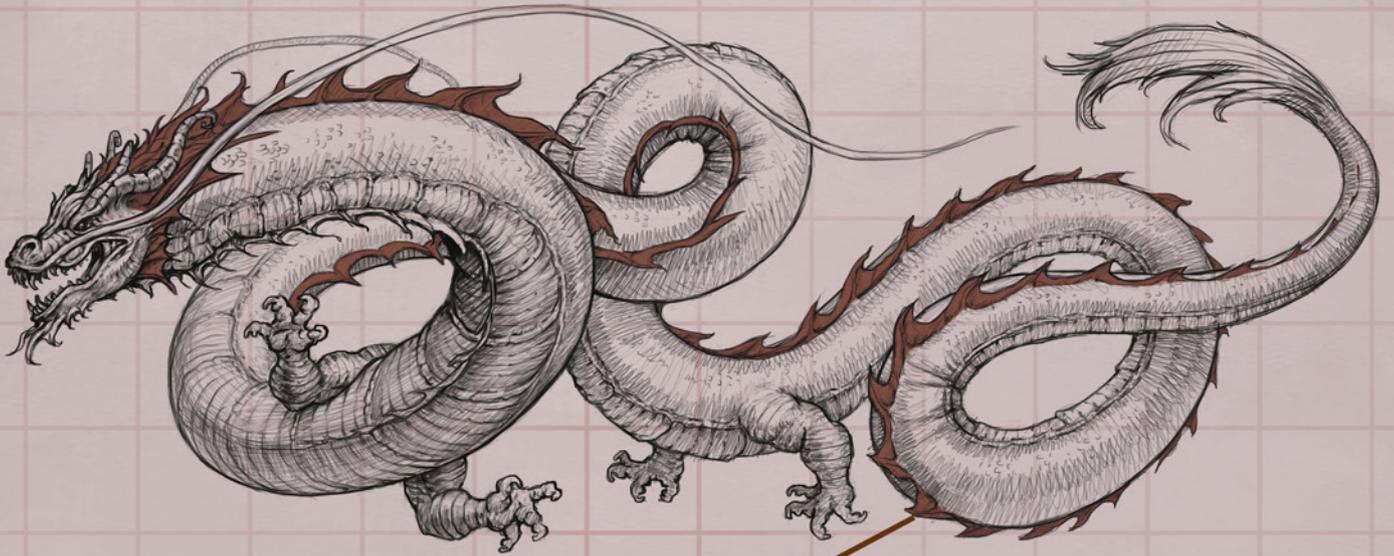
BAKURYŌ VULNERABLE AREAS

Vulnerable Area	Special Traits	CR	AC	HP
Fins	Targeting. Bakuryō's Fins can only be targeted when they are glowing and can't be targeted while she is in her Water Form.	14	16	20
	Immunity. This vulnerable area is immune to all damage. When the Fins are glowing (see Charge bonus action), they lose immunity to the damage type Bakuryō is charging (gold if radiant, orange if thunder).	21	17	40
	Exploitation. After a series of flickers, Bakuryō's Fins stop glowing.	27	18	75
Upturned Scale	Targeting. This vulnerable area is not targetable when Bakuryō is in her Water Form.	14	18	55
	Exploitation. Blood begins to pour from the wound, highlighting the Upturned Scale's unusual orientation.	21	20	80
		27	22	115
Water Form	Targeting. This vulnerable area is only targetable while Bakuryō is in her Water Form. In this form, Bakuryō can't be scaled.	14	18	65
	Immunity. This vulnerable area has immunity to all damage types except cold, force, and lightning. Cold damage can freeze her (see Freezable trait), allowing creatures to damage her with bludgeoning, slashing, and piercing damage for a short time.	21	20	90
	Exploitation. Bakuryō returns to her normal, scaled form with a roar.	27	22	120

BAKURYŌ BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	Bakuryō's Chaos Threshold is reduced to 0.	Effect. Bakuryō ends the grappled and restrained conditions on herself and enters her Water Form (see statistics). Lost Features. While in her Water Form, Bakuryō can't use her Breath Weapon action or Hollow Roar bonus action. Vulnerable Areas. Bakuryō's Water Form can be targeted. Her Fins and Upturn Scale can no longer be targeted.
Heavenly Cascade	Bakuryō's Water Form vulnerable area is exploited	Area Effect. A torrential downpour begins in a 10-mile radius of the kaiju lasting 1 hour , lightly obscuring anything beyond 30 feet and heavily obscuring anything beyond 60 feet . Gained Features. Bakuryō regains her Breath Weapon action, unless the Fins vulnerable area has already been exploited. Vulnerable Areas. Bakuryō's Fins and Upturned Scale can be targeted again.
Hollow Roar	Bakuryō's Fins vulnerable area is exploited	Gained Features. Bakuryō gains her Hollow Roar bonus action. Lost Features. Bakuryō loses her Breath Weapon action.
Death Throes	Bakuryō has three exploited vulnerable areas	Effect. Bakuryō falls prone . Lost Features. Bakuryō loses her flying and swimming speeds. Finishing Blow. Bakuryō is destroyed when she takes damage equal to or greater than her Finishing Blow in a single turn.

1 SQUARE = 5 FEET



A. Fins

B. Upturned Scale

C. Water Form

BAKURYŌ, THE CELESTIAL RIVER

Gargantuan Dragon (Kaiju), Lawful Good

Armour Class 18 (natural armour)

Chaos Threshold 100

Finishing Blow 40

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

Vulnerable Area Identification DC 13

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, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 20

Languages all, telepathy 300 ft.

Challenge 14 (23,700 XP across all phases) **Prof Bonus** +5

Kaiju Force. Bakuryō 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, she deals double damage to objects and structures, and her weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Kaiju Fortitude. Bakuryō 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 Bakuryō fails a saving throw, she can choose to succeed instead.

WATER FORM

While in her Water Form, Bakuryō can't use her Breath Weapon action or Hollow Roar bonus action, and she gains the following traits.

Fluid Form. Bakuryō 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, and she can't be scaled.

Freezable. When Bakuryō 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 her immunity to bludgeoning, piercing, and slashing damage (both magical and nonmagical).

Whelming Force. The first time on her turn that Bakuryō 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 Bakuryō, 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. Bakuryō can have no more than five Large creatures or ten Medium or smaller creatures grappled in this way at one time. If Bakuryō 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 Bakuryō.

ACTIONS

Multiattack. Bakuryō 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 (While Fins are Glowing, Lost While In Water Form). Bakuryō 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 20 Dexterity saving throw**. On a failed save, the creature takes **35 (10d6)** damage of the type of energy Bakuryō charged. On a successful save, a creature takes half as much damage.

BONUS ACTIONS

Breath Weapon Charge (Lost While Fins Exploited).

Bakuryō begins charging her Fins, choosing either radiant or thunder. Her Fins glow orange if charging thunder, and gold if charging radiant. At the start of her next turn, her Breath Weapon becomes charged. If she doesn't use her Breath Weapon action by the end of her next turn, it ceases to be charged.

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

Hollow Roar (While Fins Exploited, Lost While In Water Form). Each creature within **60 feet** of Bakuryō must succeed on a **DC 13 Constitution saving throw** or take **10 (4d4)** thunder damage.

Shake Off. Bakuryō twists and shakes her body violently. Each creature mounted on her must succeed on a **DC 13 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

LEGENDARY ACTIONS

Bakuryō 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. Bakuryō regains spent legendary actions at the start of her turn.

Attack. Bakuryō makes one Claw or Tail attack.

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



BAKURYŌ, THE HEAVENLY TORRENT

Gargantuan Dragon (Kaiju), Lawful Good

Armour Class 20 (natural armour)

Chaos Threshold 150

Finishing Blow 60

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

Vulnerable Area Identification DC 15

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, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 300 ft.

Challenge 21 (64,000 XP across all phases) **Prof Bonus** +7

Kaiju Force. Bakuryō 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, she deals double damage to objects and structures, and her weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Kaiju Fortitude. Bakuryō 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 Bakuryō fails a saving throw, she can choose to succeed instead.

WATER FORM

While in her Water Form, Bakuryō can't use her Breath Weapon action or Hollow Roar bonus action, and she gains the following traits.

Fluid Form. Bakuryō 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, and she can't be scaled.

Freezable. When Bakuryō 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 her immunity to bludgeoning, piercing, and slashing damage (both magical and nonmagical).

Whelming Force. The first time on her turn that Bakuryō 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 Bakuryō, 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. Bakuryō can have no more than five Large creatures or ten Medium or smaller creatures grappled in this way at one time. If Bakuryō 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 Bakuryō.

ACTIONS

Multiattack. Bakuryō 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 (While Fins are Glowing, Lost While In Water Form). Bakuryō 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 23 Dexterity saving throw**. On a failed save, the creature takes 54 (**12d8**) damage of the type of energy Bakuryō charged. On a successful save, a creature takes half as much damage.

BONUS ACTIONS

Breath Weapon Charge (Lost While Fins Exploited).

Bakuryō begins charging her Fins, choosing either radiant or thunder. Her Fins glow orange if charging thunder, and gold if charging radiant. At the start of her next turn, her Breath Weapon becomes charged. If she doesn't use her Breath Weapon action by the end of her next turn, it ceases to be charged.

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

Hollow Roar (While Fins Exploited, Lost While In Water Form). Each creature within **60 feet** of Bakuryō must succeed on a **DC 15 Constitution saving throw** or take 18 (**4d8**) thunder damage.

Shake Off. Bakuryō 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 the nearest unoccupied space.

LEGENDARY ACTIONS

Bakuryō 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. Bakuryō regains spent legendary actions at the start of her turn.

Attack. Bakuryō makes one Claw or Tail attack.

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







BAKURYŌ, THE ASCENDANT CASCADE

Gargantuan Dragon (Kaiju), Lawful Good

Armour Class 22 (natural armour)

Chaos Threshold 260

Finishing Blow 90

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

Vulnerable Area Identification DC 16

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 (150,000 XP across all phases) **Prof Bonus** +8

Kaiju Force. Bakuryō 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, she deals double damage to objects and structures, and her weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

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

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

WATER FORM

While in her Water Form, Bakuryō can't use her Breath Weapon action or Hollow Roar bonus action, and she gains the following traits.

Fluid Form. Bakuryō 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, and she can't be scaled.

Freezable. When Bakuryō 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 her immunity to bludgeoning, piercing, and slashing damage (both magical and nonmagical).

Whelming Force. The first time on her turn that Bakuryō 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 Bakuryō, 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. Bakuryō can have no more than five Large creatures or ten Medium or smaller creatures grappled in this way at one time. If Bakuryō 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 Bakuryō.

ACTIONS

Multiattack. Bakuryō 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 (While Fins are Glowing, Lost While In Water Form). Bakuryō 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 Bakuryō charged. On a successful save, a creature takes half as much damage.

BONUS ACTIONS

Breath Weapon Charge (Lost While Fins Exploited).

Bakuryō begins charging her Fins, choosing either radiant or thunder. Her Fins glow orange if charging thunder, and gold if charging radiant. At the start of her next turn, her Breath Weapon becomes charged. If she doesn't use her Breath Weapon action by the end of her next turn, it ceases to be charged.

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

Hollow Roar (While Fins Exploited, Lost While In Water Form). Each creature within **60 feet** of Bakuryō must succeed on a **DC 16 Constitution saving throw** or take **26 (4d12)** thunder damage.

Shake Off. Bakuryō twists and shakes her body violently. Each creature mounted on her must succeed on a **DC 16 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

LEGENDARY ACTIONS

Bakuryō 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. Bakuryō regains spent legendary actions at the start of her turn.

Attack. Bakuryō makes one Claw or Tail attack.

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



RAIJŪ

When the hairs raise on the back of your neck, when the air tastes of ozone, when a clap of thunder peals out of a cloudless sky, is that the natural phenomenon meteorologists attribute to air pressure and moisture, or is it a raijū relishing in exuberance and emotion? These kaiju are the lords of the sky, travellers that manifest as wind, thunder, and lightning.

Extreme Disposition. Though, like all yokai, the temperament of a raijū is as varied as there are individuals, they tend towards the more extreme emotions, which are referred to as a raijū's anchor. Individuals driven by awe may seek out the highest mountaintops with the most illustrious views, while those valuing freedom may surge over the open ocean. As their emotions build, the storms that accompany them grow more powerful. Eventually, a raijū may manifest in physical form, typically as a tigrine humanoid.

Grounding. A raijū's antithesis is the earth; if the power of these kaiju is ever channelled into its stony roots, they can become trapped below ground for centuries. The first step to grounding a raijū is to identify its emotional anchor, use that emotion to build the storm, and then channel the uncontrolled lightning outbursts deep underground. However, this is never permanent. With each storm comes a score of lightning strikes, and with each bolt of lightning that strikes the rock of a raijū's prison, a piece of the kaiju can return to the air.

RAIKO

Raiko is a raijū tethered to the emotion of anger. The stronger his fury, the more devastating his storm. He is a prideful being and, when insulted, smashes together his ceramic bracers to create thunderclaps. The ceramic orbs that adorn his neck and waist act as insulating capacitors; if broken, his elemental powers become even more unpredictable...

Tigers vs Dragons. All raijū have a natural rivalry with dragons of all kinds, since both fight for dominion of the skies. Raiko's hatred of dragons is more extreme than most and dates back to his first grounding in the Material Plane at the hands of the iron greatwurm, Helgon. Even an inanimate dragon statue is enough to draw his ire, and establishments dedicated to draconic powers across the Yokai Realms have had to adapt to his presence by covering such idols from the sky's eyes and building lightning rods beside each edifice.

Size. Raiko is approximately **40 feet** tall and occupies a space **25 feet** by **20 feet**.

LAIR ACTIONS

Raiko's focused wrath conjures a storm, turning the area he currently inhabits and the sky above into his lair.

VARIABLE STATISTICS

Raiko CR	VDC	Vmod	Vdam
10	13	+5	5 (2d4)
20	16	+8	14 (4d6)
25	18	+10	28 (8d6)

Lair Actions. On initiative count 20 (losing initiative ties), Raiko takes a lair action to cause one of the following effects. He can't take the same action two rounds in a row. The saving throw DCs and damage of his lair actions depend on Raiko's CR; see the Variable Statistics table above for the save DCs (**VDC**), roll modifiers (**Vmod**), and damage (**Vdam**).

Gale. Raiko causes a gust to surge in a direction of his choice: North, North-east, East, South-east, South, South-west, West, or North-west. Each creature in the lair other than Raiko must succeed on a **VDC Strength saving throw** or be pushed **15 feet** in that direction.

Lightning Strike. **1d4** bolts of lightning strike the ground. Each creature within **5 feet** of one of these points must make a **VDC Dexterity saving throw**, taking **Vdam** lightning damage on a failed save, or half as much damage on a successful one. Each bolt has the following targeting preferences, with no more than one bolt striking the same point:

1. First, strike a Small or larger piece of grounded metal.
2. Next, strike a creature made of metal or wearing metal armour.
3. Next, strike the ground beneath a flying creature, passing through the flying creature, which must make the saving throw as well.
4. Targets thereafter are randomly determined.

In Tetsumine basin, every time this lair action occurs, a single, larger lightning bolt strikes the statue in the monastery.

Thunderous Boom. A peal of thunder tears through the air. Each creature other than Raiko that is in his lair must succeed on a **VDC Constitution saving throw** or become **deafened** and dazed until the start of its next turn. A dazed creature can't take reactions and can take only an action or a bonus action on its turn, not both. A creature that fails this save by **10** or more is **stunned** while dazed in this way.

EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award experience based upon milestones achieved, divided among the party.

RAIKO XP MILESTONES

Criteria	CR 10	CR 20	CR 25
Chaos Threshold reduced to 0	5,000 XP	18,000 XP	50,000 XP
Bracers exploited	2,800 XP	11,600 XP	37,500 XP
Storm Form exploited	2,950 XP	12,500 XP	20,000 XP
Tempest Orbs exploited	2,950 XP	12,500 XP	37,500 XP
Raiko defeated	5,000 XP	11,500 XP	20,000 XP
Total	18,700 XP	66,100 XP	165,000 XP

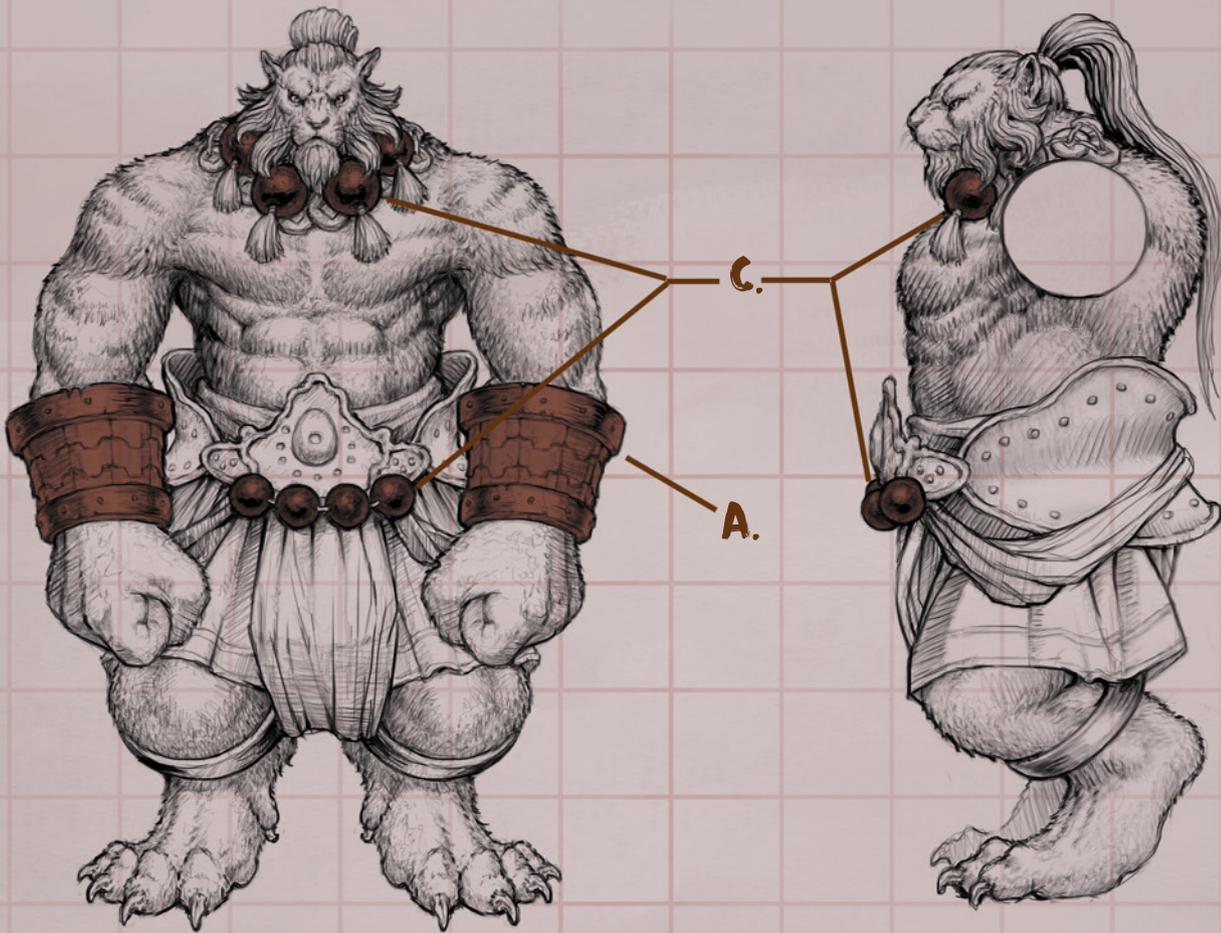
NONLETHAL ENDING

If Raiko is pierced with a Huge or larger piece of conductive metal, and that metal is connected to the ground, Raiko is destroyed nonlethally and reemerges as a storm **10d100 years** later.

DEATH RATTLE

Raiko bursts in a deafening harmony of explosive thunder and howling roar. Each creature within **120 feet** of him must make a **VDC Constitution saving throw**, taking **2 × Vdam** thunder damage and becoming **paralysed** for **1 minute** on a failed save, or taking half as much damage and not becoming paralysed on a successful one. The roar echoes across the continent, and the clouds are severed in two by the force of the blast. No rain can fall in a **3-mile radius** of this point for the next **10d100 years**. This effect can only be ended early by the *wish* spell.

1 SQUARE = 5 FEET



A. Bracers

B. Storm Form

C. Tempest Orbs

BEHAVIOURS & VULNERABLE AREAS

Raiko has three vulnerable areas: his Bracers, Storm Form, and Tempest Orbs.

RAIKO VULNERABLE AREAS

Vulnerable Area	Special Traits	CR	AC	HP
Bracers	These two Bracers share a pool of hit points.	10	17	40
	Targeting. The Bracers are targetable from range, by a creature scaling Raiko's forearm or hand, or by a creature that readies an action to attack the bracers when Raiko makes a Claws attack against a target within the creature's reach. This vulnerable area can't be targeted while Raiko is in his Storm Form.	20	19	80
	Exploitation. Both bracers fracture and fall from Raiko's forearms.	25	20	120
Storm Form	Each elemental has the number of hit points indicated in the HP column of this table, instead of their usual number. The elementals use the statistics detailed in Raiko's Storm Form section.	10	16	10
	Targeting. The elementals are targetable like a normal creature.	20	17	30
	Exploitation. An elemental that is permanently banished to another plane or that is grounded (see the Groundable trait) is destroyed. When all the elementals are destroyed, this vulnerable area is exploited.	25	17	90
Tempest Orbs	A number of Tempest Orbs equal to twice the number of player characters adorn Raiko, evenly split between his belt and necklace. Each has the number of hit points indicated in the HP column of this table. If more than one orb is in an area of effect, only one of the orbs takes damage from the effect (GM's choice). When all the orbs are destroyed, this vulnerable area is exploited.	10	17	10
	Targeting. The orbs are targetable from range, or by a creature scaling Raiko's neck or chest (necklace), or scaling his belly or waist (belt). This vulnerable area can't be targeted while Raiko is in his Storm Form.	20	19	20
	Destruction. When an orb is destroyed, each creature within 120 feet of Raiko, including Raiko, must make a Dexterity saving throw . The creature with the lowest result takes Vdam lightning damage.	25	20	30
	Exploitation. When the final Tempest Orb is destroyed, lightning shoots off of Raiko uncontrollably.			

RAIKO BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	Raiko's Chaos Threshold is reduced to 0 hit points.	Effect. Raiko enters his Storm Form, splitting into a number of elemental creatures equal to the number of player characters. Each elemental appears in the nearest unoccupied space to each player character, its 'focus'. Each elemental mirrors its chosen player character's size and initiative count, taking its turn immediately before that player character.
Eye of the Storm	Raiko's Storm Form vulnerable area is exploited.	Area Effect. Each creature within 120 feet of where Raiko appears that is not behind total cover must succeed on a VDC Strength saving throw or be knocked prone . Creatures that are flying have disadvantage on this saving throw. Effect. Raiko exits his Storm Form and reappears within 60 feet of where the final remaining elemental was positioned.
Thunderless	Raiko's Bracers vulnerable area is exploited.	Lost Features. Thunderclap action.
Ungrounded	Raiko's Tempest Orbs vulnerable area is exploited.	Gained Features. Galvanic Fracture trait.
Death Throes	Raiko has three exploited vulnerable areas.	Effect. Raiko's speed falls to 0 feet , and he falls prone . Lost Features. Galvanic Charge bonus action and Charge legendary action. Finishing Blow. Raiko is destroyed when he takes damage equal to or greater than his Finishing Blow in a single turn.

RAIKO, THE BOUNDLESS GALE

Gargantuan Elemental (Kaiju), Chaotic Neutral

Armour Class 17 (natural armour)

Chaos Threshold 40

Finishing Blow 30

Speed 40 ft., climb 40 ft.

Vulnerable Area Identification DC 12

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	20 (+5)	14 (+2)	17 (+3)	20 (+5)

Saving Throws Dex +6, Wis +7

Skills Acrobatics +6, Athletics +9, Intimidation +9, Perception +7

Damage Immunities lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, deafened, exhaustion, paralysed, petrified, stunned

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 17

Languages all

Challenge 10 (18,700 XP across all phases) Prof Bonus +4

Conductive. Raiko has **advantage** on attack rolls againsts targets made of metal or wearing metal armour. Creatures made of metal or wearing metal armour have **disadvantage** on saving throws against Raiko's Galvanic Charge, Galvanic Fracture, and Static Pulse.

Galvanic Fracture (While Tempest Orbs Exploited). At the start of each of Raiko's turns, each creature within **120 feet** of Raiko (including himself) must make a **Dexterity saving throw** as bolts of lightning chaotically spiral through the air. The creature with the lowest result takes **18 (4d8)** lightning damage.

Kaiju Force. Raiko 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, he deals double damage to objects and structures, and his weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Kaiju Fortitude. Raiko is **immune** to any spell or effect that would alter his form or move him to another plane of existence against his will.

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

Prideful. If Raiko hears a comment that he deems to be insulting or derogatory towards himself (GM's discretion), then, while he can see the source of that insult and the source is within **30 feet** of him, Raiko has **disadvantage** on attack rolls against creatures other than the source of the insult until the end of his next turn, or until he hears another comment that satisfies the conditions of this trait, whichever comes first.

STORM FORM

While in his Storm Form, Raiko splits into a number of elementals equal to the number of player characters, which appear adjacent to a player character, their 'focus'. These elementals use the **storm elemental** statistics, but have only **10** hit points each. Each elemental mirrors its focus' size and initiative count, taking its turn immediately after its focus.

ACTIONS

Multiattack. Raiko makes one Claws attacks and one Stomp attack. He can replace any number of attacks with Bolt attacks.

Claws. *Melee Weapon Attack:* **+9** to hit, reach 10 ft., one target. *Hit:* **12 (2d6 + 5)** slashing damage plus **4 (1d8)** lightning damage.

Stomp. *Melee Weapon Attack:* **+9** to hit, reach 10 ft., one target on the ground. *Hit:* **10 (1d10 + 5)** bludgeoning damage. Each creature within **10 feet** of the target takes **4 (1d8)** lightning damage as lightning earths itself through them. Creatures wearing metal armour take twice as much lightning damage.

Bolt. *Ranged Spell Attack:* **+9** to hit, range 120 ft., one target. *Hit:* **13 (3d8)** lightning damage.

Thunderclap (Recharge 5-6; Lost While Bracers Exploited). Each creature within **20 feet** of Raiko must make a **DC 17 Constitution saving throw**. A creature takes **18 (4d8)** thunder damage and is **deafened** for **1 minute** on a failed save, or takes half as much damage and isn't deafened on a successful one.

BONUS ACTIONS

Galvanic Charge (Lost During Death Throes). Raiko and all creatures scaling him shift into a bolt of pure, crackling energy, move in a straight line **10 feet wide**, passing through creatures and objects, and reform in an unoccupied space up to **120 feet** away. Each creature Raiko moves through in this way must succeed on a **DC 17 Dexterity saving throw** or take **4 (1d8)** lightning damage.

Static Pulse. A furious current of electricity ripples across Raiko's body. Each creature scaling Raiko must succeed on a **DC 12 Constitution saving throw** or take **4 (1d8)** lightning damage, be unable to take reactions until the start of its next turn, and be thrown off, landing **prone** in the nearest unoccupied space.

LEGENDARY ACTIONS

Raiko 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. Raiko regains spent legendary actions at the start of his turn.

Attack. Raiko makes one Claws or Bolt attack.

Charge (Lost During Death Throes). Raiko uses his Galvanic Charge.



RAIKO, THE UNENDING STORM

Gargantuan Elemental (Kaiju), Chaotic Neutral

Armour Class 19 (natural armour)

Chaos Threshold 180

Finishing Blow 55

Speed 50 ft., climb 50 ft

Vulnerable Area Identification DC 14

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	22 (+6)	16 (+3)	19 (+4)	22 (+6)

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

Skills Acrobatics +10, Athletics +12, Intimidation +12, Perception +10

Damage Immunities lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, deafened, exhaustion, paralyzed, petrified, stunned

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 20

Languages all

Challenge 20 (66,100 XP across all phases) **Prof Bonus** +6

Conductive. Raiko has **advantage** on attack rolls againsts targets made of metal or wearing metal armour. Creatures made of metal or wearing metal armour have **disadvantage** on saving throws against Raiko's Galvanic Charge, Galvanic Fracture, and Static Pulse.

Galvanic Fracture (While Tempest Orbs Exploited). At the start of each of Raiko's turns, each creature within **120 feet** of Raiko (including himself) must make a **Dexterity saving throw** as bolts of lightning chaotically spiral through the air. The creature with the lowest result takes 27 (**6d8**) lightning damage.

Kaiju Force. Raiko 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, he deals double damage to objects and structures, and his weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Kaiju Fortitude. Raiko is **immune** to any spell or effect that would alter his form or move him to another plane of existence against his will.

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

Prideful. If Raiko hears a comment that he deems to be insulting or derogatory towards himself (GM's discretion), then, while he can see the source of that insult and the source is within **30 feet** of him, Raiko has **disadvantage** on attack rolls against creatures other than the source of the insult until the end of his next turn, or until he hears another comment that satisfies the conditions of this trait, whichever comes first.

STORM FORM

While in his Storm Form, Raiko splits into a number of elementals equal to the number of player characters, which appear adjacent to a player character, their 'focus'. These elementals use the **tempest elemental** statistics, but have only **30** hit points each. Each elemental mirrors its focus' size and initiative count, taking its turn immediately after its focus.

ACTIONS

Multiattack. Raiko makes two Claws attacks and one Stomp attack. He can replace any number of attacks with Bolt attacks.

Claws. *Melee Weapon Attack:* **+12** to hit, reach 10 ft., one target. *Hit:* 16 (**3d6 + 6**) slashing damage plus 9 (**2d8**) lightning damage.

Stomp. *Melee Weapon Attack:* **+12** to hit, reach 10 ft., one target on the ground. *Hit:* 24 (**4d8 + 6**) bludgeoning damage. Each creature within **10 feet** of the target takes 9 (**2d8**) lightning damage as lightning earths itself through them. Creatures wearing metal armour take twice as much lightning damage.

Bolt. *Ranged Spell Attack:* **+12** to hit, range 120 ft., one target. *Hit:* 22 (**5d8**) lightning damage.

Thunderclap (Recharge 4-6; Lost While Bracers Exploited). Each creature within **30 feet** of Raiko must make a **DC 20 Constitution saving throw**. A creature takes 36 (**8d8**) thunder damage and is **deafened** for **1 minute** on a failed save, or takes half as much damage and isn't deafened on a successful one.

BONUS ACTIONS

Galvanic Charge (Lost During Death Throes). Raiko and all creatures scaling him shift into a bolt of pure, crackling energy, move in a straight line **10 feet wide**, passing through creatures and objects, and reform in an unoccupied space up to **120 feet** away. Each creature Raiko moves through in this way must succeed on a **DC 20 Dexterity saving throw** or take 9 (**2d8**) lightning damage.

Static Pulse. A furious current of electricity ripples across Raiko's body. Each creature scaling Raiko must succeed on a **DC 14 Constitution saving throw** or take 9 (**2d8**) lightning damage, be unable to take reactions until the start of its next turn, and be thrown off, landing **prone** in the nearest unoccupied space.

LEGENDARY ACTIONS

Raiko 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. Raiko regains spent legendary actions at the start of his turn.

Attack. Raiko makes one Claws or Bolt attack.

Charge (Lost During Death Throes). Raiko uses his Galvanic Charge.

RAIKO, THE INFINITE TEMPEST

Gargantuan Elemental (Kaiju), Chaotic Neutral

Armour Class 20 (natural armour)

Chaos Threshold 240

Finishing Blow 85

Speed 60 ft., climb 60 ft

Vulnerable Area Identification DC 16

STR	DEX	CON	INT	WIS	CHA
25 (+7)	21 (+5)	24 (+7)	18 (+4)	23 (+6)	25 (+7)

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

Skills Acrobatics +13, Athletics +15, Intimidation +15, Perception +14

Damage Immunities lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, deafened, exhaustion, paralysed, petrified, stunned

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 24

Languages all

Challenge 25 (165,000 XP across all phases) **Prof Bonus** +8

Conductive. Raiko has **advantage** on attack rolls against targets made of metal or wearing metal armour. Creatures made of metal or wearing metal armour have **disadvantage** on saving throws against Raiko's Galvanic Charge, Galvanic Fracture, and Static Pulse.

Galvanic Fracture (While Tempest Orbs Exploited). At the start of each of Raiko's turns, each creature within **120 feet** of Raiko (including himself) must make a **Dexterity saving throw** as bolts of lightning chaotically spiral through the air. The creature with the lowest result takes **45 (10d8)** lightning damage.

Kaiju Force. Raiko 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, he deals double damage to objects and structures, and his weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Kaiju Fortitude. Raiko is **immune** to any spell or effect that would alter his form or move him to another plane of existence against his will.

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

Prideful. If Raiko hears a comment that he deems to be insulting or derogatory towards himself (GM's discretion), then, while he can see the source of that insult and the source is within **30 feet** of him, Raiko has **disadvantage** on attack rolls against creatures other than the source of the insult until the end of his next turn, or until he hears another comment that satisfies the conditions of this trait, whichever comes first.

STORM FORM

While in his Storm Form, Raiko splits into a number of elementals equal to the number of player characters, which appear adjacent to a player character, their 'focus'. These elementals use the **tempest elemental** statistics, but have only **90** hit points each. Each elemental mirrors its focus' size and initiative count, taking its turn immediately after its focus.

ACTIONS

Multiattack. Raiko makes two Claws attacks and one Stomp attack. He can replace any number of attacks with Bolt attacks.

Claws. *Melee Weapon Attack:* **+15** to hit, reach 10 ft., one target. *Hit:* 21 (**4d6 + 7**) slashing damage plus 13 (**3d8**) lightning damage.

Stomp. *Melee Weapon Attack:* **+15** to hit, reach 10 ft., one target on the ground. *Hit:* 33 (**4d12 + 7**) bludgeoning damage. Each creature within **10 feet** of the target takes 13 (**3d8**) lightning damage as lightning earths itself through them. Creatures wearing metal armour take twice as much lightning damage.

Bolt. *Ranged Spell Attack:* **+15** to hit, range 120 ft., one target. *Hit:* 31 (**7d8**) lightning damage.

Thunderclap (Recharge 4-6; Lost While Bracers Exploited). Each creature within **40 feet** of Raiko must make a **DC 23**

Constitution saving throw. A creature takes 90 (**20d8**) thunder damage and is **deafened** for **1 minute** on a failed save, or takes half as much damage and isn't deafened on a successful one.

BONUS ACTIONS

Galvanic Charge (Lost During Death Throes). Raiko and all creatures scaling him shift into a bolt of pure, crackling energy, move in a straight line **10 feet wide**, passing through creatures and objects, and reform in an unoccupied space up to **120 feet** away. Each creature Raiko moves through in this way must succeed on a **DC 23 Dexterity saving throw** or take 18 (**4d8**) lightning damage.

Static Pulse. A furious current of electricity ripples across Raiko's body. Each creature scaling Raiko must succeed on a **DC 16 Constitution saving throw** or take 18 (**4d8**) lightning damage, be unable to take reactions until the start of its next turn, and be thrown off, landing **prone** in the nearest unoccupied space.

LEGENDARY ACTIONS

Raiko 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. Raiko regains spent legendary actions at the start of his turn.

Attack. Raiko makes one Claws or Bolt attack.

Charge (Lost During Death Throes). Raiko uses his Galvanic Charge.



SEA SPIRITS

During full moons, the mists of the Umigiri Coast shimmer with the ethereal green of frolicking souls in the Sea of Songs. For a short time, these ghosts of the Ethereal Plane cross through the thin veil to bathe in moonlight once more. They typically pose no threat to the living, though a powerful Undead presence can bend their will to match its own, creating a life-leeching army of bestial souls.

SWARM OF ETHEREAL SEA BEASTS

Huge Swarm of Small Undead, Unaligned

Armour Class 16 (natural armour)

Hit Points 104 (11d10 + 44)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	19 (+4)	4 (-3)	11 (+0)	6 (-2)

Damage Resistances acid, bludgeoning, cold, fire, lightning, piercing, slashing, thunder

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses truesight 60 ft., passive Perception 10

Languages understands Aquan but can't speak

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

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

Necrotic Aura. Any non-Undead creature that starts its turn inside the swarm's space takes 9 (2d8) necrotic damage.

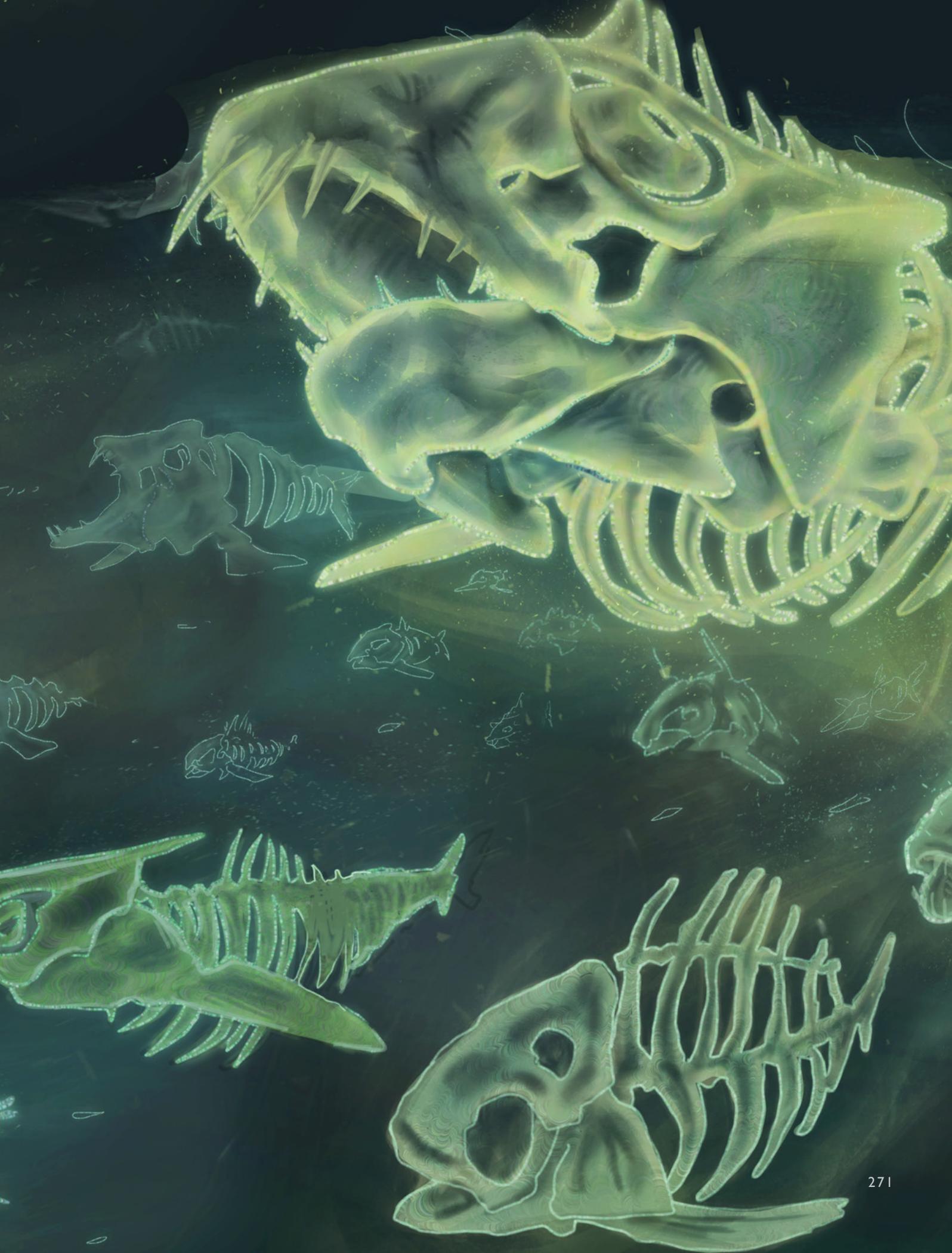
Sunlight Sensitivity. While in sunlight, the swarm has **disadvantage** on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small fish. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The swarm makes two Life Drain attacks.

Life Drain. *Melee Spell Attack:* **+7** to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 21 (6d6) necrotic damage, or 10 (3d6) necrotic damage if the swarm has half of its hit points or fewer. The target must succeed on a **DC 15 Constitution saving throw** or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



SPECTRELICH

When a mage seeks but fails to achieve lichdom, its soul lingers, unbound from its physical form yet tethered to its phylactery. It can't leave for the afterlife, reincarnation, or whatever post-mortem eventuality it believed in and, instead, simply persists. In time, without the rhythms of a living body to regulate it, such souls can degenerate into vicious, soul-sapping spectres. But, before this unfortunate degradation occurs, the spectrelich may pursue many means of acquiring a body.



BATHYAL SPECTRELICH

Medium Undead (Wizard), Neutral Evil

Armour Class 15 (natural armour)

Hit Points 78 (12d8 + 24)

Speed 0 ft, fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	14 (+2)	17 (+3)	12 (+1)	15 (+2)

Saving Throws Int +6, Wis +4

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses truesight 90 ft., passive Perception 11

Languages Common plus up to four other languages

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

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

Rejuvenation. If it has a phylactery, a destroyed spectrelich's incorporeal form manifests in 1d10 days, regaining all its hit points and becoming active again. The new form appears within 5 feet of the phylactery.

Sunlight Sensitivity. While in sunlight, the spectrelich has **disadvantage** on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Turn Resistance. The spectrelich has **advantage** on saving throws against any effect that turns Undead.

ACTIONS

Multiattack. The spectrelich makes two Life Drain attacks.

Life Drain. Melee Spell Attack: **+6** to hit, reach 10 ft., one creature. **Hit:** 14 (4d6) necrotic damage. The target must succeed on a **DC 14 Constitution saving throw** or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Spellcasting. The spectrelich casts one of the following spells, using Intelligence as the spellcasting ability (**+6** to hit, **spell save DC 14**):

At will: *bloodweave**, *chill touch* (2d8), *mage hand*, *ray of frost* (2d8)

2/day each: *blight*, *dominate person*, *ice storm*, *slow*

*See Appendix B

BONUS ACTIONS

Misty Step. The spectrelich teleports up to **30 feet** to an unoccupied space it can see.

LEGENDARY ACTIONS

The spectrelich can take 2 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. The spectrelich regains spent legendary actions at the start of its turn.

Attack. The spectrelich makes one Life Drain attack.

Frightening Gaze. Each creature of the spectrelich's choice within **15 feet** of it that it can see and that can see it must succeed on a **DC 14 Wisdom saving throw** or become **frightened** for **1 minute**. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is **immune** to the spectrelich's Frightening Gaze for the next **24 hours**.

ABYSSAL SPECTRELICH

Medium Undead (Wizard), Neutral Evil

Armour Class 17 (natural armour)

Hit Points 104 (16d8 + 32)

Speed 0 ft, fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	15 (+2)	19 (+4)	13 (+1)	16 (+3)

Saving Throws Int +8, Wis +5

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses truesight 90 ft., passive Perception 11

Languages Common plus up to four other languages

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

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

Legendary Resistance (2/Day). If the spectrelich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed spectrelich's incorporeal form manifests in **1d10 days**, regaining all its hit points and becoming active again. The new form appears within **5 feet** of the phylactery.

Sunlight Sensitivity. While in sunlight, the spectrelich has **disadvantage** on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Turn Resistance. The spectrelich has **advantage** on saving throws against any effect that turns Undead.

ACTIONS

Multiattack. The spectrelich makes two Life Drain attacks.

Life Drain. *Melee Spell Attack:* **+8** to hit, reach 10 ft., one creature. *Hit:* 21 (**6d6**) necrotic damage. The target must succeed on a **DC 16 Constitution saving throw** or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Spellcasting. The spectrelich casts one of the following spells, using Intelligence as the spellcasting ability (**+8** to hit, **spell save DC 16**):

At will: *bloodweave**, *chill touch (3d8)*, *mage hand*, *ray of frost (3d8)*

2/day each: *antilife shell*, *circle of death*, *cone of cold*, *dominate person*

*See Appendix B

BONUS ACTIONS

Misty Step. The spectrelich teleports up to **30 feet** to an unoccupied space it can see.

LEGENDARY ACTIONS

The spectrelich can take 2 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. The spectrelich regains spent legendary actions at the start of its turn.

Attack. The spectrelich makes one Life Drain attack.

Frightening Gaze. Each creature of the spectrelich's choice within **15 feet** of it that it can see and that can see it must succeed on a **DC 16 Wisdom saving throw** or become **frightened for 1 minute**. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is **immune** to the spectrelich's Frightening Gaze for the next **24 hours**.

HADAL SPECTRELICH

Medium Undead (Wizard), Neutral Evil

Armour Class 18 (natural armour)

Hit Points 135 (18d8 + 54)

Speed 0 ft., fly 50 ft. (hover)

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

Saving Throws Int +11, Wis +8

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses truesight 90 ft., passive Perception 12

Languages Common plus up to four other languages

Challenge 20 (25,000 XP) **Proficiency Bonus** +6

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

Legendary Resistance (3/Day). If the spectrelich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed spectrelich's incorporeal form manifests in **1d10 days**, regaining all its hit points and becoming active again. The new form appears within **5 feet** of the phylactery.

Sunlight Sensitivity. While in sunlight, the spectrelich has **disadvantage** on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Turn Resistance. The spectrelich has **advantage** on saving throws against any effect that turns Undead.

ACTIONS

Multiattack. The spectrelich makes two Life Drain attacks.

Life Drain. *Melee Spell Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 28 (8d6) necrotic damage. The target must succeed on a **DC 19 Constitution saving throw** or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Spellcasting. The spectrelich casts one of the following spells, using Intelligence as the spellcasting ability (+11 to hit, **spell save DC 19**):

At will: *bloodweave**, *chill touch* (4d8), *mage hand*, *ray of frost* (4d8)

2/day each: *antilife shell*, *dominate monster*, *finger of death*, *freezing sphere*

*See Appendix B

BONUS ACTIONS

Misty Step. The spectrelich teleports up to **30 feet** to an unoccupied space it can see.

LEGENDARY ACTIONS

The spectrelich 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. The spectrelich regains spent legendary actions at the start of its turn.

Attack. The spectrelich makes one Life Drain attack.

Frightening Gaze. Each creature of the spectrelich's choice within **15 feet** of it that it can see and that can see it must succeed on a **DC 19 Wisdom saving throw** or become **frightened** for **1 minute**. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is **immune** to the spectrelich's Frightening Gaze for the next **24 hours**.

YOKAI-INFUSED OBJECTS

When yokai infuse objects, the product is a bizarre confluence of the infusing yokai's disposition and the intention with which the object was used. For example, a towel's function is to clean and dry. A malicious yokai that infuses the towel might amplify its drying capacity so that it drains the moisture from creatures, causing the skin to become withered and cracked. A benevolent yokai might augment the powers of cleaning, and be able to staunch a flowing wound with the barest of pressure.

Time & Intention. The longer a sentient creature focuses on and uses an object, the more 'intention' it accrues. This is the basis by which all harvestable components gain the ability to shape magic during enchanting; a tooth or claw can be used to enchant weapons, while a shell or hide gives armour magical defensive properties. For this reason, there is a general rule of thumb that the older an item, the more thoroughly a yokai can infuse it, and the more potent the outcome. Scholars classify yokai-infused objects into three categories: animate, imbued, and suffused.

Bombuku's Bread & Butter. Using the phenomenon of yokai-infusion, the inventor and tenured professor of the College of Hanabi, Bombuku, has created a line of prostheses capable of recreating the functions of missing limbs. It was this invention, after much trial and error, that shot Bombuku to fame, though he has always desired to infuse living tissue with yokai, not just inanimate objects. The secret was to vet the infusing yokai, choosing only those of a helpful or benevolent nature.

EGREGIOUS EMPERORS

Joukai, Sūjin, and Tokihito, the last three emperors to exist in the Yokai Realms, are widely despised thanks to a campaign of disinformation by the Silk Purse. The egregious emperors infuse the objects with which they were most closely associated in life.

JOUKAI

Art, elegance, and aesthetic, Joukai was a paragon of culture, as well as a vain and acid-tongued sociopath. They found joy in mocking others, buoying themselves up as they made their subjects feel small, and beheading any whose words outwitted those of the emperor. A self-proclaimed poet, Joukai forced their court to listen to their hours-long noh plays, taking note of those who fell asleep and filling their beds with lice in revenge. Joukai's addition to the palace was a wing entirely dedicated to the imperial wardrobe, each item fashioned from the finest silks.

ANIMATE ROBE

Medium Construct (Yokai), Neutral Evil

Armour Class 15 (natural armour)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	11 (+0)	8 (-1)	17 (+3)

Saving Throws Dex +4, Cha +5

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralysed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages Common

Challenge 4 (1,100 XP; CR 3 without legendary actions)

Proficiency Bonus +2

False Appearance. If the robe is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the robe move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the robe is animate.

ACTIONS

Mockery. *Saving Throw:* **DC 13 Wisdom**, range 60 ft., one creature the robe can see. *Failure:* 10 (3d6) psychic damage, and the creature has **disadvantage** on the next attack roll it makes before the end of its next turn.

Thoughtseize (Recharge 4-6). *Saving Throw:* **DC 13 Intelligence**, range 60 ft., one creature the robe can see. *Failure:* 21 (6d6) psychic damage and, until the start of its next turn, the creature has **disadvantage** on Intelligence, Wisdom, and Charisma saving throws and can't take reactions. *Success:* the creature takes half as much damage.

REACTIONS

Misty Retreat. *Trigger:* A creature moves within **10 feet** of the robe. *Response:* The robe teleports to an unoccupied space it can see within **30 feet** of it.

SHARED LEGENDARY ACTIONS

The Egregious Emperors (Joukai, Sūjin, and Tokihito) can take 3 legendary actions between them, with Joukai 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. The Egregious Emperors regain spent legendary actions at the start of the turn of the emperor with the highest initiative.

Vicious Voice. Joukai uses Mockery.

Dispel Magic (Costs 2 Actions; 3/Day). Joukai casts the *dispel magic* spell at 3rd level, using Charisma as the spellcasting ability.



IMBUED ROBE

Medium Construct (Yokai), Neutral Evil

Armour Class 17 (natural armour)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	12 (+1)	9 (-1)	19 (+4)

Saving Throws Dex +6, Cha +7

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralysed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages Common

Challenge 8 (3,900 XP; CR 6 without legendary actions)

Proficiency Bonus +3

False Appearance. If the robe is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the robe move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the robe is animate.

ACTIONS

Multiattack. The robe uses Mockery two times, each use against a different target.

Mockery. *Saving Throw:* **DC 15 Wisdom**, range 60 ft., one creature the robe can see. *Failure:* 14 (4d6) psychic damage, and the creature has **disadvantage** on the next attack roll it makes before the end of its next turn.

Thoughtseize (Recharge 4-6). *Saving Throw:* **DC 15 Intelligence**, range 60 ft., one creature the robe can see. *Failure:* 35 (10d6) psychic damage and, until the start of its next turn, the creature has **disadvantage** on Intelligence, Wisdom, and Charisma saving throws and can't take reactions. *Success:* the creature takes half as much damage.

REACTIONS

Misty Retreat. *Trigger:* A creature moves within **10 feet** of the robe. *Response:* The robe teleports to an unoccupied space it can see within **30 feet** of it.

SHARED LEGENDARY ACTIONS

The Egregious Emperors (Joukai, Sūjin, and Tokihito) can take 3 legendary actions between them, with Joukai 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. The Egregious Emperors regain spent legendary actions at the start of the turn of the emperor with the highest initiative.

Vicious Voice. Joukai uses Mockery.

Dispel Magic (Costs 2 Actions; 3/Day). Joukai casts the *dispel magic* spell at 4th level, using Charisma as the spellcasting ability.

SUFFUSED ROBE

Medium Construct (Yokai), Neutral Evil

Armour Class 18 (natural armour)

Hit Points 187 (22d8 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	18 (+4)	13 (+1)	10 (+0)	21 (+5)

Saving Throws Dex +8, Wis +5, Cha +10

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralysed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 13 (10,000 XP; CR 12 without legendary actions)

Proficiency Bonus +5

False Appearance. If the robe is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the robe move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the robe is animate.

ACTIONS

Multiattack. The robe uses Mockery three times, each use against a different target.

Mockery. *Saving Throw:* **DC 18 Wisdom**, range 60 ft., one creature the robe can see. *Failure:* 18 (4d8) psychic damage, and the creature has **disadvantage** on the next attack roll it makes before the end of its next turn.

Thoughtseize (Recharge 4-6). *Saving Throw:* **DC 18 Intelligence**, range 60 ft., one creature the robe can see. *Failure:* 70 (20d6) psychic damage and, until the start of its next turn, the creature has **disadvantage** on Intelligence, Wisdom, and Charisma saving throws and can't take reactions. *Success:* the creature takes half as much damage.

REACTIONS

Misty Retreat. *Trigger:* A creature moves within **10 feet** of the robe. *Response:* The robe teleports to an unoccupied space it can see within **30 feet** of it.

SHARED LEGENDARY ACTIONS

The Egregious Emperors (Joukai, Sūjin, and Tokihito) can take 3 legendary actions between them, with Joukai 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. The Egregious Emperors regain spent legendary actions at the start of the turn of the emperor with the highest initiative.

Vicious Voice. Joukai uses Mockery.

Dispel Magic (Costs 2 Actions; 3/Day). Joukai casts the *dispel magic* spell at 5th level, using Charisma as the spellcasting ability.

SŪJIN

A warrior empress, Sūjin revelled in displays of brutality and physical prowess. She went so far as to have a dohyo (sumo) ring installed in her palace and hosted regular tournaments in

which she always entered the melee. Standing over eight feet tall, she was unstoppable in her heavy lamellar armour, and *singing steel*, her nine-foot-long naginata, claimed many lives.

ANIMATE ARMOUR

Large Construct (Yokai), Neutral Evil

Armour Class 16 (natural armour)

Hit Points 114 (12d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	8 (-1)

Saving Throws Str +6, Dex +5

Damage Vulnerabilities acid

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralysed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 5 (1,800 XP; CR 4 without legendary actions)

Proficiency Bonus +3

Concussive Strikes. When the armour knocks prone a creature that is concentrating on a spell or effect, the creature must make a **Constitution saving throw** to maintain its concentration. When the armour forces a creature to make a saving throw to maintain its concentration on a spell, the **DC is 13** or half the damage dealt, whichever is higher, and the creature has **disadvantage** on this saving throw.

False Appearance. If the armour is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the armour move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the armour is animate.

ACTIONS

Multiattack. The armour makes two attacks with any combination of Naginata or Javelin.

Naginata. *Melee Weapon Attack:* **+6** to hit, reach 10 ft., one target. *Hit:* 14 (**2d10 + 3**) slashing damage.

Javelin. *Ranged Weapon Attack:* **+6** to hit, range 30/120 ft., one target. *Hit:* 10 (**2d6 + 3**) piercing damage.

BONUS ACTIONS

Sweep. If the armour hits a creature with a melee attack, it attempts to sweep the creature off its feet. The creature must succeed on a **DC 14 Strength saving throw** or fall **prone**.

REACTIONS

Parry. *Trigger:* The armour is hit by a melee attack while wielding a melee weapon. *Response:* The armour gains a **+3** bonus to its AC against the triggering attack, potentially causing it to miss. To use this reaction, the armour must be wielding a melee weapon.

SHARED LEGENDARY ACTIONS

The Egregious Emperors (Joukai, Sūjin, and Tokihito) can take 3 legendary actions between them, with Sūjin 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. The Egregious Emperors regain spent legendary actions at the start of the turn of the emperor with the highest initiative.

Rush. Sūjin moves up to half her speed and rams a creature within **10 feet** of her. The creature must succeed on a **DC 14 Strength saving throw** or be knocked **prone**.

Whirl (Costs 2 Actions). Sūjin whirls her naginata in a deadly pirouette. Each creature within **10 feet** of her must succeed on a **DC 14 Dexterity saving throw** or take **11 (2d10)** slashing damage.





IMBUED ARMOUR

Large Construct (Yokai), Neutral Evil

Armour Class 18 (natural armour)

Hit Points 168 (16d10 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	20 (+5)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Str +8, Dex +7

Damage Vulnerabilities acid

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralysed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 9 (5,000 XP; CR 8 without legendary actions)

Proficiency Bonus +4

Concussive Strikes. When the armour knocks prone a creature that is concentrating on a spell or effect, the creature must make a **Constitution saving throw** to maintain its concentration. When the armour forces a creature to make a saving throw to maintain its concentration on a spell, the **DC** is **14** or half the damage dealt, whichever is higher, and the creature has **disadvantage** on this saving throw.

False Appearance. If the armour is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the armour move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the armour is animate.

ACTIONS

Multiattack. The armour makes three attacks with any combination of Naginata or Javelin.

Naginata. *Melee Weapon Attack:* **+8** to hit, reach 10 ft., one target. *Hit:* 15 (**2d10 + 4**) slashing damage.

Javelin. *Ranged Weapon Attack:* **+8** to hit, range 30/120 ft., one target. *Hit:* 11 (**2d6 + 4**) piercing damage.

BONUS ACTIONS

Sweep. If the armour hits a creature with a melee attack, it attempts to sweep the creature off its feet. The creature must succeed on a **DC 16 Strength saving throw** or fall **prone**.

REACTIONS

Parry. *Trigger:* The armour is hit by a melee attack while wielding a melee weapon. *Response:* The armour gains a **+4** bonus to its AC against the triggering attack, potentially causing it to miss. To use this reaction, the armour must be wielding a melee weapon.

SHARED LEGENDARY ACTIONS

The Egregious Emperors (Joukai, Sūjin, and Tokihito) can take 3 legendary actions between them, with Sūjin 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. The Egregious Emperors regain spent legendary actions at the start of the turn of the emperor with the highest initiative.

Rush. Sūjin moves up to half her speed and rams a creature within **10 feet** of her. The creature must succeed on a **DC 16 Strength saving throw** or be knocked **prone**.

Whirl (Costs 2 Actions). Sūjin whirls her naginata in a deadly pirouette. Each creature within **10 feet** of her must succeed on a **DC 16 Dexterity saving throw** or take 16 (**3d10**) slashing damage.

SUFFUSED ARMOUR

Large Construct (Yokai), Neutral Evil

Armour Class 20 (natural armour)

Hit Points 230 (20d10 + 120)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	22 (+6)	8 (-1)	15 (+2)	10 (+0)

Saving Throws Str +10, Dex +9

Damage Vulnerabilities acid

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralysed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 14 (11,500 XP; CR 12 without legendary actions)

Proficiency Bonus +5

Concussive Strikes. When the armour knocks prone a creature that is concentrating on a spell or effect, the creature must make a **Constitution saving throw** to maintain its concentration. When the armour forces a creature to make a saving throw to maintain its concentration on a spell, the **DC** is **15** or half the damage dealt, whichever is higher, and the creature has **disadvantage** on this saving throw.

False Appearance. If the armour is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the armour move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the armour is animate.

ACTIONS

Multiattack. The armour makes four attacks with any combination of Naginata or Javelin.

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

Javelin. *Ranged Weapon Attack:* **+10** to hit, range 30/120 ft., one target. *Hit:* 12 (**2d6 + 5**) piercing damage.

BONUS ACTIONS

Sweep. If the armour hits a creature with a melee attack, it attempts to sweep the creature off its feet. The creature must succeed on a **DC 18 Strength saving throw** or fall **prone**.

REACTIONS

Parry. *Trigger:* The armour is hit by a melee attack while wielding a melee weapon. *Response:* The armour gains a **+5** bonus to its AC against the triggering attack, potentially causing it to miss. To use this reaction, the armour must be wielding a melee weapon.

SHARED LEGENDARY ACTIONS

The Egregious Emperors (Joukai, Sūjin, and Tokihito) can take 3 legendary actions between them, with Sūjin 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. The Egregious Emperors regain spent legendary actions at the start of the turn of the emperor with the highest initiative.

Rush. Sūjin moves up to half her speed and rams a creature within **10 feet** of her. The creature must succeed on a **DC 18 Strength saving throw** or be knocked **prone**.

Whirl (Costs 2 Actions). Sūjin whirls her naginata in a deadly spin. Each creature within **10 feet** of her must succeed on a **DC 18 Dexterity saving throw** or take 22 (**4d10**) slashing damage.

TOKIHITO

Though Tokihito's reign was short in comparison to his forebears', it was equally as filled with cruelty and self-indulgence. Especially fond of porcelain bunraku dolls, the child emperor would arrange playdates with the palace staff's

children. The master manipulator would encourage the other kids to participate in rituals with his dolls, only for their souls to be absorbed and the children to remain glassy-eyed and mute for the rest of their lives. Soon, Tokihito's chambers were filled with the beady-eyed toys.

ANIMATE PORCELAIN DOLL

Small Construct (Yokai), Neutral Evil

Armour Class 14 (natural armour)

Hit Points 54 (12d6 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	8 (-1)	16 (+3)	12 (+1)

Saving Throws Wis +5, Cha +3

Damage Vulnerabilities thunder

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralysed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +2

False Appearance. If the doll is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the doll move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the doll is animate.

Innocence. An air of innocence surrounds the doll. A creature that targets the doll with an attack or a harmful spell must first make a **DC 13 Wisdom saving throw**. On a failed save, the creature must choose a new target or lose the attack or spell. This trait doesn't protect the doll from area effects, such as a *lightning bolt*.

ACTIONS

Soulseize. *Saving Throw:* **DC 13 Charisma**, range 60 ft., one creature the doll can see. *Failure:* the target must spend **two** of its hit dice, roll them, and take force damage equal to the result. If a creature fails this saving throw and has no unspent Hit Dice, it is reduced to 0 hit points.

Puppeteer (Recharge 4-6). *Saving Throw:* **DC 13 Wisdom**, range 60 ft., one creature the doll can see. *Failure:* the creature is possessed until the start of the doll's next turn. While possessed, the target must obey the doll's mental commands, which it can issue at any time. If the target takes damage, it can repeat the saving throw, ending the effect on a success.

REACTIONS

Twist of Fate. *Trigger:* A creature within **60 feet** of the doll that it can see succeeds on an attack roll, ability check, or saving throw. *Response:* The doll twists the strings of fate, forcing the creature to reroll the **d20** and use the lower roll.

SHARED LEGENDARY ACTIONS

The Egregious Emperors (Joukai, Sūjin, and Tokihito) can take 3 legendary actions between them, with Tokihito 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. The Egregious Emperors regain spent legendary actions at the start of the turn of the emperor with the highest initiative.

Fortune. The doll grants one creature it can see within **60 feet** of it good luck. Whenever the target makes an attack roll or saving throw before the end of its next turn, the target can roll a **d6** and add the number rolled to the attack roll or saving throw.

Malice (Costs 2 Actions). The doll casts *bloodweave** at 3rd level, using Wisdom as the spellcasting ability (**save DC 13**).

*See Appendix B



IMBUED PORCELAIN DOLL

Small Construct (Yokai), Neutral Evil

Armour Class 15 (natural armour)

Hit Points 104 (16d6 + 48)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	16 (+3)	9 (-1)	18 (+4)	14 (+2)

Saving Throws Wis +7, Cha +5

Damage Vulnerabilities thunder

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralysed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 7 (2,900 XP, CR 6 without legendary actions)

Proficiency Bonus +3

False Appearance. If the doll is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the doll move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the doll is animate.

Innocence. An air of innocence surrounds the doll. A creature that targets the doll with an attack or a harmful spell must first make a **DC 15 Wisdom saving throw**. On a failed save, the creature must choose a new target or lose the attack or spell. This trait doesn't protect the doll from area effects, such as a *lightning bolt*.

ACTIONS

Soulseize. *Saving Throw:* **DC 15 Charisma**, range 60 ft., one creature the doll can see. *Failure:* the target must spend **four** of its hit dice, roll them, and take force damage equal to the result. If a creature fails this saving throw and has no unspent Hit Dice, it is reduced to 0 hit points.

Puppeteer (Recharge 4-6). *Saving Throw:* **DC 15 Wisdom**, range 60 ft., one creature the doll can see. *Failure:* the creature is possessed until the start of the doll's next turn. While possessed, the target must obey the doll's mental commands, which it can issue at any time. If the target takes damage, it can repeat the saving throw, ending the effect on a success.

REACTIONS

Twist of Fate. *Trigger:* A creature within **60 feet** of the doll that it can see succeeds on an attack roll, ability check, or saving throw. *Response:* The doll twists the strings of fate, forcing the creature to reroll the **d20** and use the lower roll.

SHARED LEGENDARY ACTIONS

The Egregious Emperors (Joukai, Sūjin, and Tokihito) can take 3 legendary actions between them, with Tokihito 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. The Egregious Emperors regain spent legendary actions at the start of the turn of the emperor with the highest initiative.

Fortune. The doll grants one creature it can see within **60 feet** of it good luck. Whenever the target makes an attack roll or saving throw before the end of its next turn, the target can roll a **d6** and add the number rolled to the attack roll or saving throw.

Malice (Costs 2 Actions). The doll casts *bloodweave** at 3rd level, using Wisdom as the spellcasting ability (**save DC 15**).

*See Appendix B

SUFFUSED PORCELAIN DOLL

Small Construct (Yokai), Neutral Evil

Armour Class 17 (natural armour)

Hit Points 180 (24d6 + 96)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	18 (+4)	10 (+0)	22 (+6)	16 (+3)

Saving Throws Con +9, Wis +11, Cha +8

Damage Vulnerabilities thunder

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralysed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 16

Languages Common

Challenge 13 (10,000 XP; CR 11 without legendary actions)

Proficiency Bonus +5

False Appearance. If the doll is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the doll move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the doll is animate.

Innocence. An air of innocence surrounds the doll. A creature that targets the doll with an attack or a harmful spell must first make a **DC 19 Wisdom saving throw**. On a failed save, the creature must choose a new target or lose the attack or spell. This trait doesn't protect the doll from area effects, such as a *lightning bolt*.

ACTIONS

Soulseize. *Saving Throw:* **DC 19 Charisma**, range 60 ft., one creature the doll can see. *Failure:* the target must spend **six** of its hit dice, roll them, and take force damage equal to the result. If a creature fails this saving throw and has no unspent Hit Dice, it is reduced to 0 hit points.

Puppeteer (Recharge 4-6). *Saving Throw:* **DC 19 Wisdom**, range 60 ft., one creature the doll can see. *Failure:* the creature is possessed until the start of the doll's next turn. While possessed, the target must obey the doll's mental commands, which it can issue at any time. If the target takes damage, it can repeat the saving throw, ending the effect on a success.

REACTIONS

Twist of Fate. *Trigger:* A creature within **60 feet** of the doll that it can see succeeds on an attack roll, ability check, or saving throw. *Response:* The doll **twists** the strings of fate, forcing the creature to reroll the **d20** and use the lower roll.

SHARED LEGENDARY ACTIONS

The Egregious Emperors (Joukai, Sūjin, and Tokihito) can take 3 legendary actions between them, with Tokihito 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. The Egregious Emperors regain spent legendary actions at the start of the turn of the emperor with the highest initiative.

Fortune. The doll grants one creature it can see within **60 feet** of it good luck. Whenever the target makes an attack roll or saving throw before the end of its next turn, the target can roll a **d6** and add the number rolled to the attack roll or saving throw.

Malice (Costs 2 Actions). The doll casts *bloodweave** at 3rd level, using Wisdom as the spellcasting ability (**save DC 19**).

*See Appendix B



APPENDIX D – AQUAN SCRIPT

This appendix provides glyph-for-glyph translations from the Aquan alphabet into the Latin alphabet. You can show this to your players during their interactions with Iminada's mourning song (page 124). This unique font is provided by Spectre Creations; find more fantasy language glyphs at www.fantasytranslator.com.

A	◊	N	?
B	Ɱ	O	Ɱ
C	Ɱ	P	Ɱ
D	Ɱ	Q	Ɱ
E	Ɱ	R	Ɱ
F	Ɱ	S	Ɱ
G	Ɱ	T	Ɱ
H	Ɱ	U	Ɱ
I	Ɱ	V	Ɱ
J	Ɱ	W	Ɱ
K	Ɱ	X	Ɱ
L	Ɱ	Y	Ɱ
M	Ɱ	Z	Ɱ

APPENDIX E – SOUNDTRACKS

What's that beautiful sound? Scan the QR code or follow the URL below to get custom music for each adventure, all composed by Mordela Morana!



HELIANA.LT/RYOKOMUSIC

OTHER APPENDICES GLOSSARY

Ryoko's Guide and *Wrath of the Kaiju* sets out to draw from East Asian folktales and lore. Many names in *Wrath of the Kaiju*, from magic items to creatures and NPCs, find their roots in Japanese, whose characters are derived from Chinese ideograms.

The following glossary has three goals: to provide anglicised pronunciation, to provide Japanese pronunciation, and to delve into the meanings behind the chosen kanji. In both anglicised and Japanese pronunciation, the Latin alphabet is used and capitalisation indicates that a syllable is stressed. In Latin-derived languages (like English), words typically have a single stress, while in Japanese, several syllables can be equally stressed. For this reason, we've provided two ways of pronouncing each word; with a singly-stressed syllable, and with more authentic pitch-accented, multiple-stressed syllables. In some cases, such as the *Rising Blossom*, the English and Japanese names diverge to allow for a more descriptive anglicised name. You are welcome to use whichever names or pronunciations work for your table.

For ease of search, terms in this glossary exclusive to an adventure are presented together.

DIACRITICS

English does not possess many of the sounds found in Japanese pronunciation, and the best we can hope to achieve in this glossary is a loose approximation. When writing Japanese words in the Latin alphabet, use of diacritics (the little lines that go over or under words) can help guide pronunciation, but explaining the sound using English words is almost impossible, as there is little similarity in the sound of some vowels between the languages.

Ō and Ū. The use of the macron, a horizontal line over a vowel ('ō' and 'ū'), indicates that the pronunciation is a long one. For 'ō', this is somewhere between an 'aw' sound (like 'maw', or 'long') and a long 'oh' sound (as in 'most', or 'crow'). Without the macron, 'o' is pronounced like 'host', 'crow', or 'foe'. A 'u' with a macron ('ū'), has a sound between 'ew' (as in 'feud', 'threw', or 'fugue') and 'uh' (as in 'shrub' or 'cup'). Without the macron, this is pronounced as a long 'oo' (as in 'soon', 'prune', or 'food'). Most PDF readers ignore diacritics in search functions, so you should have just as much success searching 'raiju' as 'raijū'.

Intentional Omission. The words kaiju, Ryoko, and yokai could have diacritics to aid with pronunciation ('kaijū', 'Ryōko', and 'yōkai', respectively). To reduce confusion and aid with finding the books online (where diacritics can matter), those words have been spelled without diacritics.

GENERAL TERMS

FAMILIARS

MUSHAMUSHI (武者虫)

Mushamushi – [moo-SHAH-moo-shee]
武者虫 – [moo-SHAH-moo-shee]

From 武者 (*musha*, meaning “warrior”) and 虫 (*mushi*, meaning “bug” or “insect”).

ONIBI (鬼火)

Onibi – [oh-nee-BEE]
鬼火 – [oh-NEE-BEE]

An 鬼火 (Onibi) is a Japanese version of a will-o'-wisp that appears over the ocean and literally means Demon Fire or Ghost Fire.

RAIKOJI (雷鼓児)

Raikoji – [ry-KOH-jee]
雷鼓児 – [RY-KOH-jee]

From 雷 (“thunder”), 鼓 (“drum”), and 児 (“child”). All together, it means “Thunder Drum Child”, which is a reference to how Japanese gods of thunder have drums too.

SHUMONGANI (朱門蟹)

Shumongani – [shoo-MON-gah-nee]
朱門蟹 – [shoo-MON-gah-nee]

From 朱門 (“Vermillion Gate”) and 蟹 (“crab”). The familiar is essentially a crab with a Vermillion Gate on its shell—vermillion being the actual colour of the torii gates.

TATSUGOI (竜鯉)

Tatsugoi – [tah-tsoo-GOY]
竜鯉 – [tah-TSOO-GOY]

From 竜 (“dragon”, though implied to be of a lesser kind) and 鯉 (“carp”, as in koi).

FACTIONS

COLLEGE OF HANABI (花火院)

College of Hanabi – [COL-lehj uhf HAH-nah-bee]
花火院 – Hanabi-in – [hah-NAH-BEE-een]

From 花火 (“fireworks”, literally “flower fire”) and 院 (“temple”, “academy”, or “graduate school”).

HEIRS OF KIRIN (麒麟嗣団)

Heirs of Kirin – [AIRS uhf KEE-reen]
麒麟嗣団 – Kirinshidan – [kee-REEN-SHEE-dahn]

From 麒麟 (“Kirin”, or in some contexts, “giraffe”), 嗣 (“heir” or “successor”), and 団 (“assemblage” or “troupe”).

RISING BLOSSOMS (昇咲衆)

Rising Blossoms – [RY-zing BLOS-suhms]
昇咲衆 – Noborizaki-shū – [noh-BOH-REE-ZAH-KEE-shew]

From 昇 (“rising” or “ascending”), 咲 (“to bloom”), and 衆 (“people”, often in a group).

SILK PURSE (絹財布)

Silk Purse – [SILK PURS]
絹財布 – Kinuzaiфу – [kee-NOO-ZY-foo]

From 絹 (“silk”) and 財布 (“purse” or “wallet”). 財布 literally means “cloth for fortune or goods”, as wallets used to be a folded piece of rectangular cloth.

THE CHRONICLERS (記部)

The Chroniclers – [dhuh KRON-ih-klers]
記部 – Shirushibe – [shee-ROO-SHEE-BEH]

From 記 (“to record” or “to chronicle”) and 部 (“profession” or “role of”).

ITEMS

KASA [OF THE DEEP] (笠)

Kasa – [KAH-sah]
笠 – [KAH-sah]

笠 is a bamboo hat.

RYŪKAKUKAN (龍角冠)

Ryūkakukan – [ryew-KAH-koo-kahn]
龍角冠 – [RYEW-KAH-koo-kahn]

From 龍 (“dragon”), 角 (“horn”), and 冠 (“crown”).

SAIFUKU [OF PACIFICATION] (齋服)

Saifuku – [SY-hoo-koo]
齋服 – [SY-hoo-koo]

齋服 is a priestly vestment worn at Shinto festivals and it literally means pure, holy, or celebratory clothes.

[THUNDEROUS] TAIKO (太鼓)

Taiko – [TY-koh]
太鼓 – [TY-koh]

太鼓 is a drum or big drum.

ARENA OF THE ARMOURED KAIJU

KAIJU

KABUTO (兜頭)

Kabuto – [KAH-boo-toh]
兜頭 – [KAH-boo-toh]

From 兜 (“helmet”) and 頭 (“head”). Together, the kaiju is read as “Kabuto”, inspired by the Kabuto-mushi, the Japanese rhinoceros beetle.

NOMI (野見)

Nomi – [NOH-mee]
野見 – [NOH-mee]

From 野 (“wild”) and 見 (“to watch”). This is the name of a kongo-kabuto kaiju and references 野見宿禰 (“Nomi no Sukune”), a famous ancient wrestler and head of a powerful clan.

LOCATIONS

KIHŌSŌ [CITY] (気胞草)

Kihōsō – [kee-HAW-saw]
気胞草 – [kee-HAW-SAW]

From 気胞 (“alveolus”, or literally “air sac”) and 草 (“grass”).

TOFUOKA [HILLS] (兜府岡)

Tofuoka – [toh-HOO-oh-kah]
兜府岡 – [toh-HOO-oh-KAH]

From 兜 (“helmet”), 府 (“big city” or “government centre”) and 岡 (“hill” or “knoll”).

NPCs

YOSHITO (吉徒)

Yoshito – 吉徒 – [YOH-shee-toh]

From 吉 (“lucky” or “auspicious”) and 徒 (“lot”, “person”, or “company”).

YOKAI

FUTSU-KABUTO (布都兜頭)

Futsu-Kabuto – [hoo-TSOO KAH-boo-toh]
布都兜頭 – [hoo-TSOO KAH-boo-toh]

From 布都 (“energetic” or “the onomatopoeic sound of being severed sharply”), 兜 (“helmet”), and 頭 (“head”).

TAKĒ-KABUTO (武兜頭)

Takē-Kabuto – [tah-KEH KAH-boo-toh]
武兜頭 – [tah-KEH KAH-boo-toh]

From 武 (“martial”, “force”, “valour”, or “fierce”), 兜 (“helmet”), and 頭 (“head”).

SPIRE OF THE STORM HERALD

ITEMS

RAIKYŪ (雷弓)

Raikyū – [RY-kyew]
雷弓 – [RY-kyew]

From 雷 (“lightning” or “thunderstorm”) and 弓 (“bow”).

[THUNDERARROW] RAISHI (雷矢)

Raishi – [RY-shee]
雷矢 – [RY-shee]

From 雷 (“lightning” or “thunderstorm”) and 矢 (“arrow”).

KAIJU

RAIJŪ (雷獸)

Raijū – [RY-jyew]
雷獸 – [RY-jyew]

From 雷 (“lightning” and “thunderstorm”) and 獸 (“beast”).

RAIKO (雷虎)

Raiko – [RY-koh]
雷虎 – [RY-koh]

From 雷 (“lightning” and “thunderstorm”) and 虎 (“tiger”). This is the name of a raijū kaiju that is descriptive and references 雷公 (“Raikoh”), which is another name for Thunder God or Thunderbolt.

LOCATIONS

[LAKE] TETSUGAN (鉄眼湖)

Tetsugan – [teh-TSOO-gahn]

鉄眼湖 – *Tetsugan-ko* – [teh-TSOO-GAHN-koh]

From 鉄 (“iron”), 眼 (“eye”), and 湖 (“lake”).

SHINIHAI [FLATS] (死灰平地)

Shinichi – [shee-NEE-HEYE]

死灰平地 – *Shinichi-heichi* – [shee-NEE-HEYE HAY-chee]

From 死 (“death”), 灰 (“ashes”), and 平地 (“flats”). Together, 死灰 means “ashfall”.

TETSUMINE [BASIN] (鉄峰盆地)

Tetsumine – [teh-tsoo-MEE-neh]

鉄峰盆地 – *Tetsumine Bonchi* – [teh-TSOO-MEE-NEH BON-chee]

From 鉄 (“iron”), 峰 (“ridge”, “peak”, or “summit”), and 盆地 (“basin”).

NPCs

SUEKICHI (末吉)

Suekichi – [soo-eh-KEE-chee]

末吉 – [soo-EH-KEE-CHEE]

From 末 (“end”) and 吉 (“fortune” in this context).

YOKAI

TETSUGAN [BELUGA] (鉄眼海豚)

Tetsugan – [teh-TSOO-gahn]

鉄眼海豚 – *Tetsugan-iruka* – [teh-TSOO-GAHN EE-roo-kah]

From 鉄 (“iron”), 眼 (“eyes”), and 海豚 (“dolphin”, or literally “sea pig”).

PHANTOM OF THE MOURNING TIDE

FACTIONS

MISTRAIDER PRIVATEERS (霧襲水軍)

Mistraider Privateers – [MIHST-ray-ders PREYE-vah-TEERS]

霧襲水軍 – *Mushū Suigun* – [moo-SHEW SWAYEE-gun]

From 霧 (“mist” or “fog”), 襲 (“to attack or raid”), and 水軍 (“naval force”). The pirates become a navy under hire and call themselves such.

KAIJU

BAKEKIJIRA (化鯨)

Bakekijira – [bah-keh-koo-JEE-rah]

化鯨 – [bah-KEH-KOO-jee-rah]

From 化 (“to turn” or “to transform”) and 鯨 (“whale”). In this context, 化 means “monster”, “ghost”, or “specter”.

IMINADA (忌灘)

Iminada – [ee-mee-NAH-dah]

忌灘 – [ee-MEE-NAH-DAH]

From 忌 (“mourning”, “taboo”, or “to abominate”, sometimes in a lucky or holy way) and 灘 (“open seas”, “raging gulf”, or an unnavigable area of high winds and waves).

LOCATIONS

AKIBATSU [COVE] (阿牙津入江)

Akibatsu – [ah-kee-BAH-tsoo]

阿牙津入江 – *Akibatsu Iri-e* — [ah-KEE-BAH-tsoo EE-ree-eh]

From 阿 (an open-mouth “ah” sound and first letter of Sanskrit), 牙 (“fangs”), 津 (“harbour” or “port”), and 入江 (“cove”).

UMIGIRI [COAST] (憂海霧海岸)

Umigiri – [oo-mee-GEE-ree]

憂海霧海岸 – *Umigiri Kaigan* — [oo-MEE-GEE-REE KY-gahn]

From 憂 (“melancholy” or “sorrowful”), 海 (“sea”), 霧 (“mist” or “fog”), and 海岸 (“coast”).

YŪSHA [VILLAGE] (勇者村)

Yūsha – [YEW-sha]

勇者村 – *Yūsha-mura* — [YEW-sha-moo-rah]

From 勇者 (“The Brave, The Hero”), and 村 (“village”).

NPCs 品

AKIO (璃緒)

Akio – [ah-KEE-oh]
璃緒 – [ah-KEE-OH]

From 璃 (“beautiful shining jewel”) and 緒 (“code”, “beginning”, “tie up life”, or “eternity”). This name is a beautiful gender-neutral name with an elegant noble vibe.

KALLA CHIYŪ (知湧迦羅)

Kalla Chiyū – [KAH-lah CHI-yew]
知湧迦羅 – [CHI-yew KAH-lah]

From 知 (“to know”) and 湧 (“to spring up”, or “to well up” in this context). 迦羅 references the Gaya confederacy, an ancient Korean region, as well as agilawood, an important perfume in Hindu-Buddhist tradition.

SHANKUSU (上紅主)

Shankusu – [SHAN-koo-soo]
上紅主 – [SHAN-koo-soo]

From 上 (“up” or “superior”), 紅 (“crimson” or “rouge”), and 主 (“lord” or “master”).

WAKŌ (倭寇)

Wakō – [WAH-kaw]
倭寇 – [WAH-kaw]

From 倭 (“Wa”, an old Chinese name for Japan) and 寇 (“invasion” or “invader”). Together, the name refers to Japanese pirates, or pirates of the Sea of Japan.

YŪSHA (由烏紗)

Yūsha – [YEW-shah]
由烏紗 – [YEW-shah]

From 由 (“cause” or “significance”), 烏 (“crow”), and 紗 (“gauze” or “gossamer”). The name sounds like 勇者, which means The Brave, The Hero.

YOKAI 品

BITAN (びたん)

Bitan – [BEE-tahn]
びたん – [BEE-tahn]

The bitan is an Okinawan yokai of the sea with a cow head and fish body that resembles the Chinese yokai Roku from the classical text, *Classic of Mountains and Seas*.

RISE OF THE LIVING FORTRESS

FACTIONS 品

EGREGIOUS EMPERORS (虐皇)

Egregious Emperors – [ee-GREE-juhs EM-per-ers]
虐皇 – Gyakkō – (gyak-KAW)

From 虐 (“to abuse” or “to torture”) and 皇 (“emperor”).

ITEMS 品

TSUKISALT (月塩)

Tsukisalt – Tsukishio – [tsoo-kee-SHEE-oh]
月塩 – Tsukishio – [tsoo-KEE-SHEE-OH]

From 月 (“moon”) and 塩 (“salt”).

KAIJU 品

MAGATSUCHI (禍土)

Magatsuchi – [mah-gah-TSOO-chee]
禍土 – [mah-GAH-TSOO-CHEE]

From 禍 (“calamity”, “sinister”, or “baleful”, generally of bad fortune and ill intent”) and 土 (“earth” or “soil”).

UBUSUNA (産土)

Ubusuna – [oo-boo-SOO-nah]
産土 – [oo-BOO-SOO-NAH]

From 産 (“birth” or “product of”) and 土 (“earth” or “soil”, but also “land” in this context). The name references 産土神 (“Ubusunagami”), a term for a tutelary of one’s birthplace or the regional god that protects the land.

LOCATIONS 品

PONDERMOSS WEALD (慮苔雨林)

Pondermoss Weald – [PON-der-mos WEELD]
慮苔雨林 – Ryotai-Urin – [ryoh-TY OO-reen]

From 慮 (“to ponder” or “to consider”), 苔 (“moss”), 雨 (“rain”), and 林 (“woods or grove”).

VERDANT GORGE (翠綠峡谷)

Verdant Gorge – [VER-dent GOR]
翠綠峡谷 – Suiryoku Kyōkoku- [soo-EE-RYO-KOO KYAW-koh-koo]

From 翠綠 (“greenness” or “verdancy”) and 峡谷 (“valley”, “gorge”, or “ravine”).

NPCs 品

JOUKAI (浄戒)

Joukai – [JOH-keye]
浄戒 – [JOH-keye]

From 浄 (“pure” or “to cleanse”) and 戒 (“commandment”, “admonition”, or “prohibition”). The name references the Philosopher King 平清盛 (“Taira no Kiyomori”), who raised his clan from Samurai to Noble by marrying his daughter to the emperor.

LISHI (李史)

Lishi – [LEE-shee]
李史 – [LEE-shee]

From 李 (“plum”) and 史 (“history”). This name references Laozi, whose last name was also 李 (“Li”).

MATSUKICHI (松吉)

Matsukichi – [mah-tsoo-KEE-chee]
松吉 – [mah-TSOO-KEE-CHEE]

From 松 (“pine”) and 吉 (“lucky” or “auspicious”).

SŪJIN (崇刃)

Sūjin – [SYEW-jeen]
崇刃 – [SYEW-JEEN]

From 崇 (“curse” or “retribution”, of the divine kind) and 刃 (“blade”). The name references the warlord 平将門 (“Taira no Masakado”), who revolted against the imperium, calling himself New Emperor, and became a vengeful wraith after death. It also references his sorcerous daughter 瀧夜叉姫 (Princess Takiyasha).

TOKIHITO (刻人)

Tokihito – [toh-KEE-hee-toh]
刻人 – [toh-KEE-hee-toh]

From 刻 (“period of time”, “to sculpt or engrave”, or “cruel”) and 人 (“human” or “person”). The name references 安徳天皇 (Emperor Antoku), the Child Emperor of the Taira Clan who drowned after being defeated by the rival 源氏 (Minamoto Clan).

YOKAI 品

KODAMA (木霊)

Kodama – [koh-DAH-mah]
木霊 – [koh-DAH-MAH]

From 木 (“tree”) and 靈 (“spirit” or “ghost”).

DELUGE OF THE ASCENDANT CASCADE

KAIJU 品

BAKURYŌ (瀑瀧)

Bakuryō – [bah-KOO-RYAW]
瀑瀧 – [bah-KOO-RYAW]

From 瀑 (“waterfall”, specifically the sheet-type waterfall akin to the Niagara Falls) and 瀧 (also “waterfall”). As this is a koi dragon kaiju, “瀧” incorporates the kanji character for dragon (龍) and sounds similar as well.

KOI DRAGON (鯉龍)

Koi Dragon – [KOI DRA-guhn]
鯉龍 – Koiryū – [KOI-ryew]

From 鯉 (“koi”, also known as “carp”) and 龍 (“dragon”).

LOCATIONS 品

HAKURYŪ [RIVER] 白竜川

Hakuryū – [hah-KOO-ryew]
白竜川 – Hakuryū-sen – [hah-KOO-RYEW-sen]

From 白 (“white”), 竜 (“dragon”), and 川 (“river”).

HAKURYŪ [VALLEY] 白龍谷

Hakuryū – [hah-KOO-ryew]
白龍谷 – Hakuryū-koku – [hah-KOO-RYEW-koh-koo]

From 白 (“white”), 龍 (“dragon”), and 谷 (“valley”).

NPCs 品

SŌJI (惣治)

Sōji – [SAW-jee]
惣治 – [SAW-jee]

From 惣 (“to preside over” or “to coordinate”) and 治 (“to govern” or “peace”, in certain contexts).

TORIME (鳥目)

Torime – [toh-REE-meh]
鳥目 – [toh-REE-MEH]

From 鳥 (“bird”) and 目 (“eyes”). This name references the dodomeki, which have bird eyes all around their arms.

COMPONENT INDEX

This component index shows only the components used in the crafting of the items in *Wrath of the Kaiju*. There are many more harvestable components that aren't shown here which are used to craft items in other books that also use the Heliana Crafting system. This information is organised alphabetically by creature type, and then alphabetically by component type.

If a component has a superscript "B" (^B), that indicates it is unique to a boss monster and is not found in the normal harvest tables. If an item has a superscript "R" (^R), that indicates it can be found in the *Ryoko's Guide* source book. If an item is **bolded**, that means the item is crafted from a boss monster of a hunt. In these cases, a GM may choose to restrict the crafting of that item to components from that boss monster for narrative purposes.

ABERRATION

Eye

Mindcutter^R

Phial of blood

Psifan, 197

Tentacle

Helping Hand^R

BEAST

Bone

Tideturner, 204

Phial of mucus

Psionic Slime, 197

Stinger

Scorpion's Wartail^R

CELESTIAL

Phial of blood

Cofu Hat^R

Skin

God Speaker Kimono^R

CONSTRUCT

Gears

Earthpiercer^R

Lifespark

Staff of the Jade Guardian^R

Plating

Iron Kasa^R

DRAGON

Breath sac

Draakannon^R

Wyrms' Breath Grenade^R

Horn

Glaive of the Green Tyrant^R

Ryūkakukan, 206

Pouch of claws

Talons of Bakuryō, 207

Pouch of scales

Ascendant Dragon Armour,
205

Bombuku's Basalt Bottle, 187

Bombuku's Bronze Bottle, 191

Hakuja-tō^R

ELEMENTAL

Core of air

Thunderous Taiko, 194

Windweaver^R

Core of earth

Jishin, Earth Render^R

Galvanic Claw^B

Kanabolt, 191

Orb Fragments^B

Robes of the Raijū, 192

Volatile mote of air

Bonze's Bokken, Wind Ripper^R

Thunderarrow, 193

Volatile mote of fire

Hanabi Kicker^R

Ryūtō Nunchaku^R

Volatile mote of water

Shisui, Water Slasher^R

FEY

Beak

Kappa's Aquatic Visage^R

Hair

Nekomata Shamisen^R

Heart

Compass of Desire, 200

Courtesan's War Fan^R

Psyche

Kitsune Mask^R

FIEND

Bone

All-Terrain Leg^R

Armour of the Oni King^R

Kageboshi^R

Kanaboom Stick^R

Phial of blood

Onikiri, Demon Cutter^R

Skin

Demonhunter Kimono^R

Needlepitter Karakasa^R

Soul

Wanyūdō's Burden^R

GIANT

Heart

Mask of the Oni^R

HUMANOID

Bone

Ring of Embiggening, 189

Liver

Tanuki-Zake^R

Skin

Mask of the Tengu^R

MONSTROSITY

Acid Gland^B

Acrid Sting, 187

Bone

Reaper's Kama^R

Tsukisalt, 199

Chitin

Titan's Plate, 190

Pelt

Mistchest, 202

Pouch of claws

Kaijurigama, 188

PLANT

Bark

Saifuku of Pacification, 198

Bundle of roots

G.R.A.P.P.L.E.R.^R

Xyxlwood Bonsai^R

Poison gland

Blo Staff^R

Pouch of leaves

Last Breath, 195

Pouch of seeds

Boombloom Bomb, 206

Spirit Lantern^B

Light of Magatsuchi, 196

UNDEAD

Bone

Spectral Heartcage, 202

Ethereal ichor

Kasa of the Deep, 201

Wraithclaw^R

Yukimono^R

Undying heart

Bakekujira's Gift, 200

MAGIC ITEMS WITHOUT COMPONENTS

Sallowswoll Shroom, 189



HELIANA.LT/CRAFTINGLIBRARY

SAFETY

Care should always be taken to ensure all players have an enjoyable experience while feeling fundamentally supported. Meeting interesting characters and encountering real-world issues can be fascinating and fun, but when the content of the game crosses a player's boundary, it stops being fun. The following information can help you keep your table safe and fun for everyone involved.

Triggers. As a group, agree on a way to handle unexpected issues as they arise, and let your players know that you are there to support them and that they can talk to you about it. Sometimes a campaign just isn't a good fit for a player. A person may decide there are too many themes they are uncomfortable with and choose not to play this game, a decision that should be respected.

SAFETY TOOL

A tabletop roleplaying game should be a fun and welcoming experience for everyone. Clearly communicating the themes to your players at the beginning of the campaign is not a spoiler; rather, it ensures that everyone goes into this campaign with a clear understanding of the story you're about to tell together. It is important to establish and respect a clear line between what your players are comfortable with and what their characters are comfortable with. For example, if a player has traumatophobia, you could describe skeletal blade fighters as shapeshifters that summon magical weapons rather than manipulating exposed bone. Be mindful of not attacking the player behind the character, especially with hostile NPCs.

Safety Tools. Safety tools help to establish clear boundaries for how you and your group want to engage with the horror themes in this book. Which particular safety tools you and your group use are up to you, but these should be discussed and agreed on in your session zero and revisited throughout the campaign.

The TTRPG Safety Toolkit. The TTRPG (Table Top Role Playing Game) Safety Toolkit is a free resource co-curated by Kienna Shaw and Lauren Bryant-Monk. It is a compilation of safety tools designed by members of the tabletop roleplaying games community for use by players and GMs at the table. You can find it online at:



HELIANA.LT/SAFETY

Familiarise yourself and your players with the TTRPG Safety Toolkit's options, and decide which tools would most benefit you as a group. To help players who may be uncomfortable, the toolkit provides "The Digital RPG Consent Checklist" in its Tools and Resources section. Players can anonymously fill out a form detailing their needs. Setting aside time throughout the campaign to check in with each other is a great way to ensure everyone is having fun and feeling supported.

SESSION ZERO

Think of session zero as the preparation session before the first session of your game. It can be a time to build characters together, establish relationships, and set expectations. Consider questions like these during your session zero:

- What tone would you and your players like the game to have?
- What is everyone excited about?
- How do you want to handle the possibility of character deaths?
- What will the group do if one or more players can't attend a session?
- Which safety tools will you use?
- Which character creation options are allowed or not allowed.
- The major themes of *Wrath of the Kaiju*.

THEMES AND SUBJECTS

There is a possibility that not all players will enjoy some of the themes and subject matter in the campaign. In this case, adjust the theme or subject matter according to your players' needs. *Wrath of the Kaiju* contains the following themes and subject matter, though this list is not exhaustive.

- Body Horror (Torime, Dodomeki NPC)
- Death (referenced throughout)
- Dissection (Harvesting; Crafting)
- Drowning (Bakuryō)
- Massive terror creatures (Kaiju)
- Physical Disability (Prostheses; referenced throughout)

Ryoko's Guide also contains the following non-exhaustive list of themes and subject matter:

- Body Horror (Dodomeki, including visuals)
- Drowning (Kappa; Zuwai)
- Insects (Ōmukade, including visuals)
- Spiders (Jorōgumo, including visuals)
- Visible Bodily Trauma (Skeletal Blade Fighter)

INDEX

A

Agent Nishikibe. *See* NPCs
Akibatsu Cove 113, 122–124, **125**, 289
Akio. *See* NPCs

B

Bakuryō 141, **145–158**, 182–183, 207, 209, 254–261
Bitan 113–139, **224**, 290
Bologar. *See* NPCs
Bombuku. *See* NPCs

C

Captain “Patchwork” Wakō.
See NPCs
Captain Totsuka. *See* NPCs
Chaos Threshold. *See* Kaiju Mechanics
Chaplain Kalla Chiyū. *See* NPCs
Chūji Firestarter. *See* NPCs
Clues **2–3**, 42–44, 68–70, 95–97, 122–124, 146–149
College of Hanabi. *See* Factions

D

Death Rattle. *See* Kaiju Mechanics: Defeat
Death Throes. *See* Kaiju Mechanics: Defeat
Diloophi. *See* NPCs

E

Egregious Emperors 92, **276–285**, 290
Joukai 103–104, **276–278**, 291
Sūjin 103–104, **279–281**, 291
Tokihito 103–104, **282–285**, 291

F

Factions 2, **5–21**, 114
College of Hanabi 5–8, 58, 84, 115, 142, 180, 287
Heirs of Kirin 5, **9–11**, 30, 58, 84, 115, 142, 181, 287
Rising Blossoms 5, **12–14**, 30, 58, 84, 115, 142, 182, 287
Silk Purse 5, **15–17**, 30, 58, 84, 142, 179, 287
The Chroniclers 5, **18–21**, 30, 58, 84, 115, 142, 181, 287
Finishing Blow. *See* Kaiju Mechanics: Finishing Blow
Formatting 1

H

Hakuryū Valley 141–142, **144–145**, 180, 291
Heirs of Kirin. *See* Factions
Horn Pits 35–37, 181

I

Iminada 113–114, **130–138**, 183, 217–223, 289. *See also* Kaiju: Bakekujira
Ironspire 64–67, 71–72, 181

K

Kabuto **231–241**, 288. *See also* Kaiju: Kabuto (Kaiju)
Kaiju **23–27**
Bakekujira 200, **217–223**, 289. *See also* Iminada
Kabuto (Kaiju) **234–241**. *See also* Nomi
Koi Dragon 205, **254–261**, 291. *See also* Bakuryō
Raijū **262–269**, 288. *See also* Raiko
Ubusuna **247–254**, 290. *See also* Magatsuchi

Kaiju Mechanics

Behaviours **23–24**, 218, 248, 255, 264
Brace (Action) 26
Chaos Threshold 23
Defeat 25
Death Rattle **25**, 218, 234, 248, 254, 263
Death Throes **25**
Finishing Blow **25**
Mounting 25
Vulnerable Areas **24–26**
Bakuryō 255
Iminada 218
Magatsuchi 248
Nomi 236
Raiko 264

Kihōsō 29–30, 288
Kodama 84–110, **242–243**, 291
Koi Dragon. *See* Kaiju

L

Lair Actions
Bakuryō 254
Iminada 217
Magatsuchi 247
Nomi 234
Raijū 262
Lake Tetsugan 58, **62–64**, 80, 289
Lishi. *See* NPCs

M

Magatsuchi **83–84**, 97, **99–110**, 184, 247–253, 290. *See also* Kaiju: Ubusuna
Matsukichi. *See* NPCs
Mistraider Privateers **113–117**, 125

N

Nomi **29**, **45–54**, 184. *See also* Kaiju: Kabuto (Kaiju)

NPCs

Agent Nishikibe **16–17**, 30, 58, 84, 114, 142
Akio **12–13**, 128, 137, 290
Bologar **58–59**
Bombuku **7–8**, 30, 58, 84, 115, 142, 186
Captain “Patchwork” Wakō 126–127, **128**, 131–132, 137, 290
Captain Totsuka **10–11**, 30, 58, 84, 115, 142
Chūji Firestarter **12–14**, 30, 58, 84, 115, 142
Diloophi **116–117**, 122, 124
Dr. Doolots 29, **31**, 35
Kalla Chiyū 117, 121–122, 290
Lishi **94–95**, 110, 291
Matsukichi **86–87**, 92–96
Ryoko **19–21**, 23, 30, 58, 84, 115, 142, 162, 165, 168, 171, 174
Shankusu **117**, 290
Shan Reede 84, 92
Sōji **143**
Suekichi 68, 86, 289
Torime 141–142, 291
Yoshito **30**, 39

P

Pondermoss Weald 88–91, 94–97, 182

R

Raijū. *See* Kaiju
Raiko **57**, 68–70, **73–80**, 185, 262–269, 288. *See also* Kaiju: Raijū
Raikyū 57, 67, **192**, 288
Rising Blossoms. *See* Factions
Ryoko. *See* NPCs

S

Shan Reede. *See* NPCs
Shinilai Flats 58, **62**
Silk Purse. *See* Factions
Sōji. *See* NPCs
Suekichi. *See* NPCs: Suekichi

T

Tamer 161
Tetsugan Beluga **63**, 80, 289
Tetsumine Basin **60–64**, 289
The Chroniclers. *See* Factions
The Fourth Shrine 150–151
Thunderarrow 57, 67, **193**
Tofuoka Hills 29–30, 32, 288
Torime. *See* NPCs

U

Ubusuna. *See* Kaiju
Umigiri Coast 114, **118–121**, 182, 289

V

Variable Statistics **2**, 27, 29, 57, 83, 113, 217, 234, 247, 254, 262
Vulnerable Areas. *See* Kaiju Mechanics

Y

Yoshito 288. *See* NPCs
Yūsha Village 113–117, **121–122**, 289

MAPS

Map 4.1. Horn Pits	36
Map 4.2. Temple-Well	46
Map 5.1. Ironspire Base	66
Map 5.2. Ironspire Summit	72
Map 6.1. House of the Forgotten	102
Map 7.1. Akibatsu Cove	129
Map 8.1. Bakuryō's Third Shrine	148
Map 8.2. Bakuryō's Fourth Shrine	151

ERRATA

AFTER PUTTING TOGETHER HUNDREDS OF THOUSANDS OF WORDS, WE HAVE INEVITABLY MADE SOME MISTAKES. IF WE NEED TO PROVIDE ANY ERRATA IN THE FUTURE, YOU'LL BE ABLE TO FIND THAT DOCUMENT AT THE FOLLOWING URL, OR BY SCANNING THE QR CODE BELOW.



[HELIANA.LT/RYOKOERRATA](https://heliana.lt/ryokoerrata)

SIDEBARS

Duration	35
Example: Exploiting A Vulnerable Area	26
GM's Eyes Only	1
GM Tip:	43
GM Tip: Keeping Track	71
GM Tip: Keeping Track	100
GM Tip: Narration	132
GM Tip: Separating Player Knowledge from Character Knowledge	201
GM Tip: Tracking Damage	24
Helping Hand	149
Inaccessible Vulnerable Areas	25
Missed Clue	131
New Weapon Property	192
NPC Statblocks	5
Odds	37
Off The Rails	74
Optional Rule: Total Kaiju Cover	26
Rules Reminder: Mounts	25
Shared Legendary Actions	103
Summons & Initiative	100
Understanding the Chaos Threshold	23
Unwilling Mounts	25
Why Isn't Kalla Sick?	122

PLAYTESTERS

Thank you to all of our amazing players and supporters who tested and provided feedback for the Beta test of *Ryoko's Guide*. We have tremendous gratitude to the following contributors, as well as those who chose to remain anonymous.

- | | | |
|--------------------------------|------------------|------------------------|
| 3rd phantom | Evan Fails | Marc-Olivier Turcotte |
| Aaron Aquino | Fed | Matthew J. |
| Advent | Fergal Casey | Matthew Jones |
| Aerdraw Quarly | Friedrich Mehr | Matthew Stephen. |
| Al F. | Gage McGrath | C. |
| Alan Porter | GeeKielle | Max Cohen |
| Albert Rúnarsson | Geraint Dascombe | Michael O'Neil |
| Alessio "Brewing Ale" Rossetti | Ggkuoni | Mika Wukong |
| Alex Chase | Guy | Mournfall |
| Alex Sciolino | HippyKat | MozaBot |
| Alexander Gentz | Hulsker666 | NattynooH |
| Amur Panthera | Ian Sherer | Nick V. |
| Anna-Maria Rave | Icetang | Parvati |
| Benjamin Polis | Jacob Luedeman | Patrick Weiler |
| Boom1327 | Jacob Marquis | Peter Nalder |
| Brad R. | Jaden Lugo | Peter Rein |
| Brandon | James G. | Phillip Leigh-McQuaide |
| Brandon K. Victor | James Nguyen | Rachel Allred |
| Brogan Cook | Jaymz | Raffael Salvisberg |
| Bron Accampo | Jerren | Rhys Inglis |
| Brunumsei | João Bueno | Ross Richmond |
| Caleb Morton | João Pedro Geib | Roy Platt |
| Cameron Nairn | Joël Bertrand | Sandblast Sammy |
| Campaign | John Lipscomb | Sekhmet |
| Colin Groenhuijzen | Jordan | Sengoku Freak |
| Corpse Corvid | Jordan Paine | Shockwave |
| Coven | Josh Armstrong | Spencer Finewood |
| CreamOWheat | Kaden Sword | Srandykopec |
| CreeperNinja | Kashikoi | StarlitFir |
| Csaba Buga | Katie McCarl | Takudzwa Nyan-doro |
| CW | Kévin Dufault | Teslim Ademolu |
| Daniel Baunton | KheiT | ThaneJWC |
| David DiPaola | Kilaya | Theo |
| David Greten | Kittyloaf | Thomas Vreeland |
| David MacKenzie | Koda Knight | TrueRulerOfNone |
| David McCarl | Kogitsunemaru | Tyl |
| Derpy | Koichi Hattori | Tyrant |
| Deveney Paine | Kristi L. | Willem Fries |
| DevilOfStories | Kyle McDonald | Willow |
| Dimitri | Lewis Garvin | Woazl |
| Duane 'Moshi-Moshi' So | Luigi Perez | Zane Wilkison |
| Ethan Kohlmeier | Lukerems | |
| Hyman | MalteseWolf | |
| | Mango935 | |





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", "Bombuku", "Bakuryō", "Iminada", "Raiko", "Magatsuchi", "Nomi", " 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* © 2025, Max Wartelle, Mohammed Bellafquih, William Earl.
- *Heliana's Guide to Monster Hunting* © 2023, Max Wartelle, Mohammed Bellafquih, Loot Tavern Publishing, a.k.a. LTP.





JOIN THE PATREON!

- **MONSTER HUNTS** MONTHLY
- **MAGIC ITEMS** WEEKLY
- **ITEM CARDS** READY-TO-PRINT
- **VTT-READY** ADVENTURES



[HELIANA.LT/LOOTTAVERN](https://heliana.lt/loottavern)



MAGIC ITEMS & CARDS



MONSTER HUNTS & FAMILIARS!

HELIANA'S GUIDE TO MONSTER HUNTING

L'ARSENE'S LEDGER TREASURES & TRINKETS



BROWSE THE WEBSHOP!

MASSIVE TOMES BURSTING WITH
MAGIC ITEMS, MONSTERS, PLAYER
OPTIONS, ADVENTURES, AND MORE!



[LOOTTAVERN.COM](https://loottavern.com)

MOTES OF THE DIVINE



**SUBCLASSES
& SPECIES!**



SCAN ME TO ACCESS
THE MONTHLY DROPS
ON PATREON



D&D'S

SECRET WEAPON
MAGAZINE

SCAN ME TO ACCESS
ANY OLDER ISSUES
OF THE MAGAZINE



**ADVENTURES
& MAPS!**



**MAGIC ITEMS
& FEATS!**



© 2018 Wizards of the Coast

HELIANA'S

GUIDE TO MONSTER HUNTING



**HELIANA'S GUIDE TO MONSTER HUNTING:
A 600+ PAGE JAM-PACKED TOME.**

**THRILLING ADVENTURES; RULES FOR TRACKING, CRAFTING,
AND HARVESTING; ITEMS, MONSTERS, SPELLS, AND PLAYER
OPTIONS. INCLUDES THREE SUPPLEMENTAL PDFs**

**AVAILABLE ON THE WEB STORE.
HELIANA.LT/BOOKONE**





L'ARSENE'S LEDGER
TREASURES AND TRINKETS

400+ PAGES OF MAGIC ITEMS,
FAMILIARS, SUBCLASSES, AND
AN ITEM CRAFTING WORKSHOP

MAKE BETTER MAGIC ITEMS!
HELIANA.LT/LLTT





MOTES OF THE DIVINE

**HORROR
FILLED MONSTER HUNTS**

MOTES OF THE DIVINE

A 150+ PAGE ADVENTURE SUPPLEMENT.

TRACK MONSTERS TO THEIR LAIRS, FIND CLUES TO THEIR WEAKNESSES, AND ENGAGE THEM IN EPIC MULTI-WAVE BOSS BATTLES. DESIGNED FOR THREE LEVEL RANGES!

ORDER NOW!

HELIANA.LT/MOTD



RYOKO'S

GUIDE TO THE YOKAI REALMS

RYOKO'S GUIDE TO THE YOKAI REALMS

**THE 350+ PAGE CORE BOOK TO WRATH OF THE
KAIJU, INSPIRED BY ANCIENT MYTH.**

**FOLKTALES, YOKAI, AND GARGANTUAN KAIJU BATTLES.
INSPIRATIONAL PLAYER OPTIONS.**

GAME-ENHANCING COMBAT AND CRAFTING MECHANICS.

HELIANA.LT/RYOKO

