Mists of Akuma

Honorable Wills

STORM BUNNY STUDIOS

5th Edition Fantasy

MIKE MYLER

Mists of Akuma

Honorable Wills

A Mists of Akuma adventure for 4 to 6 characters of 8th level

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Honorable Wills takes place across multiple locales within the prefectures of Hofuku and Uragi, starting with a sudden attack which quickly embroils the adventurers within the family conflict of the noble (and wealthy) Torimu clan. Each major encounter has a "Lightened" and "Hardened" adjustment that can be made to accommodate parties of differing size and level.

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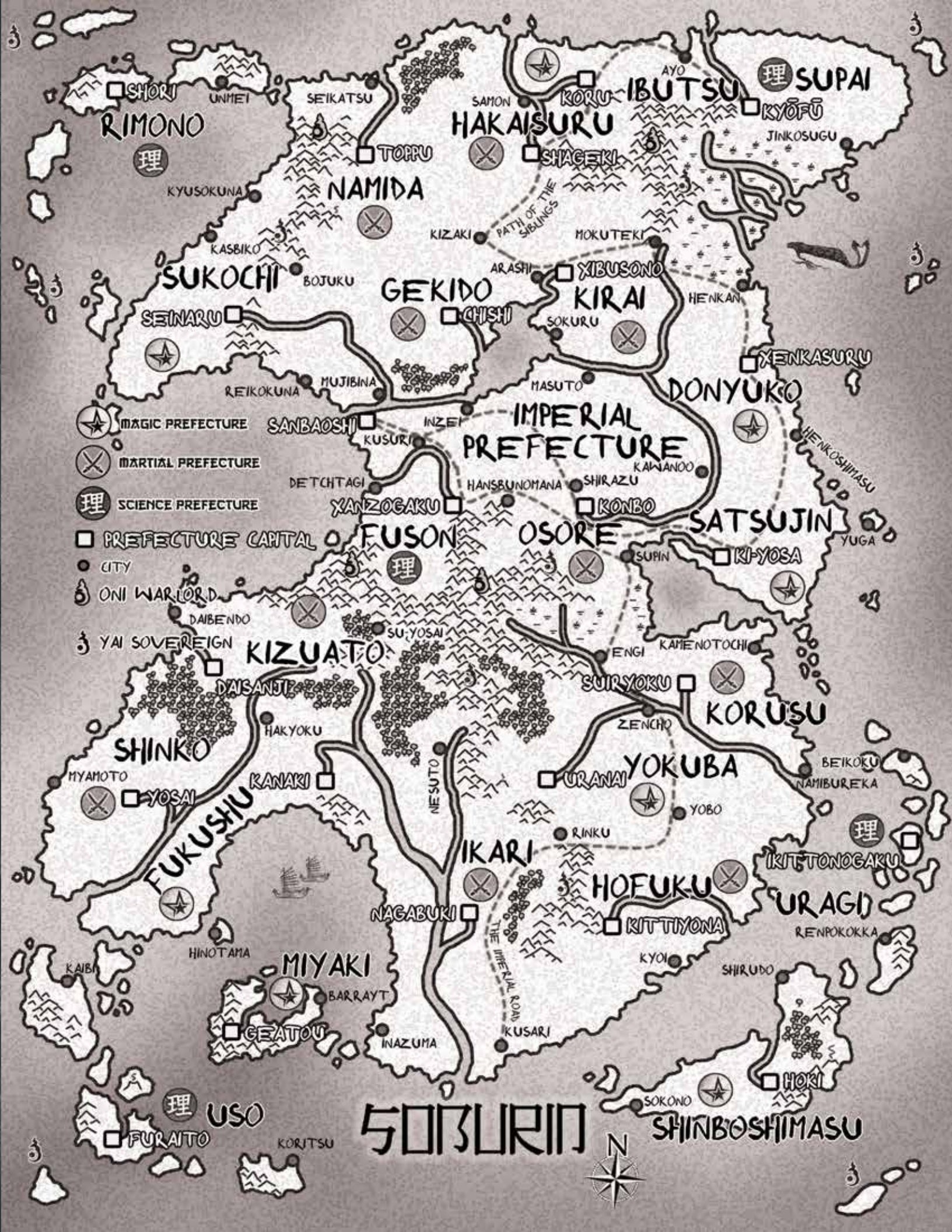
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JINKOSUGU
PATH OF THE SIBLINGS
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MOKUTEKI
ARASHI
XIBUSONO
GEKIDO
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SOKURU
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YENKASURU
DONYUKO
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HENKOSHIMASU
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SCIENCE PREFECTURE
PREFECTURE CAPITAL
CITY
ONI WARLORD
YAI SOVEREIGN
SANBAOSHI
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KUSURI
IMPERIAL PREFECTURE
KAWANOO
DETCHTAGI
HANSBUNOMANA
SHIRAZU
XANZOGAKU
KONBO
SATSUJIN
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SUPIN
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DAIBENDO
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KAMENOTOCHI
SUIRYOKU
KORUSU
DAISANJI
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HOFUKU
URAGI
NAGABUKI
KITTIYONA
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HINOTAMA
KAIBI
MIYAKI
KYOI
SHIRUDO
BARRAYT
GEATOU
INAZUMA
THE IMPERIAL ROAD
KUSARI
HOKI
USO
FURAITO
KORITSU
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SHINBOSHIMASU
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INTRODUCTION

Lady Senbi Torimu is not long for this world and has written her dishonorable grandchildren out of the family will, gaining their ire as well as violent reprimands as they attempt to force her hand and reclaim the family fortune. After the PCs thwart an attempt to kidnap her they are invited to spend the evening in her noble estate, but when they awaken Lady Torimu has already passed—though not before cleverly insuring her dynasty's future. Before she died Senbi added the adventurers into her will, granting them a vast fortune on a peculiar set of conditions: they are only entitled to riches and family heirlooms if the party slay or redeem the wicked would-be inheritors of the estate. The executor of her will presents the PCs with 5 magically-sealed deeds, each entitling them to a wondrous piece of the fortune. These enchantments can only be broken by the Haitoku-free hand of one of Torimu's heirs, or the blood of their corpse—one way or another Lady Torimu will prune the dishonor from her family tree, dead or alive. To see this through to its end the PCs must track down the last heirs of Torimu and either find some way to undo their dishonorable deeds or cut away the blights from the wealthy dynasty's bloodline!

ADVENTURE SUMMARY

The PCs start this adventure defending an old woman from a sudden attack by an umibo assassin in the capital of Hofuku Prefecture (Kittiyona). The noble thanks the party with a feast and night within her 'summer home'. Lady Torimu dies before the next daybreak and the party are drawn into the Torimu family's intrigue by the promise of riches—they must seek out her dynasty's last heirs in order to claim their fortune.

Gyanbura Torimu (Nephew). Gambler, debtor, failure. A ronin in title but drifter in practice. Last seen locally within Kittiyona.

Kinben'na Torimu (Grandson). Murderer-for-hire, ronin. Kinben'na disowned his family after a falling out with his father 25 years ago. Known to operate as a hired sword out of Ikittongaku.

Nonkina Torimu (Niece). Thief, cutthroat, delinquent. Nonkina has plagued Kittiyona for nearly a decade as a masked master thief.

Heiwa Torimu and Hiyoko Torimu (Twin Granddaughters). Brigands, pirates, profiteers. These two commandeered a warship 12 years ago and have been terrorizing Uragi as marauding pirates ever since.

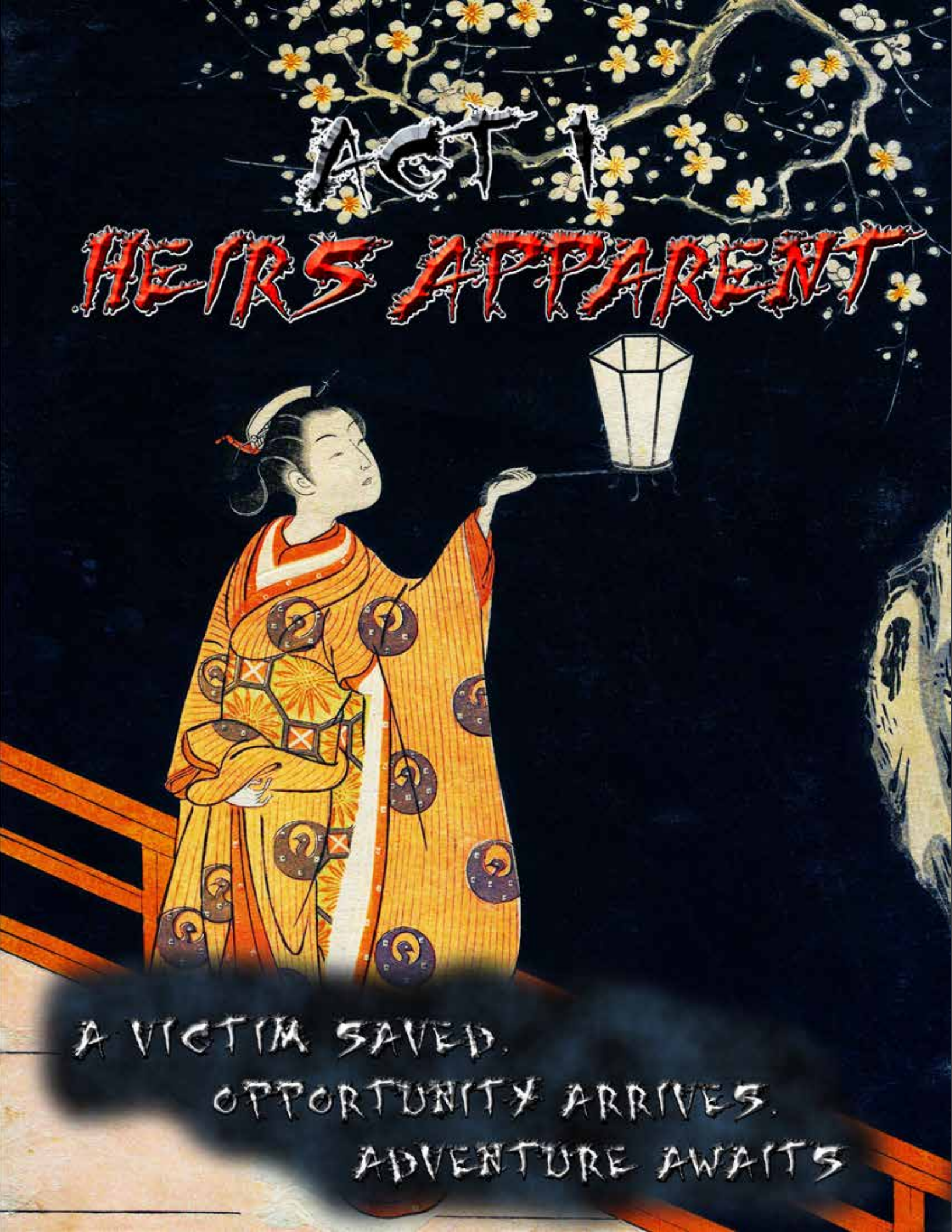
Kusatta Torimu (Senbi's Son). Scientist, ceramian collaborator, presumed dead. The final obstacle and sender of the umibo assassin, this cur is only revealed after his competition has been dealt with.

The adventurers confront the heirs and either combat them in climactic battles to the death, or bring honor back to their names through wise words and righteous acts that undo their past sins, healing the Torimu family tree. After the 5 magical deeds are unsealed a message is revealed that outlines the shameful exploits of Kusatta Torimu, his sickening experiments done on behalf of the ceramians, and Senbi's final wishes that her family unite and put a stop to him. It explains that the Torimu fortune still sits within their ancestral home in Uragi—the site where Kusatta performs his dark experiments. The PCs must work with whatever heirs of Torimu remain alive and infiltrate their ancestral home in order to claim the inheritance, putting an end to the traitorous scientist and family's greatest shame.

Act 1: Heirs Apparent. While in Kittiyona the PCs witness an attempted kidnapping and save Lady Torimu from abduction before becoming drawn into her family's intrigues following her death and the execution of her will. The adventurers are informed that both the gambler Gyanbura and thieving Nonkina are within the city and their efforts should start here. As they explore the capital of Hofuku Prefecture the PCs encounter several sidequests in their effort to find the missing heirs, and when found the ne'er-do-wells are either brought to a bloody end or the adventurers help them redeem their honor. By the end of this act, the party reaches 9th level.

Act 2: Cutthroats and Brigands. The PCs must travel to the capital of Uragi Prefecture in search of the remaining three Torimu heirs. As they explore the industrial filth of Ikittongaku the party encounters several side quests leading to clues of bloody Kinben'na's whereabouts—ultimately in order to find the violent ronin, they have to earn the favor of his disreputable employers in a high-stakes game of espionage and clashing swords. Confronting the twin sisters Heiwa and Hiyoko is doubly difficult as their pirating takes them all over the islands of Uragi. Once finally confronted on the high seas however, the PCs must either fight them and their brigand crew or commit to an act of ultimate heroism and redemption in hunting down a horrifying umibōzu. By the end of this act, the party reaches 10th level.

Act 3: The Family Legacy. Finally the party learns of Lady Torimu's true intentions when the magical deeds bestowed upon them unlock, revealing that they must venture with whichever heirs remain to their ancestral home in Uragi Prefecture to slay Kusatta and reclaim the family fortune. The mad scientist is a twisted remnant of his former self held together with dark science and still carrying out plots engineered during the Kengen Occupation by his ceramian masters. He controls an army of umibo enslaved by foul inventions and for decades has been fruitlessly attempting to break into the family vault (enchanted to only open with the touch of an honorable member of the family line). The adventure ends in an epic battle that finishes with the PCs beleaguered but claiming the Torimu family's wealth, the Torimu family line returned to honor or brought to a permanent end.


ACT 1
HEIRS APPARENT
A VICTIM SAVED.
OPPORTUNITY ARRIVES.
ADVENTURE AWAITS

The adventure begins in Kittiyona, the capital of Hofuku Prefecture and (during the Kengen Occupation) the regimented home of Soburin's umibo population.

KITTIYONA, CITY OF SPRINGS

While seemingly idyllic Kittiyona still bears the uneasy, lasting effects of the distant War of Kaiyo. The city sprawls out among the great Turrim springs, massive geysers that constantly spray a seemingly endless supply of warm, fresh spring water and feed into the Magassutaffu River. Originally a gleaming utopia, the relentless tribulation suffered by Soburin has left Kittiyona a sad shell of its former self. Institutions founded centuries ago in times of prosperity now stand unkempt, and the museums, performance halls, and industries of luxury from long gone ages struggle to stagger along in these times where survival is uncertain and money is scarce.

The once proud navy and fishing fleets barely amount to half their number from even a decade ago, the Mists of Akuma and its fearsome creatures continually striking against the city's lifeblood. Though there has always been considerable resistance to utilizing the advanced technology of their foreign oppressors, there may come a time soon where that aversion must be overcome or they must face starvation.

Kittiyona is a place of faded glory fondly remembered and bitter shames quietly denied. The waters fresh from the Turrim springs are particularly clear, and the rusting remnants of the foul technology that imprisoned the umibo people are still visible. Tensions are high between the humans and water folk that remain within its walls—many wish to simply forget that dark history of subjugation, some are nervous for the righteous retribution that is surely soon to come, and then there are the whispers of vindictive cults attempting to poison the umibo and finish the job that Hoji Kanyaki's betrayal started.

Lord Songdi Hofuku is attempting to rebuild his house to its former glory and to wipe away the prefecture's former indiscretions. The Festival of Dancing Waters was a long forgotten ancient custom not practiced for nearly a century, and even then it was a minor local holy day. In an effort to bring new money into the prefecture and prove their 'peace' with the umibo, Lord Songdi has turned the old lost holiday into a week-long spectacle and has spread word to the far corners of Soburin. Only time will tell if his gamble pays off.

1: Eagle and Tiger. At the center of the Turrim springs, the two largest geysers play out an endless cycle. There are dozens of smaller geysers throughout Kittiyona, each bearing local nicknames and legends, but the Eagle and Tiger are by far the most well known and together they are the primary source of the Magassutaffu River. Eagle is the tallest geyser, spraying water over 100 feet into the air in a fast narrow jet. It's said to resemble a swift bird taking off when it flows. Tiger's jet barely crests 20 feet, but flows in a 50-foot wide surge that onlookers describe as a tiger stalking in the underbrush. The two geysers never flow at the same time however—when one stops the other resumes, creating a legend of the Tiger and Eagle locked in an eternal hunt.

2: Hofuku Keep. Positioned at the southern end of the river above the lord's docks, Hofuku Keep is a bastion of barely kept standards. The exterior gleams but more than half of the rooms inside are closed off and languishing in disrepair. Still it is the principal home of Lord Shaka Uragi and filled with defenders, home to scores of uragimon and more conventional guards completely devoted to their master—as well as dozens of Staffmasters he does not trust enough to let out of his sight for too long.

3: Torimu Manor. Lady Torimu's estate is located in the tributaries, the wealthier section of the city filled with small springs and trickling tributary streams.

4: Magassutaffu Docks. This huge dockyard is in active use but seems barely half-utilized, the few remaining ships working diligently to journey downriver and reap the bounty of the ocean. A dry-docked fleet of ceramian ships still remains tentatively unused. Enterprising and out-of-work laborers have retrofitted one of the dry docks as a fighting pit where large quantities of money exchange hands atop blood-stained concrete.

5: The Sleeping Dragon. One of the largest geysers in the city, the Sleeping Dragon constantly outflows with steaming hot clean water and has been used as a natural bathing spring for centuries.

6: Lord's Reserve Museums and Galleries. Three large buildings sit at the northern edge of the city, filled with priceless antiques and low attendance. A darling project of lords gone past, the museums were meant to showcase Hofuku's superiority and impact on the history of Soburin. In these lean and desperate times however, the galleries attract few patrons—but they still hold curios and trinkets for those willing to pay a few coins to see them.

7: Itoko's Alehouse. Situated along the main road just south of the Getaou bridge, Itoko's Alehouse is the place where most of the dwindling number of sailors forget their troubles and the spacious second floor inn houses most of the travelers that pass through the city. A very small geyser dominates the center of the floor with six small vents that randomly burst with tiny water jets. Many small fortunes have

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been won and lost on betting which vent will go off next.

8: Superior Sundries. This unassuming general store is run by the steametic Zero, who trades in technological devices of questionable legality (particularly augmetics). Zero deals fairly but takes some considerable convincing to reveal his 'superior stock' to people he's not familiar with.

9: The Side Gate. Despite being the only landbound gate into the city, the maritime traditions of the city have still lent this great portal it's slight name. Always heavily guarded, this passage remains the only entry into the city save for swimming the river or climbing the equally guarded 40-foot walls that surround Kittiyona.

10: The Seamouth. This high porticullis guards the city from naval invasion—or it least it did. Blasted open long ago during the occupation, the sides of this gate now hang permanently open.

11: Kanryo Estate. Kai Kanryo is a nobleman in good standing with Lord Hofuku. His estate is noted for its beautiful gardens planted around a tributary spring. Kai himself is a rather self-righteous bigot, currently working to remove the remaining umibo from the city and attempting to subjugate them through bureaucratic minutia.

12: The Cascade. This elegant magic shop is owned by the enigmatic umibo Gwanzan. They staunchly believe that magic is natural, and that through sufficient training in the supernatural that all of the vile technology—which is the true cause for the world's evils—can be done away with. The adventurers can buy numerous minor magical items here, though Gwanzan doubles their prices for any overtly technological PCs (such as steametics, necroji, or anyone with visible augments) and gives a 25% discount to any druids or any party member overtly in tune with nature.

Beginning the Adventure

The adventure begins on the upper Totsuzen Road along the north bank of the Magassutaffu River within Kittiyona. If this is the start of a new campaign for the group, simply inform players that their characters should have a reason to be in the Hofuku Prefecture's capital, and tell them to create an adventuring party that would come to the aid of a stranger in distress.

In addition, have the PCs create 3 points of notoriety or information about themselves. These should be points of somewhat public information someone could dig up about them—however because this is meant to be public information it may not necessarily be the truth. Everyone should create one point that is completely true, one point that is not entirely true, and a rumor that is completely false. Some examples include:

- Stopping a criminal act.
- Performing a criminal act.
- A notable rank within a popular tournament.
- A relation to a public figure.
- A place of origin.
- Age.
- An outstanding debt.
- Holdings or deeds.
- Business connections.
- Time incarcerated.
- A notable former employer.

The GM should use this information in the "Honorbound" section of Act 1 (page 13) to help get the party curious and invested with each other's characters. If the PCs are continuing their journey through Soburin from other adventures and need a reason to head to Kittiyona, show them the following flyers (page 10) wherever the party currently is and conveniently schedule the festival's date so they have enough time to reach Kittiyona before it begins.

Washed Assassination

This encounter starts on one of the city's main thoroughfares so it's quite reasonable for anyone in the party to be using it. Make it clear that the adventurers can either have already been together or can be united through this event by din of being the only people who would rush to save an old woman.

To begin the encounter, read or paraphrase the following:

Kittiyona is alive with the Festival of Dancing Waters—decorations cover every wall and colorful paper lanterns gently swing above you in the breeze. Market stalls line the streets with vendors selling fried seafoods and takoyaki. Many onlookers huddle against the handrails over the water to marvel at the great geysers at the center of the lake that spray high into the air.

An umibo passes you and they bring with them a tangible presence of forced cheerfulness from the people nearby. Noble lords and ladies are attending the festival in droves, waving to the crowds from their ornate litters being carried through the streets and making sure their arrivals are heralded.

(continued on page 10)

You hear a woman's scream. Looking over to the bridge you see several umibo surging out of the lake—and three dead litter carriers with another running the opposite way! The old noblewoman in the litter carrier screams again as the umibo surge towards her, murderous intent clear in their urgency.

Three umibo thralls begin adjacent to Lady Torimu and attempt to grapple her during their next turn, but at the start of combat they have already used their movement and their actions to slay the litter carriers. The umibo are completely focused on their task and don't notice the adventurers, giving the PCs a surprise round to engage them before they can complete their grisly work.

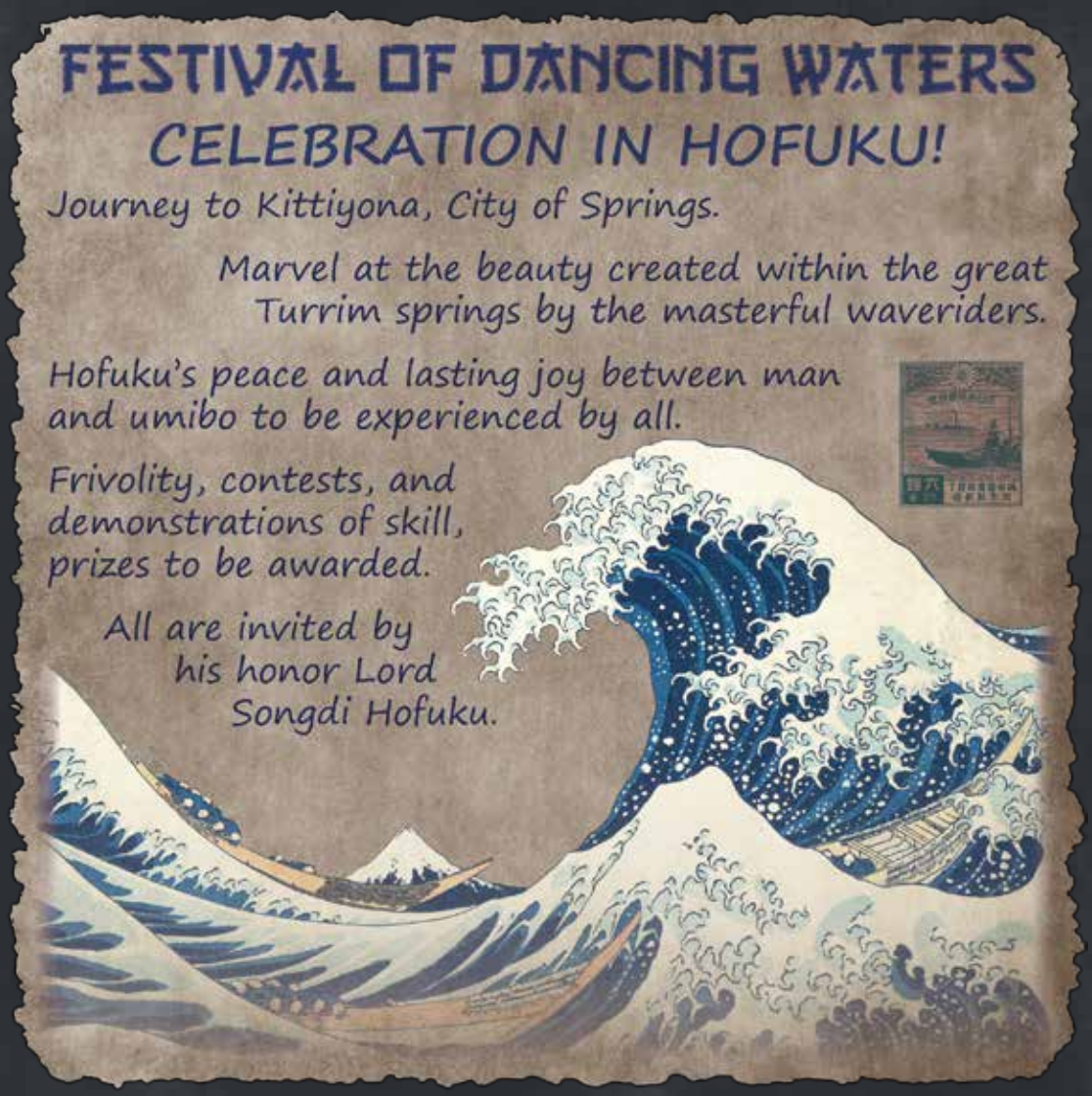
Whether simply strolling, marveling at the geysers or purchasing something from a stall, the adventurers begin the combat between 30 and 60 feet away on either side of the bridge. If the PCs intervene in any way, the umibos turn their attention to the party and fight to the death, prioritizing whoever is closest to their real target: Lady Torimu (use the statistics for a Noble). Although she stays out of the combat as much as possible, she is skilled in the use of her oak walking cane (in fact a sword cane) and wields it to perform the Parry reaction when attacked, only drawing the blade when her life is truly about to be snuffed out.

After the conflict is concluded, read or paraphrase the following:

The elderly noblewoman dusts herself off and says "Well, what is the world coming to?" She prods the limp body of one of her servant's corpses with her cane. "That's a shame, I've got three honorable dead in my retinue—and another vacancy thanks to that coward. Now then, seems you lot just risked your necks for my wrinkled behind and it's the least I can do to invite you over. Come along—it'll be awkward conversations all around if the soldiers get here and there's just you standing over some bodies."

Lightened Encounter. This encounter should already be a fairly easy test for an 8th level party. If the GM wants to absolutely ensure that Lady Torimu survives, or have a weaker party for whatever reason, reduce the number of umibo thralls to 1.

Hardened Encounter. As a more difficult encounter for larger or higher level parties, increase the number of umibo thralls to 5.



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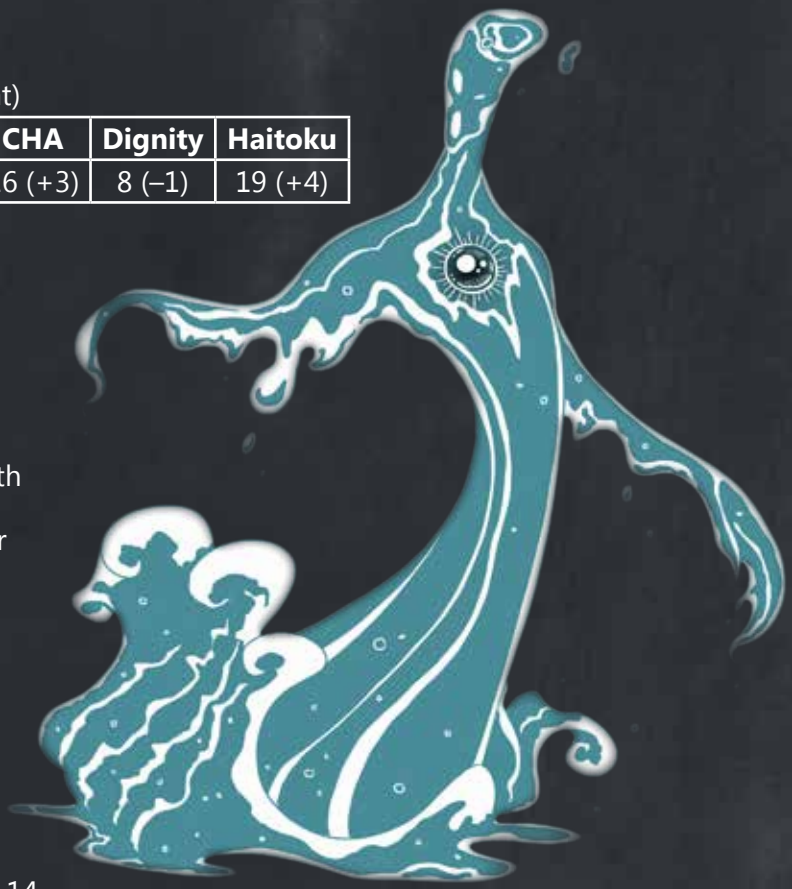
UMIBO THRALL

Medium humanoid (umibo), neutral evil
Armor Class 17 (Wisdom)
Hit Points 66 (12d8+12)
Speed 20 ft., swim 30 ft. (+10 ft. during combat)

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
18 (+4)	19 (+4)	13 (+1)	11 (+0)	16 (+3)	16 (+3)	8 (–1)	19 (+4)

Saving Throws Dex +7, Cha +6
Skills Athletics +7
Damage Vulnerabilities psychic
Damage Resistances cold, fire, force
Condition Immunities prone
Senses passive Perception 13
Languages Soburi (Common)
Challenge 5 (1,800 XP)



Amphibious. The umibo thrall can breathe both air and water.

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

Thralled. The umibo has no regard for its own safety or that of its kin, very willing to target them with attacks if they are in the way.

Water Mastery. The umibo thrall can cast the *control water, create or destroy water*, and *fog cloud* spells as if they were cantrips, without the need for any components and without having to concentrate (spell save DC 14, spell attack +6). The umibo thrall uses Charisma as their spellcasting attribute.

Water Warrior. While fighting in or on water, the umibo thrall gains a +1 bonus to attack and damage. In addition, the umibo thrall does not have disadvantage when using Waterstrike against an adjacent target.

ACTIONS

Multiattack. The umibo thrall makes two Unarmed Strikes or Waterstrike attacks.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage plus 3 (1d6) force damage.

Wavestrike. *Melee Weapon Attack:* +7 to hit, multiple targets (all targets in a 20-foot cone; make an attack roll for each target). *Hit:* 17 (3d8+4) bludgeoning damage. Creatures damaged by this attack make a DC 15 Strength saving throw or are pushed back to the end of the cone's area.

Waterstrike. *Ranged Weapon Attack:* +7 to hit, range 100/200 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

LADY SENBI TORIMU

The Torimu family line goes back for hundreds of years to Sonkai Torimu, who gained notoriety for single-handedly protecting his small village in Uragi from a ravenous sea creature. Her ancestors owned a massive fishery within the islands, but everything was disrupted during the Kengen Occupation and while the business has gone the fortune remains. Senbi is the current matriarch of the family and though her threats came in the form of bureaucrats and politicians, she's nevertheless fought just as bitterly as Sonkai. When she was in her early teens, an unscrupulous bureaucrat attempted to swindle her father out of the family's wealth—she found the loophole and closed it, punishing the bureaucrat by taking him for all he was worth. Known as 'The Penknife' by lawyers and paper-pushers all over Soburin, Senbi doubled the family fortune through savvy investments and by cutting through dense and fraudulent trade agreements.

Where Senbi failed was in her children—she paid none of her progeny much attention and focused on her work. Each of them took a very different path through life but they all failed to live up to their mother's expectations. Senbi regards what remains of the Torimu line as wicked, dishonorable, and unfit to take the mantle of head of the family—at least not yet. Senbi knows she's not long for this world and this 'assassination' attempt was surely **Kusatta's** doing. She long ago wrote the misfit out of her will, and now fears that this incident was actually a failed abduction; if Kusatta gets a hold of her, he could use his dark

sciences to corrupt her mind and grant himself the family fortune (or worse, use her to open the vault to unleash the thing underneath Torimu Keep).

The money and possessions mean little to Senbi but she can't stand the thought of her son soiling the family name, or unleashing the danger that lurks beneath the keep. She had been planning on simply donating the fortune to charity but the honorable intervention by the PCs has given her an idea: now she plans on using the adventurers to either cut down or unite her disparate family, hopefully redeeming at least one heir worthy of the family name and the honor of destroying Kusatta, the family's greatest shame.

TRIP-TWO

222 (or Trip-Two as it's more commonly called) is a Hofuku Bengoshi (a Staffmaster; page 18) but unlike its peers, it is a steametic and not soburi—a rarity for sure, but it is a model of efficiency and tact with an incredible amount of honor won by doing justice. Its chassis is fluted and elegantly engraved, and while its speech is inhumanly exact it uses a melodic and soothing baritone. Senbi uncovered a smuggling operation eight years ago and through her legal mastery Trip-Two was able to apprehend a massive collection of powerful criminals. Afterward she helped it more, spinning that accomplishment into a position of previously unimagined prestige for an automaton. Trip-Two feels a sense of debt to Senbi and has been a close friend to her ever since. Generally unimaginative, it respects her decision, and while it pains it greatly to watch Senbi go through with her plan, it understands her motivations and is willing to be destroyed in order to keep her secrets.

HONORBOUND

Senbi Torimu insists that she is honorbound to invite the PCs over for the evening, promising the best off accommodations if they would merely walk an old woman home. Anyone that refuses her offer reduces their Dignity by 2, and those who accept her offer gain 2 Dignity. Senbi is crafty and plays up the little old lady persona when it suits her, otherwise demonstrating a dry wit and a dark sense of humor. When interacting with the party she probes them with innocent questions about their exploits and adventures, allowing the PCs the opportunity to brag about their past successes. The GM should foreshadow by slipping into the conversation a few mentions of how disappointed she is in her own descendants, and the artworks prominently featured within the home (specifically those of a great sailor slaying some nondescript sea-beast: Sonkai).

Upon reaching her home within Kittiyona's wealthy tributary district the PCs are presented with a small but lavish manor staffed by a dozen servants. Senbi orders a feast to honor these 'heroic rogues' and the party are treated to rich foods and wines. She spends this meal casually interrogating the adventurers about themselves, their histories, and habits. If this module is the first for the PCs, the GM can use this as an opportunity for the party to property introduce themselves to each other.

After several hours Senbi is satisfied with the party's answers and abruptly ends the festivities, claiming that, "*an old woman needs her rest,*" and retiring for the evening, granting the adventurers lodging in her manor for as long as they wish. After the PCs retire Senbi sends for Trip-Two and explains to it that she intends to take her own life. She enacts her plan by writing up the *lifebound seals* and leaving very specific instructions for the steametic to follow.

Then—just before dawn—Senbi takes a small ritual dagger and kills herself. In the morning, the panicked staff alert the PCs to Lady Torimu's passing. As the body was freshly discovered the party have the opportunity to inspect the room and the corpse, and with a successful DC 10 Wisdom (Medicine) check they can confirm that she took her own life. Trip-Two and the city guard arrive shortly after the adventurers finish their investigation. The automaton bengoshi orders the PCs to stay within the estate, spending about three hours getting everything arranged and the cadaver properly seen to before calling the PCs into the drawing room to make an announcement.

Read or paraphrase the following:

> *"Thank you, please be seated." The automaton mindlessly gestures towards some plush chairs and continues, "I realize you've known Lady Torimu for a very short while but I considered her a close and dear friend—it seems clear that she took her own life however, so you are not under arrest.*

With that said she has left very specific instructions regarding you and the execution of her final will. Lady Torimu was known for certain eccentricities and although her sudden departure is shocking, I cannot say this final alteration to her testament comes entirely by surprise." The steametic pauses, its servos quietly winding and giving the impression of a sigh. "She will be missed. Firstly, while I cannot completely confirm these reports, one of her last requests of me was to thoroughly research all of you present here. To quote her exact writing, 'I want the water clear before I dump in the night soil.' Much of this seems a tad outlandish, but in her honor, I ask that you allow me to report my findings."

Trip-Two proceeds to go through each PC one-by-one, listing and considering their points of notoriety (page 9). It's up to the party's discretion as to whether they deny, clarify, or comment on their histories.

"Finally, we get to the crux of this matter. Despite what Lady Torimu learned about each of you, she has drawn these up." Trip-Two pulls five sealed scrolls out from under the desk. "You all have been included within Lady Torimu's last will and testament—conditionally. The condition being that her heirs are…dealt with. To put it curtly, Lady Torimu seems to be attempting to bribe you all into disposing of her dishonorable progeny. The scrolls you see here bear lifebound seals, only able to open when held by the honorable hand of the intended heir—or upon their death."

Trip-Two pauses briefly, a hiss of hydraulics accompanying the silence before it continues, "When opened each scroll will entitle you all to a substantial inheritance, and also to the intended heir—if they still live. She neglected to inform me of what she was leaving to each of them and to you, her 'guests', but the estate currently has hundreds of thousands of Imperial Pieces, as well as deeds and even family heirlooms of magical persuasions. From a purely financial perspective, I implore you to take this matter seriously."

The steametic stops again, looking at each of you in turn. "Make note that I did not malfunction when saying an honorable hand. I don't understand it all myself but know that such things can be magically detected. If you reach an accord with any of the heirs, they must somehow redeem themselves, I would think to the satisfaction of Lady Torimu's departed spirit. This will be more difficult for some than others, both in terms of locating them and surviving a meeting should you do so—let alone redeeming anyone."

This time the automaton's head whirrs slightly off-angle as it pauses, a faint click heard from inside its metal skull. "I realize this is all rather unusual. Have you any questions of me?"

Give the PCs an opportunity to ask Trip-Two any questions they might have. It answers them truthfully, except that it will not present any information about Senbi's son Kusatta.

"Allow me to present you with the deeds." The steametic points to the first scroll. "This deed is bound to Gyanbura Torimu, Lady Torimu's grand-nephew and likely to be the easiest to locate as I believe he still resides within Kittiyona. He is a perpetual gambler, drunk, and debtor, once losing," Trip-Two suddenly stops, its head twitching ever so slightly before continuing, "a deal worth over 50,000 Imperial Pieces on a single game of chance."

It gestures to the second scroll. "This deed is bound to Nonkina Torimu, Lady Torimu's grand-niece, she was once quite close with Senbi but I believe she grew bored with the noble lifestyle and her thrill seeking has ostracized her from the Torimu family. As we currently understand it she still resides within Kittiyona, but has been parading around for the last decade as a masked thief under the name 'The Smirk'."

This time Trip-Two touches two of the scrolls. "These two deeds are bound to Heiwa and Hiyoko Torimu, Lady Torimu's twin granddaughters. They're inseparable and will undoubtedly be together, but tracking them down will be a particular challenge. They've been out of contact for 12 years now and we have reports that they operate as pirates in and around Uragi."

Finally it nudges the fifth scroll. "This final deed I suspect may be impossible to fulfil, as it is bound to Kinben'na Torimu, Lady Torimu's grandson. He's been separated from the family for 25 years now. We know he's been seen working as a hired sword in Ikittongaku, and…let us say that he seems to be proficient in his chosen…profession."

Trip-Two points to a cylinder welded into his side. "I have the main will, which provides for her servants and employees, and donates the rest of her wealth to varying charitable organizations. Should you choose to undertake this effort Lady Torimu set out for you, I will be magically informed of any…successes, and the inheritance outlined within that deed will be removed from the main testament to be given to you all—at the execution of her will a month from now. That is unfortunately all the time that you have to…see to the Torimu family tree."

Gathering up its things and pulling a bowler over its lustrous skull, Trip-Two respectfully nods to you all. "Now you'll have to excuse me—I've never let my lady down and I don't intend to fail in these final duties."

Lifebound Seals

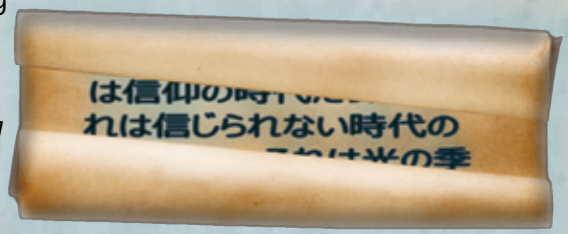
Used by Soburin's most elite couriers when handling documents of the absolute utmost importance, a *lifebound seal* is nearly impossible to break. Made using a secret ritual known exclusively to the Torimu family involving a drop of the recipient's blood, it can only be opened by the touch of the recipient or upon the recipient's death. As the holy magic involved regards Haitoku as a foreign entity, it also has the unintended consequence of requiring the recipient to be honorable and free of Haitoku in order to open it.

A *lifebound seal* can be destroyed through *dispel magic* or similar spells and effects, but it will also destroy any document it is sealing via instant disintegration.

Whenever one of the heirs is killed, the *lifebound seal* on their deed glows and unlocks with a touch.

Whenever one of the heirs has a Haitoku of 0 and is within 100 feet, the *lifebound seal* glows and unlocks with their touch. GM's should remember that none of these rewards are dispensed until the execution of Lady Torimu's will a month from when they are tasked with redeeming (or killing) her heirs.

- Gyanbura's deed entitles the PCs to 50,000 gp, to be spread between the party, and bestows upon him 50,000 gp if he's still alive. Senbi's last words to him are, "*Gyan, you stacked your failures atop yourself and then drowned in booze. Just let the past go and stop tripping yourself.*"
- Nonkina's deed entitles the PCs to a **Heavy Hikosen** (*MoA* page 237) with 4 docking **Uso-Flyers** (*MoA* page 238) from the Torimu mercantile fleet, and it entitles Nonkina to the same if she's still alive. Senbi's last words to her are, "*Little Kina, I kept you cooped up when you needed to fly. Go wherever the wind takes you.*"
- Kinben'na's deed entitles a family heirloom (a *blade of honor*) to the PCs and, if he's still alive, a blank pardon for Kinben'na signed by Lord Shaka (absolving him of all crimes committed in Uragi Prefecture). Senbi's last words to him are, "*This family tainted you and you responded in kind. Wipe our filth from your hands and start anew.*"
- Heiwa's deed entitles the PCs to a portion of the royalties due to the Torimu family. This means that each PC can collect 250 gp per month for the foreseeable future from any bank or money-changer. Provided that she still lives, it also bestows the controlling power over the Torimu business empire to Heiwa. Senbi's last words to her are, "*Heiwa, you once told me that you couldn't stand how I ran things, then you went out and ruthlessly made a fortune for yourself. I want you to be just as ruthless keeping the family legacy alive.*"
- Hiyoko's deed grants the PCs permanent access to the Torimu family estate homes in Kittiyona and several other cities (of the GM's choosing), guaranteeing full room and board. It also entitles Hiyoko to the deed to the home in Kittiyona. Senbi's last words to her are, "*Hiyoko, you've always been impressionable, and I want you somewhere safe surrounded by people worth making an impression. Take the summer home, you always seemed happiest there.*"



Redeeming an Heir

The *lifebound seals* only open when grasped by the intended honorable heir. This means that in order to open one of the deeds and reap its rewards without slaying the heir, their Haitoku must be reduced all the way to 0. Each heir has specific acts they can perform to reduce their Haitoku and habits that will increase it unless the PCs intervene. Without the adventurers help the heirs will simply retain their wicked ways. Several quests also have special Haitoku effects for the heirs if they're still alive and aiding the party.

In addition, there are several non-plot related ways to reduce Haitoku, such as the Yamabushi background (*MoA* page 168). It doesn't matter *how* the Haitoku is reduced, but the *lifebound seals* can only be undone when an heir's Haitoku is reduced to 0.

GMs should remind the PCs about the month time limit if they plan on hiring yamabushi or finding other non-plot related methods of Haitoku reduction.

Blade of Honor

Weapon, very rare

When wielded by honorable hands this elegantly crafted ebony katana glows white hot. You gain a +2 bonus to attack and damage rolls made with this katana. When you hit a creature with this weapon, the creature takes an extra amount of radiant damage equal to your Dignity modifier (minimum 0 damage), and you take an extra amount of radiant damage equal to your Haitoku modifier (minimum 0 damage).

Adventures in Kittiyona

With Senbi Torimu's deeds in their possession the PCs are left to explore Kittiyona in search of the dishonorable heirs. While the party investigates the GM can present any of the following side quests the adventurers might encounter within the city.

Explosive Festivities

With the Festival of Dancing Waters in full swing food and firework stalls line the market streets, and performers vie for attention from every corner. Another thing on every corner are wanted posters for a particular bakemono.

Posters demanding the bakemono Gatgat—dead or alive—present their grinning face alongside the colorful decorations, and offer a 15,000 gp reward for bringing them into a Hofuku Bengoshi. Strangely for such a large reward, the only crimes listed are petty theft, disrupting the peace, and crude behavior.

Gatgat is a singular bakemono of profound martial and supernatural talents that they use for pointless and juvenile reasons. Currently, they're stealing as much colored dye and fireworks as they can so they can make their jovial contribution to the festivities. Gatgat plans on installing a massive amount of fireworks and dye around the Tiger and Eagle geysers to create a massive fireworks display accompanied by a bright multicolored spray from the jetting water.

When the PCs first partake in any of the festival activities or simply while they walk the streets, allow them to notice Gatgat sneaking out from behind a fireworks stand carrying armfulls of firecrackers. The bakemono has no interest in fighting the adventurers and uses every ability at their disposal to escape to continue sowing mayhem.

Allow the party to spot Gatgat multiple times throughout the adventures, although the bakemono can be found intentionally if they stake out fireworks stands and dye stalls. Should the PCs ever manage to capture or kill Gatgat, they can turn the criminal into any local bengoshi (including Trip-Two) and receive the bounty.

If Gatgat remains at large when the PCs leave Kittiyona, they complete their project and ignite a massive collection of fireworks and tightly-packed dyes. They accidentally send the party off with a bang, filling a square mile area in a shower of rockets and sparks, coating a 2 square mile area in multi-colored spray, and dyeing the river with a rainbow of color for several weeks to come.

Gatgat

Small humanoid (mure bakemono), chaotic neutral fighter (genjitsugaka) 10
Armor Class 16 (*bracers of defense*)
Hit Points 85 (10d10+30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
11 (+0)	18 (+4)	16 (+3)	12 (+1)	15 (+2)	13 (+1)	7 (–2)	13 (+1)

Saving Throws Str +4, Con +7
Skills Athletics +4, Insight +6, Perception +6, Religion +5; painter's supplies +12
Senses darkvision 60 ft., passive Perception 16
Languages Adeddo, Soburi (Common)
Challenge 7 (2,900 XP)

Action Surge (1/Short Rest). On their turn, Gatgat can take an additional action on top of their regular action and a possible bonus action.

Cloud Conjurer. On their turn while wielding their genjitsu brush, Gatgat can move across any surface or through the air so long as they end their movement on a square that they are able to stand on.

Genjitsu Casting. While wielding their genjitsu brush Gatgat can cast the following cantrips: *acid splash* (DC 16)*, light, minor illusion, prestidigitation*.

Hated. Gatgat has disadvantage when making Wisdom or Charisma checks against humanoids that don't have the hated condition but they never have disadvantage on Charisma (Intimidation) checks.

Indomitable (1/Long Rest). Gatgat can reroll a saving throw that they fail but must use the new roll.

Reality Painter (1/Week). Gatgat is accompanied by a berserker painted companion. Realizing the berserker is not a natural creature requires a DC 13 Intelligence (Investigation) or Wisdom (Perception) check. Gatgat controls the berserker and can communicate with it telepathically. The berserker is mute. When reduced to 0 hit points or after 4 days, the berserker crumbles into dust. Alternatively, Gatgat may have a saber-toothed tiger or giant constrictor snake painted companion instead.

Second Wind (1/Short Rest). On their turn, Gatgat can use a bonus action to regain 1d10+10 hit points.

Wondrous Artwork (1/Short Rest). When they do not have a painted companion, Gatgat can cast *creation* as a ritual spell.

ACTIONS

Multiattack. Gatgat attacks twice.

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

Genjitsu Brush. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6+6) magical piercing or slashing damage.

Blade of the Wind. *Ranged Weapon Attack:* +8 to hit, range 200 ft., one target. *Hit:* 7 (1d6+4) magical piercing or magical slashing damage.

Blades of the Wind (1/Long Rest). When they are wielding their genjitsu brush and not within reach of any enemy creatures, Gatgat can use an action to illustrate 4 painted blades, making a thrown ranged weapon attack against one or more targets within 100 feet. On a hit, a painted blade deals 9 (2d8) force damage.

Swarm Form (4 Rounds/Long Rest). Gatgat can transform their body into a swarm of insects. They have the statistics of a swarm of insects, but their hit points do not change and they keeps their proficiency bonus and mental ability scores. Reverting to their normal form is a bonus action. Any damage Gatgat sustains in their swarm form carries over to their normal form when they revert. If reduced to 0 hit points in their swarm form, they automatically revert to their natural form and go unconscious.

ZERO'S LOT

When the PCs first explore the western half of Kittiyona, read or paraphrase the following:

> *Down an alleyway you spot a tall brightly-robed man using a staff to overturn a small cart and accost a rusted steametic. You recognize the man's sigil marking him as a Hofuku Staffmaster. The boxes that spill out from the cart have broken open, revealing wires and the metallic glint of augmetics within them. "Zeros, you live at my convenience!" he yells, "Why do I remain unpaid?!"*
>
> *The automaton crouches down trying to gather up the mess, looking around to see how many people have noticed the altercation then stammering, "Time is all that is required! Few purchases made! Many costs accrued!"*

The steametic is Zero, owner and operator of Superior Sundries, though it's only a cover for its augmetic installation business. Shisen is a corrupt Staffmaster that discovered the illegal operation (among others) and has set up a protection racket, given his legal authority to imprison or kill the offenders.

When confronted Shisen changes tact and begins going through the motions of arresting Zero, who implores the adventurers to save it, promising rewards and protesting Shisen's actions. If the PCs seem persuaded, Shisen opts to eliminate witnesses and attack instead. After Shisen's defeat Zero quickly leads the party back to Superior Sundries, offering them a free Energized Pylon Augmetic for saving it (Uncommon; 1d4 Haitoku. This large battery is affixed to the wearer's chest or back with thick wires connecting into various parts of the body. The wearer's Constitution increases by 2 and the maximum score for its Constitution increases by 1. An energized pylon has 30 hit points.) Zero has access to all uncommon augmetics and can install them for the PCs at a 25% discount as further thanks for freeing it from the protection racket.

Adventurers that hide or choose not to confront Shisen watch the Staffmaster calmly break off one of Zero's arms and leave. When confronted about this issue Zero begs the party to help it and retrieve its arm from Shisen. Zero cannot install augmetics until its arm is retrieved. Shisen returns the next day to collect his fee, and should the PCs defeat Shisen, they can utilize Zero's augmetic services but only at a 10% discount.

SENSHIN (HOFUKU BENGOSHI: STAFFMASTER)

Medium humanoid (human), lawful evil
Armor Class 19 (Wisdom)
Hit Points 130 (20d8+40)
Speed 50 ft. (triple all jump distances)

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
15 (+2)	20 (+5)	14 (+2)	15 (+2)	18 (+4)	13 (+1)	17 (+3)	11 (+0)

Saving Throws Str +6, Con +6, Wis +8, Cha +5
Skills Athletics +6, Deception +5, Insight +8, Perception +8, Persuasion +5
Senses passive Perception 18
Languages Soburi
Challenge 9 (5,000 XP)

Moving Stick. As an action, Senshin can gain advantage on Strength (Athletics) checks made to climb or jump.

Spinning Staff. Senshin can defensively spin his staff, deflecting attacks that would strike him. As a bonus action, Senshin can negate the first two weapon attacks made against him before the beginning of his next turn. As an action, he can deflect up to four attacks in the same way (and by spending both, up to 6 attacks).

Staffmastery. Senshin cannot be disarmed of his staff, never has disadvantage on weapon attacks made with a staff, and treat all staffs as though they had the Finesse property.

ACTIONS

Multiattack. Senshin makes six Hofuku staff attacks.

Hofuku Staff. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) magical bludgeoning damage.

MAIDEN OF THE SLEEPING DRAGON

The sleeping dragon is a famously rejuvenating series of hot springs located in the northwestern corner of Kittiyona. Commoner and noble alike come here often to relax and cleanse themselves in the steaming hot water. The assortment of rocks and geysers at its center vaguely resembles a dragon at rest, and the steam rising from it completes the association.

A legend has developed here about a beautiful maiden, always dressed in red, said to be the dragon's captive. It's claimed that those who chase the maiden are consumed by the dragon and never seen again. Locally the term 'running off with the dragon's maiden' has come to mean meeting a girl and running away from home.

In reality, the maiden is a harianago—two centuries ago a young adulterous woman named Fushin was drowned in the spring by her jealous husband while the other patrons watched and did nothing. Now she haunts the place, luring those foolish enough to follow her (especially married men) into a secluded part of the spring to mercilessly slay them, hiding the bones within an underwater cave.

Outside the Sleeping Dragon, the adventurers encounter a young woman named Shinpai who desperately asks anyone that passes if they've seen her husband Fureku. He went to the springs a few days ago and never returned. Should the party partake in the hot springs, they catch glimpses of Fushin (with each adventurer seeing her as their ideal mate). The harianago tries to kill anyone she can get alone.

When Fushin senses a threat she retreats to her small underwater cave within the spring, and if cornered she fights to the death. Upon her defeat, investigating the cave turns up dozens of bodies—some more than a hundred years old and the most recent a few days old—, a total of 1,750 gp worth of jewelry (mostly wedding rings), and one *ring of protection* engraved with the words '*For my love*'.

HARIONAGO

Medium undead (oni), neutral evil
Armor Class 16 (natural armor)
Hit Points 94 (13d8+36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	13 (+1)	14 (+2)	17 (+3)

Saving Throws Dex +7, Cha +6
Skills Deception +6, Perception +5, Stealth +7
Damage Resistances necrotic, piercing
Damage Immunities cold, poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Soburi
Challenge 8 (3,900 XP)

Graceful Attack. A harionago uses Dexterity for attack and damage rolls with its barbed hair and vicious claw attacks.

Renewed Vengeance. If the harionago is destroyed, roll a d20. On a 19 or 20 the harionago regains all of its hit points a week later and resumes hunting those who wronged it.

ACTIONS

Multiattack. The harionago makes three barbed hair or vicious claw attacks in any combination.

Barbed Hair. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8+4) piercing damage plus 3 (1d6) cold damage.

Vicious Claws. *Melee Weapon Attack:* +7, one target. *Hit*: 11 (2d6+4) slashing damage plus 3 (1d6) cold damage.

Mocking Laughter. A harionago can scornfully laugh in a 30-foot cone. Creatures within the cone must make a DC 14 Wisdom saving throw or break into laughter as well. Creatures who fail the save are at disadvantage against all of the harionago's attacks as it becomes infuriated and mercilessly assaults them. A creature that makes the save cannot be affected by the same harionago's mocking laughter for 24 hours.

GYANBURA TORIMU: THE BROKEN MAN

Gyanbura is despondent and depressed—he has continually failed himself, his family, and in every endeavor he attempts, he has countless debts that he has no way to square, and still he digs his hole deeper by gambling (poorly). His most recent failure was acting as a hired sword for Kai Kanryo, guarding the merchant's home. Kanryo was robbed by 'The Smirk' on his watch, the thief rightly mocking him and promising to come back soon to collect the other half of a pair of priceless jade statues. The trader is furious and Gyanbura has fallen deep into depression. Currently he's blocking out the thought of failing again by contenting himself with drink and whores, and if spoken with he has a defeatist attitude—though he earnestly cheers up when given a vote of confidence.

GYANBURA TORIMU

Medium humanoid (soburi human), chaotic neutral
Armor Class 16 (studded leather)
Hit Points 110 (17d8+34)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
16 (+3)	19 (+4)	14 (+2)	13 (+1)	16 (+3)	15 (+2)	6 (–2)	14 (+2)

Saving Throws Str +7, Dex +8, Con +6, Cha +6
Skills Arcana +5, Athletics +7, Perception +7
Senses passive Perception 17
Languages Soburi (Common)
Challenge 9 (5,000 XP)

Magical Savant. Gyanbura knows the *vicious mockery* cantrip, using Wisdom as his spellcasting attribute (spell save DC 15).

Rapid Strike (1/Turn). When Gyanbura has advantage on a weapon attack during his turn, he may choose to roll normally and instead make an additional attack against that target.

Second Wind (1/Short Rest). On his turn, Gyanbura can use a bonus action to regain 1d10+17 hit points.

Warrior Spirit (3/Long Rest). Gyanbura can use a bonus action to gain 15 temporary hit points and advantage on weapon attack rolls until the end of his turn.

ACTIONS

Multiattack. Gyanbura attacks four times.

Katana. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) slashing damage. When Gyanbura scores a critical hit that incapacitates an opponent, he may make another attack against an adjacent target.

Reckless Strike. Gyanbura makes a melee weapon attack against an adjacent creature and deals an additional 22 (5d8) piercing damage, but he falls prone and takes an amount of damage equal to half the damage he deals with the attack.

REACTIONS

Parry. Gyanbura adds 4 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

By the rules of the tournament both teams require equal numbers (including cohorts and animal companions). For party sizes smaller than 5, choose and remove combatants until the number of combatants is equal to the party (including Gyanbura). With the Red Ronin's defeat Gyanbura's debts are cleared.

Lightened Encounter. For an easier combat, replace Fourteen with an additional Gladiator.

Hardened Encounter. For a harder combat, replace any Veterans with Gladiators.

Success in the Drydock. However it happens, when Gyanbura's debts are cleared his Haitoku is reduced by 6.

Playing to the Crowd

The ebb and flow of the audience can have an effect on the combatants in a fight for entertainment, either granting penalties if the crowd is booing or a bonus for someone being cheered on by a throng of voices. At the GM's discretion, the following rule can be used to influence the crowd.

Play the Crowd. A creature can use a bonus action on its turn to make a Charisma (Performance) check (DC 20 – 1 per round of combat since it last made this check) to win the favor of the crowd. On a success, the creature gains a +2 bonus on ability checks and attack rolls for 3 rounds.

Nonkina Torimu: The Smirk

While she dearly loves her family, Nonkina found the sheltered life of a noblewoman to be stifling—a prison from which she escaped when she was just 15. In her boredom she turned to thievery, not only to sustain her but also for the love of a challenge. She's built up a reputation as 'The Smirk', so named for a series of childish masks she favors wearing during her heists.

A true daredevil, Nonkina is more talented then she lets on and actively taunts her victims, choosing to narrowly escape in daring chases rather than simply flee undetected. In conversation she's easily bored but full of wit, always quick with a witty comeback or well-timed joke.

Finding Nonkina

The Smirk has a somewhat legendary reputation in Kittiyona and rumors about her range from the real to the fantastical. Each adventurer gleans from townsfolk in Kittiyona different bits of information about the master thief. Whenever a PC tries to track down Nonkina, roll a d12 and consult Table: The Smirk. The party can roll on this chart again each day after spending at least an hour of information gathering and speaking with locals. Only a result of 12 gives the adventurers an actually useful lead, though 11 can lead them to The Lord's Reserve Museums and Galleries for some foreshadowing of the Never Knew quest (page 24).

Table: The Smirk

d12	Rumor
1	The Smirk is actually 6 bakemono working in tandem—that's why they're never caught.
2	The Smirk is some kind of oni and there's just a void behind the mask.
3	The Smirk is a set of triplets which is why they always wear the same mask (to confuse the guards).
4	The Smirk died 3 years ago and this new Smirk is a copycat.
5	The Smirk can dive into a crowd and instantly disappear.
6	The Smirk is a powerful enchantress that can mesmerize you into handing over your possessions.
7	The Smirk is a ghost and can go right through walls.
8	The Smirk can magically crawl up walls.
9	The Smirk is fast and often runs along the rooftops during their heists.
10	The Smirk started stealing from nobles in the Tributary, bypassing guards like a gust of wind on a moonless night. It would make sense if The Smirk was a noble.
11	The Smirk mysteriously broke into the museum five years ago—and took nothing.
12	The Smirk broke into Kai Kanryo's estate a few nights ago and stole some valuable jade statue from a set of two. She swore to come back soon and steal the remaining one.

Confronting Nonkina

When the PCs discuss finding The Smirk, Gyanbura tells them about the criminal's most recent theft and his failure protecting Kai Kanryo's estate. The adventurers can also learn about this burglary through their own investigations and acquired rumors. The Smirk left a calling card at the merchant's doorstep the night before brazenly informing him that they would take his prized possession, an elegantly carved jade eagle—half of a paired set with a jade tiger. Gyanbura was hastily hired as extra protection and woefully unable to prevent the artful thief from escaping with the jade eagle.

Kai Kanryo is anxious about the impending subsequent theft and happily accepts the PCs as additional guards if they present themselves, a likely occurrence since waiting for Nonkina to attempt to steal the jade tiger is the only way to guarantee they encounter her. She stealthily

snatches the jade tiger in the middle of the night (although depending on measures put in place by the adventurers, she may fail in this attempt). She still loves the chase however and even if she takes the jade tiger undetected, she intentionally and smugly alerts the party to her presence.

Nonkina leads the PCs on a daring rooftop chase, fighting if they close the distance but preferring to use kunai from as far away as possible. She toys with the party and remains in the area until reduced to half hit points (at which point she escapes). The PCs can attempt to reason with her by using an action to make a DC 15 Charisma (Persuasion) check while within 30 feet of Nonkina, rolling with advantage if they mention Senbi. On a success they start convincing her, fully getting through to her with 3 successful checks (ending the combat).

The buildings around the museum are decorated for the festival and are still strung up with long ropes bearing colorful pennants. Creatures can attempt to traverse these ropes by nimbly running across them or by carefully sidling along them. Attempting to run across the ropes requires a DC 14 Dexterity (Acrobatics) check or a creature fall 15 feet to the ground below. Creatures with a passive Athletics or passive Acrobatics of 15 or higher can automatically sidle along these ropes, but treats them as difficult terrain.

When Gyanbura finds out the samurai is shocked to learn that his cousin Nonkina is The Smirk, but determined to get her onto an honorable path. If he's present during her capture and the recovery of the jade eagle, this erasure of his earlier failure reduces his Haitoku by 5.

If the party ends up with the jade eagle or jade tiger, either one is worth 750 gp each and the pair is worth 2,000 Imperial Pieces as a set (though if she's still alive this continuation of Nonkina's habits increases her Haitoku by 2.) Otherwise Kai Kanryo pays each of the adventurers 50 gold for their help in protecting his home and returning his jade statues.

Lightened Encounter. This encounter is less of a fight and more of a chase. To make it easier have Nonkina be even more smugly playful with the PCs, only utilizing half her movement when there are no adventurers within 30 feet of her (allowing them to catch up).

Hardened Encounter. Have Nonkina fully attempt to escape from the start using her full movement and capabilities.

ROOFTOP CHECKS

The rooftop chase sequence involves sprinting above the city streets, many of which have clotheslines suspended between them. A creature that's falling near one of these ropes can make a DC 12 Dexterity saving throw to reach out and grasp it, stopping their descent on a success.

NONKINA TORIMU (THE SMIRK)

Medium size humanoid (human soburi), chaotic neutral
Armor Class 15 (haramaki)
Hit Points 77 (14d8+14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
10 (+0)	18 (+4)	12 (+1)	12 (+1)	15 (+2)	18 (+4)	8 (–1)	16 (+3)

Saving Throws Dex +6, Wis +5, Cha +7
Skills Acrobatics +7**,** Athletics +6, Deception +7, Perception +5, Perform +7, Persuasion +7, Sleight of Hand +10, Stealth +10
Senses passive Perception 15
Languages Soburi (Common)
Challenge 6 (2,300 XP)

Creeping Grace (1/Short Rest). Nonkina can use a bonus action on her turn to cast *spider climb* on herself without the need for components.

Cunning Action (1/Turn). On each of her turns, Nonkina can use a bonus action to take the Dash, Disengage, or Hide action.

Face in the Crowd (3/Short Rest). Nonkina can use a bonus action on her turn to change her appearance as if using *disguise self*.

Sneak Attack (1/Turn). Nonkina deals an extra 17 (5d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of hers that isn't incapacitated and Nonkina doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Nonkina attacks three times.

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, one target. *Hit*: 2 (1d4) bludgeoning damage.

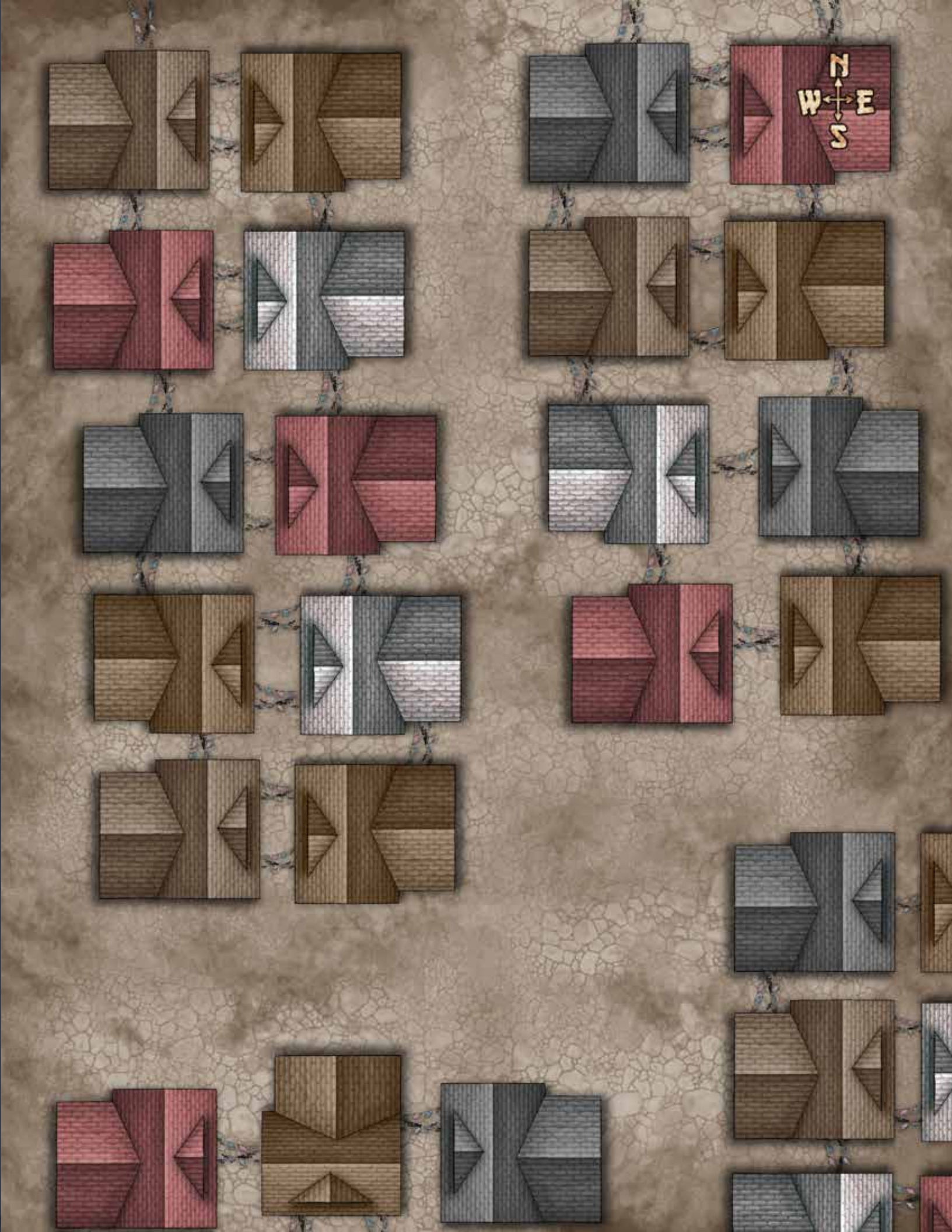
Wakizashi. *Melee Weapon Attack:* +7 to hit, one target. *Hit*: 7 (1d6+4) slashing damage.

Kunai. *Ranged Weapon Attack:* +7|+7 to hit, range 30/80 ft., one or two targets. *Hit*: 6 piercing damage.

Beguiling Performance (3/Short Rest). Nonkina makes a DC 15 Charisma (Deception, Perform, or Persuade) check to effect a creature as if using *charm person*. Alternatively, she can use all three uses in order to affect 2d4 creatures at once.

REACTIONS

Uncanny Dodge. When an attacker that Nonkina can see hits her with an attack, she can use her reaction to halve the attack's damage against her.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ACT 2
CUTTHROATS AND BRIGANDS
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This act begins as the adventurers journey from Kittiyona to find the remaining heirs—last reports put their quarry in and around the Uragi capital city of Ikittongaku. If the PCs use the most direct route and purchase passage on a ship to the islands prefecture, proceed with the following side quest.

THE SEA'S BOUNTY

The only ship making way for Uragi as the PCs look for passage is the *Kintsugi*, a 4-masted junk that makes a weekly pilgrimage between the two capitals. The ship holds up to 80 passengers and the trip takes about 3 and a half days. Originally a leisure vessel, *Kintsugi* was later used to ferry supplies during the Kengen Occupation before becoming a simple passenger ship. The gilt and glint of its original purpose has long since been stripped away, but echoes of its former glory remain in the chipped architecture and faded artistry.

The adventurers can arrange for simple passage in the communal hold for 1 gold each, or "luxury" (15-foot square) suites for 15 Imperial Pieces. At midnight on the second day of this journey, a bright red distress flare lights up the sky and the *Kintsugi* changes course slightly to respond to it. As the junkship approaches and the PCs are alerted to the commotion, read or paraphrase the following:

> *The open ocean waves shine an ominous red in the otherwise pitch darkness of night, glowing with the tint cast by multiple distress flares. As the Kintsugi plows ahead through the waves you see a smaller ship, slowly sinking with armored warriors scattering about its deck. A great chain protrudes from a weapon mounted on the bow, held taut from directly down into the water until the metal suddenly shifts and the whole ship lurches to the side. A massive creature erupts from the ocean, shining red in the flare-light. The serpentine form of a huge sea dragon flies through the air and crashes back into the surf, trailing the clanking chain from a massive harpoon in its side!*
>
> *One of the armored warriors yells out, "The lion's share of the bounty for your aid! The beast still lives and we're taking on water!"*
>
> *The sea dragon's tail whips back and sends the armored warrior across the deck as it coils out of the water and shouts, "Ignore these devils! A dragon's debt to the merciful soul that cuts these infernal chains!"*

The sinking ship is a hunting sloop, the *Mori-Sha* from Korusu Prefecture. Several yai sovereigns to the north are paying large bounties for the heads of sea-dragons and Captain Sonsho Kame has caught 4 so far—all wyrmlings. The *Mori-Sha* is equipped with a harpoon-gun specifically for hunting sea dragons. The barb negates a sea dragon's innate Water Jumper trait and the magically defended chain resists the dragon's attempts to remove it. Finding fewer quarries up north, he's pushed further and further south, finally biting off more than he can chew when he harpooned Osewani.

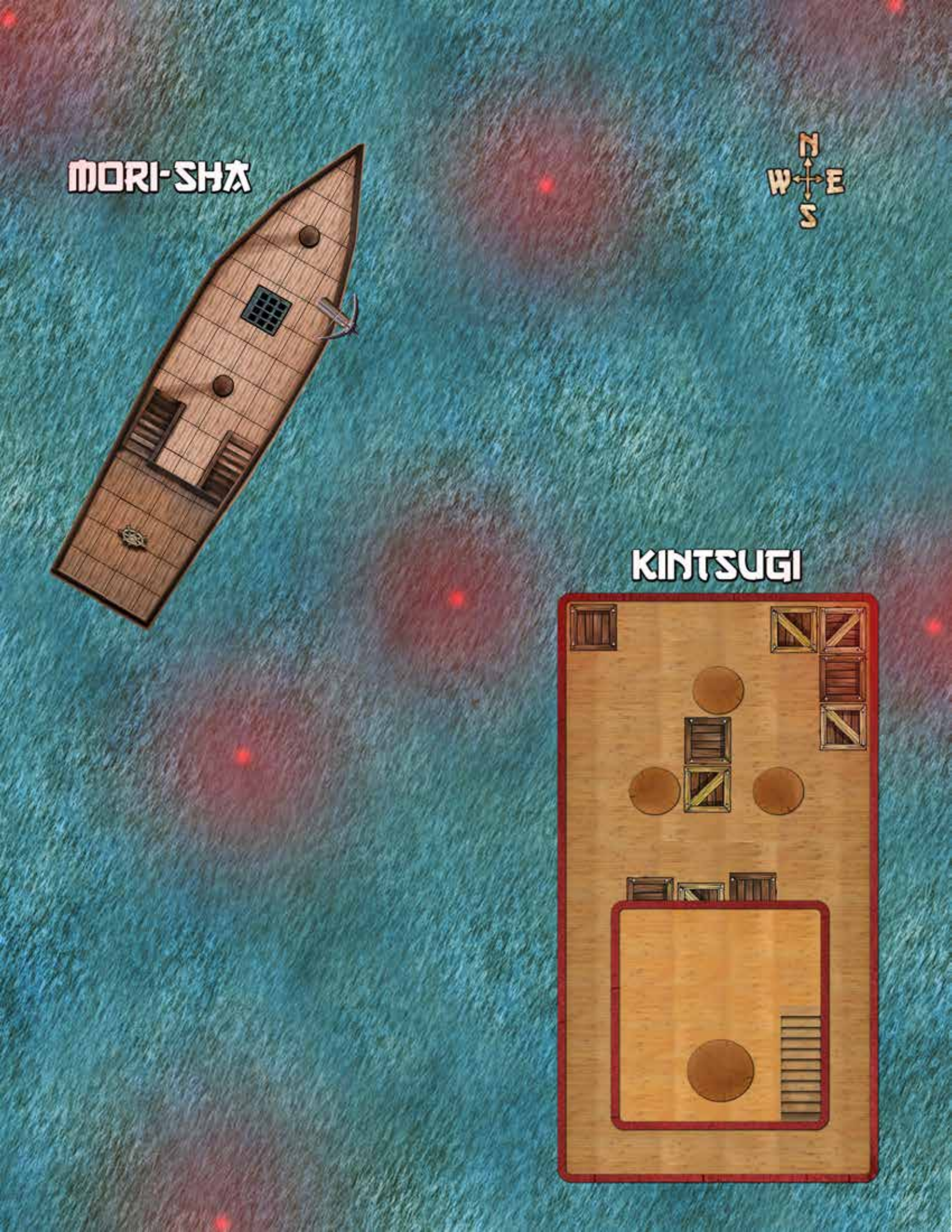
Osewani has remained largely aloof throughout Soburin's conflicts, apathetic about the surface dwellers and their little problems. She teleported here after hearing of other sea dragons going missing—a favorite nephew among them—and discovered the reason for these disappearances with a sudden impalement, locking her into a bitter struggle with the hunters.

Captain Sonsho Kame and his crew are all ex-Sherukurakka (*MoA* page 79) and though they originally numbered ten, Osewani has already slain three to leave only seven at the beginning of the encounter. The party has to quickly decide which side of this fight to align with! The *Kintsugi* has come to a stop and the small guard force upon it is terrified of this conflict, and though they refuse to intervene they'll aid the PCs in getting back on the ship if the need arises. Climbing up from the ocean onto either deck requires a DC 12 Strength (Athletics) check (made with advantage if helped) and 10 feet of movement. It's recommended that combat begin when the two vessels are within 80 to 100 feet of each other.

The *Mori-Sha* is slowly sinking and is fully submerged 2 minutes after the encounter begins. Osewani is chained to the Mori-Sha and will be dragged down with it if the harpoon cannot be freed, unable to move further than 40 feet from the mounted weapon. A switch on the harpoon gun itself can be pulled to deactivate the enchantment on it, allowing the sea dragon to easily free herself using an action. The harpoon can also be removed using the combination of a DC 15 Wisdom (Medicine) check and a DC 18 Strength (Athletics) check.

Whichever side the PCs choose they are instantly treated as allies (if attacking the dragon they are welcomed by the *Mori-Sha's* crew, if defending her they instead become Osewani's companions.) If the adventurers indiscriminately attack both however, the encounter turns into a desperate three-way melee. Osewani is struggling to survive and fights to the death, but while they are determined the hunters are not suicidal, surrendering when only three or fewer of them remain.

When Oswani is killed the remaining crew carefully sever her head and make their way onto the *Kintsugi*. They stay true to their word and upon reaching Ikittongaku they make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their arrangements, producing the larger share of the bounty and presenting the PCs with 5,000 Imperial Pieces.

Alternatively when freed from the harpoon Oswani continues to fight until every crew member of the *Mori-Sha* is killed. She then tears off a small horn from her head, fills it with a degree of draconic magic and presents it to for the adventurer that freed her. This horn represents a favor from Oswani and if a PC blows into it while near a body of water, Oswani will be magically alerted and teleport to answer the call. Oswani will then fulfill her debt by doing a single favor, such as fighting a creature or solving a single problem to the best of her abilities (she refuses to do anything suicidal in this favor).

CAPTAIN SANSHO KAME

Medium humanoid (human), neutral bard (gun priest) 8
Armor Class 16 (*+1 chain shirt*)
Hit Points 52 (8d8+16)
Speed 30 ft.

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

Saving Throws Dex +6, Cha +6
Skills Athletics +5, Deception +6, Insight +7, Perception +4, Persuasion +6, Stealth +9; vehicles (water) +6
Senses passive Perception 14
Languages Ceramian, Ropa, Soburi (Common)
Challenge 6 (2,300 XP)

Bardic Inspiration (3d8/Short Rest). As a bonus action on his turn, Sansho can choose one other creature within 60 feet who can hear him. That creature gains one Bardic Inspiration die, a d8. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails.

Countercharm. As an action, Sansho can start a performance that lasts until the end of his next turn. During that time, he and any friendly creatures within 30 feet of him have advantage on saving throws against being frightened or charmed. A creature must be able to hear Sansho to gain this benefit. The performance ends early if he is incapacitated or silenced or if Sansho voluntarily ends it (no action required).

Jack of All Trades. Sansho adds +1 to any ability check he makes that doesn't already include his proficiency bonus.

Spellcasting. Sansho is a 6th-level spellcaster that uses Charisma as his spellcasting ability (spell save DC 14; +6 to hit with spell attacks). Sansho has the following spells prepared from the bard and cleric spell lists:

Cantrips: *light, minor illusion, vicious mockery*
1st-level (4 slots): *cure wounds, feather fall, healing word, sleep, thunderwave*
2nd-level (3 slots): *shatter, suggestion*
3rd-level (3 slots): *revivify, spirit guardians*
4th-level (2 slots): *dimension door, greater invisibility*

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

Vested Gun. Anyone else that tries to use Sansho's matchlock rifle has disadvantage and cannot gain their proficiency bonus. Sansho ignores the loading property on his vested weapon and can fire it twice with one Attack action.

ACTIONS

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6+2) piercing damage or 6 (1d8+2) piercing damage if wielded in two hands.

Matchlock Rifle (40 shots). *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10+4) magical piercing damage plus 2 (1d4) lightning damage.

IKITTONGAKU, OCEAN'S BLIGHT

Few cities bare worse marks of the War of Kaiyo and Kengen Occupation than Ikittongaku—the capital of Uragi Prefecture is a mountain of corroded metal that leeches pollution into the ocean for miles around. Ceramian forces remoulded it into a production city for the war effort, and what was once a beautiful island of fisheries and farms is now an industrial monolith of rust and oil. The foreigners carved out artificial canals to the south of the settlement, building around them massive factories, warehouses, and machining installations needed to create more of their massive warships. Three of these vessels still sit within the docks unfinished, mouldering, and leaking unsettling chemicals into the bay.

Ceramian oils have fouled the waters surrounding the city, corrupting the area's aquatic wildlife and causing strange, often magical mutations. Angling along the docks is not recommended, and the fishing industry here has completely died out, and the profitable resources that remain here are science, biology, and a willingness to damn the risks in their pursuit. The foreigners took away the strength of the Uragi military, but in their wake native innovators have developed the uragimon, brutish warriors that now fill the guard's ranks and provide strength for the prefecture. Ceramian technology has spoiled their seas, but local entrepreneurs have created laboratory-farms, installations bent on growing whatever the city needs. The invaders demolished their homes to make their warmachines, and now the rusting hulks house thousands of Uragi citizens in makeshift dwellings and appropriated compartments. The people of Ikittongaku research, study, and adapt—now with the Mists of Akuma regularly rolling through its streets, they've turned again to science to survive and most citizens bare some mark of the side-effects left by the 'cures' developed by the region's top scientific minds.

1: Ikittongaku Docks. While the small fishing vessels have gone, the docks still bustle with activity. Traders from all corners of Soburin sail these oil-slicked waters to exchange commodities for mechanical wonders. All technology is legal here so many of the merchants are smugglers, buying their goods legally here and stowing them away in secret to journey back where such contraband carries danger and fetches higher prices.

2: The Octuna. Most merchants visiting Ikittongaku choose to bed down on their own ships—they find the locals unnerving, the translucent skin or sunlight aversion seemingly monstrous. Those willing to foray into the city proper likely stay at the Octuna, the most prominent tavern and inn. It gets its peculiar name from a mutated tuna caught and mounted above the bar by the tavern owner, its trailing tentacles and other grotesque mutations clearly demonstrating the bizarre effects of ceramian technology. Travelers can get a room here at a fair price, as well as exotic liquors distilled from the new fruits concocted at the laboratory farms.

3: The Confidence. Ikittongaku was used to create massive ceramian warships during the Kengen Occupation. When the War of Kaiyo ended three such ships were partially-finished, left to rust as the foreign commanders took many of the technological secrets needed to finish the vessels to their graves. Now the immobile blocks sit in the docks as a massive reminder of the violent invasion—and as cheap housing. Only the framework of *The Confidence* was ever finished, leaving each deck as essentially nothing more than a hollow shell. Each of its eight levels is its own shanty town, built up to support over 1,000 of the survivors of the Kengen Occupation inside one of its greatest tools of subjugation.

4: The Resolve. Of the trio of ceramian warships *The Resolve* was the least completed and many areas have completely rusted through, turning extremely dangerous or flooded, bizarre sea life clinging to the dripping bulkheads and few people daring to venture in. There are places here still stable and suitable for habitation, and there are rumors of thieves' gangs taking residence here. A local saying is '*They Resolved against it*', meaning they've run away to hide from the law.

5: The Virtue. The third abandoned ceramian warship, *The Virtue*, was nearly finished before being left to rust. Many of the lower decks hold the massive and mysterious devices needed for the immense vessel's propulsion, thus access to *The Virtue* is closed off to the public. Its lower decks are always abuzz with scientists performing experiments and tests to tease out more secrets from the foreign technology, whereas the upper decks house many of Ikittongaku's scientists in rather more rich accomodations than than those on *The Confidence*.

6: Tanoshi Plaza. Ikittongaku is built up around 2 large hills, though with the constant haphazard construction what it is mostly built upon is older Ikittongaku. The western hill was once topped with a series of shrines, temples, and holy places. During the occupation all of them were stripped down for their materials and the hilltop built up as the ceramian command center. Now the foreign structures have been repurposed—Tanoshi Plaza is the city's leisure district with formerly military buildings now proudly glinting as casinos, houses of ill repute, and taverns.

7: The Laboratory Farms. Northwest just outside the city, odd laboratories bustle with activity alongside barricaded and uragimon-guarded farms. Hundreds of biologists within toil away to develop new solutions to old problems and design untold bizarre lifeforms. Plentiful foodstuffs are grown here and provided to the city for extremely low prices (for those willing or desperate enough to consume the fruits of science). The occasional experiment escapes and roams the area, lending even more incentive for the populace to avoid this part of Ikittongaku—there are even rumors of abductions for dark experimentation. Despite these worries the city would surely starve without them, so for now they go on swallowing the oddities they find on their plate.

8: The Institute for Public Health. This angular white building contains the medicinal half of the city's scientists. It was here that the first microbial answers to the Mists of Akuma were discovered. Its doctors and engineers are highly trained and command a high price, but an extremely wide array of medical services can be obtained for those with coin. This includes all manner of healing, inoculation of Totsu-Zenigen, and every known variety of augmetic.

9: Valley Market. Situated at the low point between Ikittongaku's two hills, the Valley Market is a relatively open space where merchants peddle their wares and the biologists from the laboratory farms sell their 'produce'. Cartloads of vegetables and grains (grown completely out of season and in the wrong climate) are available and strange meats are provided as well (often unidentifiable and on occasion still wriggling). The uragimon sell these things off for ludicrously low prices before returning to the laboratory farms with empty carts.

10: The Bloody Channel. During the Kengen Occupation locals were press-ganged into building these artificial canals and numerous huge factories surrounding them—thousands died in the process. The foreigners used these canals to dock their fleets and the factories to make more vehicles of war, and though long gone the area remains as a painful legacy flagrantly shunned by most of Ikittongaku. Now the manufacturing yards lie in disrepair and many of the hastily-constructed stoneworks have crumbled. Unknown mechanical remnants of the foreigners and mutated marine life claim it now, and only scavengers foolish enough to ignore the risks venture within in search of forgotten prizes left behind by the ceramians.

11: The Oil-Soaked Gate. Constructed by the foreigners during the Kengen Occupation, this gate once allowed their forced workers easy passage to the channel. If servants survived they'd often come back soaked and smeared with ceramian oil, lending the gate its nickname. It remains closed now, though the guards can be easily bribed to open it up for those foolhardy enough to venture into the Bloody Channel.

12: Uragi Keep. Lord Shaka Uragi administers his orders from this grandiose estate situated on the very top of the eastern hill, the highest point in the city. These days though much of Uragi Keep is off-limits to visiting diplomats or even regular staff—rumors abound about the genetic tampering with the royal family to generate their Island Vipers, and many of clan blood haven't been seen in the public eye for years. It's widely suspected that not all of the genetic tampering went as planned and the rejects have been sequestered away within the keep's lower floors.

13: The Gilded Profile. Kujaku (an oni-touched woman) was kicked out of the Institute for Public Health due to performing extraneous procedures. She created her own practice and her procedures have become wonderfully fashionable for Uragi's elite, her services widely used by the criminal underbelly and just those wishing to disappear. Kujaku performs extreme cosmetic surgery, such as implanting bio-luminescent patterns, feathers, scales, colors, or even just completely changing a face.

14: The Back Gate. When the ceramians laid siege to the island most of the natural beauty was scorched so there's very little inland on the island beyond a few dead or dying farms and courageous estates willing to risk the isolation. The Back Gate is usually left open and travelers through it are rare—there's just not much left to visit.

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Adventures in Ikittongaku

The adventurers arrive in Uragi's capital with only vague information placing the remaining heirs in the area. Allow the PCs to explore Ikittongaku, investigate, and feel free to present any of the following side quests they might encounter within the city.

Lost Appetites

The first time the party ventures into the Valley Market a cartload of 'food' is just being unloaded and sold cheaply to awaiting citizens. When the PCs approach, read or paraphrase the following:

> *The valley here provides some welcome open air after the congested rusted alleyways that make up most of the city. Warm pools of light spill out from noodle shops and other street vendors that dot the area. Some commotion stirs up ahead—two hulking uragimon have arrived at the center of the square, their enormous muscles straining to pull a cart piled high with vegetables and meats, though the exact nature of the produce seems strange. The locals quickly gather however, buying bushels of the awry food.*
>
> *The cart shakes suddenly and the uragimon step back as foodstuffs spill into the street. In an instant something horrifying—a monstrosity begat by foul and misguided sciences—rises from the mess! Numerous mismatched limbs snatch one of the surprised uragimon, tearing him in half as it unfurls a pair of tattered wings and screeches with far too many mouths.*

This abomination is an accidental result of biological experiments that the scientists did not think still lived. This sort of thing has happened before but never with something this large or powerful. One of the two Uragimon is still alive and attempts to slay the abomination, though he turns and runs when he drops below half hit points. The abomination is in a blind rage, responding to motion and lashing out at any creature nearby, fighting until killed.

When the abomination is killed onlookers applaud the party's efforts and the adventurers are instantly adored by the locals. The PCs can obtain free meals within Ikittongaku and their sudden notoriety can become relevant in the Death's Faithful Worker quest (page 43).

Uragimon

Medium humanoid (human), neutral
Armor Class 15 (natural armor)
Hit Points 84 (13d8+26)
Speed 40 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	7 (–2)	18 (+4)	12 (+1)

Saving Throws Con +5, Int +1, Cha +4
Skills Athletics +6, Intimidation +4, Perception +7, Stealth +6, Survival +7
Damage Vulnerabilities necrotic
Damage Resistances cold, fire
Damage Immunities poison
Condition Immunities frightened, misted, poisoned
Senses darkvision 60 ft., passive Perception 17
Languages Soburi
Challenge 5 (1,800 XP)

Coiled Leap. As a bonus action, the uragimon can move 50 feet in a straight line.

Regeneration. The uragimon regains 5 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The uragimon makes any combination of three giant fist or machete attacks.

Giant Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) bludgeoning damage. In addition to dealing damage, the uragimon can grapple the target (escape DC 14).

Machete. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

TOTSUZENHENI ABOMINATION

Large monstrosity (oni), chaotic neutral
Armor Class 17 (natural armor)
Hit Points 126 (12d10+60)
Speed 40 ft., climb 40 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	2 (–4)	11 (+0)	8 (–1)

Saving Throws Con +9
Skills Athletics +10, Perception +8
Damage Resistances poison
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., blindsight 20 ft., passive Perception 18
Challenge 12 (8,400 XP)

Keen Smell. The abomination has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The abomination has advantage on saving throws against spells and other magical effects.

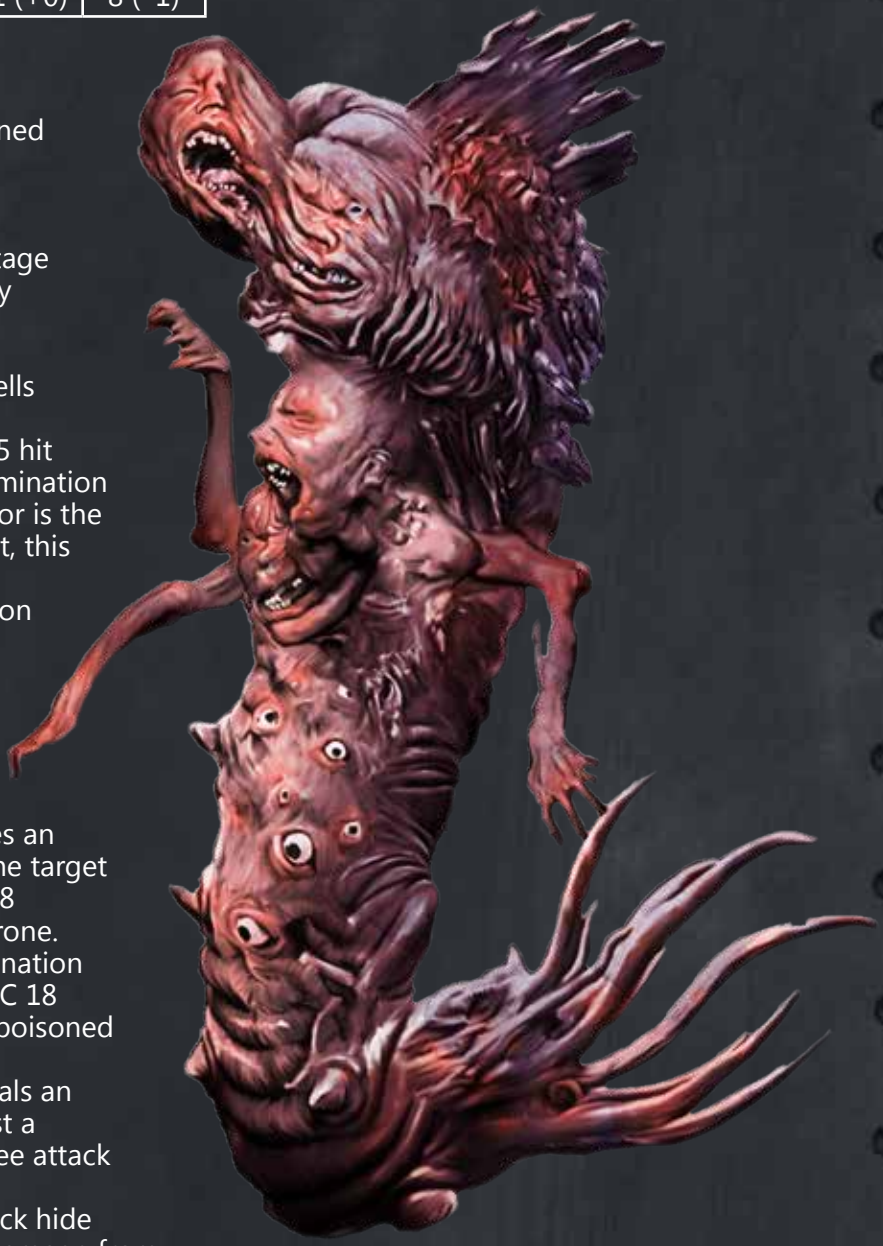
Regeneration. The abomination regains 5 hit points at the start of its turn. If the abomination takes fire, necrotic, or psychic damage, or is the target of a spell with a polymorph effect, this trait doesn't function at the start of the abomination's next turn. The abomination dies only if it starts its turn with 0 hit points and doesn't regenerate.

Totsuzenheni Charge. If the abomination moves at least 20 feet straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Totsuzenheni Poison. When the abomination scores a critical hit, its target makes a DC 18 Constitution saving throw or gains the poisoned condition for 3 rounds.

Totsuzenheni Rake. The abomination deals an extra 11 (2d10) slashing damage against a creature it hits with more than one melee attack in a single turn.

Unnatural Hide. The abomination's thick hide allows it to ignore the first 5 points of damage from an attack, environmental effect, or spell. In addition, there is a 50% chance that a critical hit against the abomination becomes a regular hit.



ACTIONS

Multiattack. The abomination makes one bite attack, one horn attack, and two claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 13 (2d6+6) piercing damage plus 7 (2d6) poison damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 10 (1d8+6) slashing damage plus 7 (2d6) poison damage.

Horns. *Melee Weapon Attack:*+10 to hit, reach 10 ft., one target.
Hit: 11 (2d4+6) bludgeoning damage plus 7 (2d6) poison damage, and the target makes a DC 18 Strength saving throw or is knocked prone.

As you walk from one abandoned factory to the next, there seems to be nothing to find but decay and an ever-present chemical stench. Just as you're reflecting on the desperation you notice the buckling of floorboards a moment too late as the floor collapses inward! A fiendish eye surrounded by rusted metal pipes looks up hungrily at you from the bottom of an oily pool before roaring and rearing up, its chassis half open and exposed to reveal a horrifying mixture of flesh and metal: a kaiyo nightmare!

The basement is 20 feet deep, 60 feet wide and 40 feet long, and wet with oil, water, and mud that make it difficult terrain. The floor above it has two doors (one on the northern end, another on the southern) though the wood has rotted and completely given way. Each PC makes a DC 16 Dexterity saving throw or fall down into the basement, landing in an oily pool that gives them the oiled condition. On a success, a creature begins the combat in the southern doorway or in the nearest unoccupied space.

Ko is watching this encounter and attempts to intervene when one of the adventurers is brought to half hit points or less. She approaches the opposite doorway and attempts to distract the nightmare using her lure, and if this fails she instead joins the fight directly and tries to aid the party. At the end of the encounter Ko offers to lead the PCs out of this place, communicating in broken Soburi that, "*people shouldn't be here*".

Searching this basement uncovers two miraculously sealed ceramian lockers, one with an Uso-Kite (a single-pilot powered glider; *MoA* page 238) and the other with a pair of hand hwachas (this 13-barreled pistol is unwieldy but can fire either one or thirteen shots at once. Firing all thirteen shots at once does 4d6 piercing damage in a 30-foot line, making a separate attack roll for each object and creature in the area. When all thirteen shots are fired, the hand hwacha requires one minute and thirteen bullets to reload before it can be used again.; 1,500 gp, 1d6 piercing, range 30/120 ft., loading.)

Ko is willing to remain within the Bloody Channel but longs to be among the people. She mentions this longing in passing as she leads the PCs through safe paths out of the area. Though Ko is unaware, there is a solution to her monstrous appearance. Kujaku of the Gilded Profile (page 40) could surgically mask her more disturbing features and make her look like a regular uragimon. If the party have already encountered Kujaku, allow them a DC 14 Intelligence check to come up with this idea (if they didn't have it themselves). The procedures are extreme and take three days of surgical work costing 3,000 Imperial Pieces. The results allow Ko to fold her lure, webbing, and teeth back into herself, essentially making them all retractable. If Ko's monstrous features are hidden in this way, she appreciatively joins the group and obeys their orders completely, believing she owes them a life debt.

Otherwise Ko leads the PCs out of the area, happy to have helped, then disappears back into the Bloody Channel.

HALF-FORMED KAIYO NIGHTMARE

Huge monstrosity (tsukumogami), chaotic evil
Armor Class 18 (natural armor)
Hit Points 157 (15d12+60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	8 (–1)	16 (+3)	13 (+1)

Saving Throws Str +8, Dex +7, Con +8
Skills Athletics +8, Perception +7, Survival +7
Damage Vulnerabilities lightning
Damage Resistances acid, cold, fire, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 500 ft., passive Perception 17
Languages Ceram, Ropa, telepathy 120 ft.
Challenge 10 (5,900 XP)

Oil Slicks. When a creature deals 20 damage or more to the kaiyo nightmare with a single attack or spell, the tsukumogami spurts ceramian oil in a randomly determined adjacent 5-foot square (roll 1d20 and count clockwise). Creatures and objects in the square gain the oiled condition (whenever the creature moves at least 15 feet in a turn it must succeed on a DC 12 Dexterity saving throw or fall prone, and it has vulnerability to fire damage.) The oiled condition ends naturally after 8 hours, with 10 minutes of vigorous scrubbing in hot water, or magical cleaning.

Piercing Gaze. As a bonus action the kaiyo nightmare can set its sight on a creature it can see within 100 feet. The target makes a DC 15 Wisdom saving throw or gains the frightened condition for 1 minute. At the end of each of its turns, the frightened creature can make a saving throw to remove the condition. After successfully saving against this effect a creature cannot be frightened by the Kaiyo Nightmare for 24 hours.

ACTIONS

Multiattack. The kaiyo nightmare attacks twice.

Barrel Slam. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target.
Hit: 26 (4d10+4) bludgeoning damage.

KO THE AQURAGIMON

Medium humanoid (aquatic human), neutral good
Armor Class 15 (natural armor)
Hit Points 84 (13d8+26)
Speed 40 ft., climb 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	7 (–2)	18 (+4)	12 (+1)

Saving Throws Con +5, Int +1, Cha +4
Skills Athletics +6, Intimidation +4, Perception +7, Stealth +6, Survival +7
Damage Vulnerabilities necrotic
Damage Resistances cold, fire
Damage Immunities poison
Condition Immunities frightened, misted, poisoned, oiled
Senses darkvision 60 ft., passive Perception 17
Languages Soburi
Challenge 5 (1,800 XP)

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

Bioluminescent Lure. Ko can use a bonus action to activate her bioluminescent lure, generating bright light in a 10-foot radius and dim light for a further 15 feet. While her light is active, she can also use a bonus action to charm a creature that is able to see her lure and within 100 feet. The target must make a DC 15 Wisdom saving throw or be charmed by the lure, using its movement speed to get as close to Ko as possible. This effect lasts for 1 minute or until the charmed creature ends its turn within 5 feet of the lure.

Coiled Leap. As a bonus action, Ko can move 50 feet in a straight line.

Regeneration. Ko regains 5 hit points at the start of her turn if she has at least 1 hit point.

ACTIONS

Multiattack. Ko attacks three times.

Giant Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 8 (1d10+3) bludgeoning damage. In addition to dealing damage, Ko can grapple the target (escape DC 14).

Ceramian oil is a bizarre substance that soburi researchers still haven't been able to reproduce. It arrived on Soburin's shores in great quantities, sloshing in massive tanks and fueling foreign warmachines. Wherever their contraptions have been destroyed or broken down, great slicks of the oil often still remain, and its acrid influence is often difficult to remove.

NEW CONDITION: OILED

- An oiled creature must succeed on a DC 12 Dexterity saving throw or fall prone whenever it moves at least 15 feet in a turn.
- An oiled creature has vulnerability to fire damage.
- An oiled creature keeps this condition for 8 hours, until it has had 10 minutes of vigorous scrubbing in hot water, or until it receives magical cleaning.

Metei the Changeling

Posted up at various places throughout Ikittongaku are curious wanted posters offering 5,000 Imperial Pieces for Metei the Changeling, dead or alive. The curious part is that the flyers have not one, but a dozen pictures on them, each one seemingly a different race, and many as different or indeterminable genders. If the PCs ask around about this it's explained that Metei *IS* all of those portraits—he's visited the Gilded Portrait (page 42) countless times, having himself remade over and over again.

Metei. Originally a soburi nobleman, Metei was never happy in his own skin and became addicted to radical cosmetic surgeries. He drained his funds changing himself again and again until he turned to crime to pay for the procedures, using his knowledge of Uragi's nobility to rob them blind. Eventually the toxic environment and his constant surgeries fundamentally changed Metei, allowing him to assume new shapes as he sees fit. He currently appears to be a female tanuki, though he's starting to get bored with this appearance as well. Metei uses the statistics for a Doppelganger with the following changes: Medium humanoid (human), AC 16 (natural armor), double hit points, a +1 bonus to skills and attack rolls, Challenge Rating 5 (1,800 XP), can innately cast *charm person* (save DC 13) three times a day, and he makes four attacks when using Multiattack.

Kujaku. Kujaku is first and foremost an artist, yet her oni-blooded side has never been able to resist some good cutting and bleeding—cosmetic surgery was a natural fit. Art is suffering after all. She was shunned by other doctors in Uragi but her own practice found a wide following. Kujaku has a striking appearance, her natural horns replaced with a resplendent headcovering of multi-colored feathers, and her natural red skin contrasted by a nearly full body of bioluminescent tattoos. In conversation she flips wildly from artistic astuteness and medical terminology to a sinister and over-eager desire to start cutting into her patients.

The Gilded Portrait appears less like a medical practice and more like a tattoo parlor, the smokey art boutique atmosphere a strong contrast to the medical sterility of the institute. If the PCs explain the situation to Kujaku's assistant she sees them immediately. Read or paraphrase the following:

> *"I was hoping some bounty seekers would arrive soon—I normally have a strict confidentiality policy but Metei stiffed me for a gorgeous full body patterned follicle installation and skeletal restructuring. It turned out gorgeously and stiffing the bill on such a lengthy and successful procedure means THAT BITCH GETS CUT!" Kujaku gestures wildly with her scalpel for a moment then regains composure. "Pardon, ahem. Metei has been hiding in I believe deck five of 'The Resolve' in the western quarter. Right now they're enjoying a surgical rearrangement and look strikingly like a female tanuki. Go deal with them, if you would? If I hear Metei's been captured, I'll even throw in a 100 Imperial Piece discount on your next artwork should you choose to undergo one of my procedures.* ***DOUBLE IF THEY SUFFER****!"*

Table: The Resolve's Dangers

1d4	Danger
1	***Fell in a Hole.*** The metal gives way and your leg gets stuck. You are restrained. You can use an action to free yourself with a successful DC 15 Strength (Athletics) check.
2	***Turned Around.*** You turn the wrong corner and lose sight of Metei. Unless you succeed on a DC 14 Wisdom (Perception) check, you spend your next turn running in the wrong direction for half your movement before realizing your mistake.
3	***Clotheslined.*** You miss a head-height metal beam and slam into it face first, taking 6 (1d12) bludgeoning damage.
4	***Tripped up.*** Your way is strewn with troublesome rubble and next turn you move at half speed.

Metei is in fact where Kujaku claims and when encountered should be more about the chase than any fighting. The changeling is holed up in a small room within *The Resolve*'s fifth deck, and once they see the PCs they turn and attempt to flee out of a back door. Metei is familiar with the pitfalls and fatigued areas of the vessel but the adventurers are not—each turn a PC uses at least half of their movement to chase after Metei, they must succeed on a DC 14 Dexterity (Acrobatics) check or roll on Table: The Resolve's Dangers.

When the party captures or kill Metei, the doppelganger can be turned in to a local bengoshi to redeem the 5,000 gold reward. Kujaku also honors her discount, reducing the first augment she provides for each PC by 100 gp if Metei was captured (or 200 gp if Metei was killed).

Should Metei manage to keep running for 6 rounds, they escape down the gangplank and use their abilities to blend into the crowd. At this point without using some kind of magical means locating the changeling becomes essentially impossible. Metei leaves Uragi and scours Soburin for other ways to fulfil their addiction, broadening the range of how far they can change their form.

Kinben'na Torimu: Death's Faithful Worker

A brief investigation in Ikittongaku searching for Kinben'na leads the PCs directly to Tanoshi Plaza. The warrior has built up a terrifying reputation as Tanoshi's private assassin, and though he hasn't been seen in the last week, if anyone knows of the dark samurai's location it will be the casino master.

Boss Tanoshi

When uragimon were first created they were intended to be muscle-bound brutes, useful only for protecting Uragi Prefecture—and this is largely the case, but organic life has a knack for growing outside the limits presented to it. Tanoshi is a far more clever uragimon than his mainly polysyllabic vocabulary would let on. After the Kengen Occupation he deftly cut ties with his masters, using a combination of shrewd negotiation and bloody force to take what is now Tanoshi Plaza. Big even by uragimon standards, he considers himself a noble gentleman and pays a fortune in tailoring to fit fine silks and suits over his massive frame. 'Boss' Tanoshi owns entertainment in Ikittongaku, and while the elite class despise him, he's grown too powerful to remove. Now he sits atop his hill, only marginally lower than Lord Uragi and gaining more power year by year.

Tanoshi is a powerful specimen of his kind and uses the statistics for an Uragimon (page 35) with the following changes: 150 hit points, Intelligence 15 (+2), Deception +7, Insight +10, Challenge Rating 6 (2,300 XP), and a +3 bonus to attack rolls (total +9).

A Favor Among Friends

Tanoshi Plaza presents irresistible temptations for both Gyanbura and Nonkina (if they are still alive). Dozens of casinos, taverns, and whorehouses line the streets making it all too easy for the drunkard samurai to fall back into old habits, and gold-laden merchants provide easy pickings for the master thief. When first entering Tanoshi Plaza both Nonkina and Gyanbura make DC 14 Dignity saving throws. On a success the heir resists temptation and stays with the party, reducing Haitoku by 1d6 and increasing Dignity by the same amount.

On a failed save Gyanbura succumbs to his temptations and loses himself in Tanoshi Plaza, becoming poorer and drunker throughout the next 24 hours, increasing Haitoku by 1d4, and decreasing his Dignity by the same amount. On a failed save Nonkina gives in to her urges and silently slips away, getting embroiled in pointless heists and picking pockets for the next 24 hours. Her Haitoku increases by 1d6 and her Dignity decreases b the same amount, but she returns with 250 Imperial Pieces that she cares little for and allows the adventurers to use.

Any amount of investigation by the party while within Tanoshi Plaza gains some attention from the Boss Tanoshi's guards. When the name Kinben'na is mentioned (either by one of the PCs or by another Torimu heir) some hurried discussions occur and the PCs are escorted up to Tanoshi's office in his largest casino, The Siren Song. Read or paraphrase the following as they arrive:

> *Thick cigar smoke wafts out as the casino's doors open and you're led up a set of steps, passing through another doorway only for a massive creature in fine noble garb to exhale a second ashen cloud in your face as he looks you over. "You lot not workin' for no bengoshi, ain't no lords-n-ladies hiring ya neither. What you sniffing around for? Yer not Hobnail's men are ya?"*

Assuming the PCs respond with at least some variation upon the truth (or at least a convincing lie), read or paraphrase the following:

> *Tanoshi burns down his cigar and casually eats the stub. "Let's us suppose I know your man, a scary fookin' man what you'd only know from doin's stuff you ain't should be doing. Admittin' something like 'at might make me all vulnerable-like, incriminatin' and whatnot. You lot would need to get... dedicated, get t'gether with the same risks all cozy like..." He pauses, clearly considering something with great care, then continues, "My man's gonna give you an address, you lot are gonna go there, and clean up what ya find there. Get back to me when ya' done."*

If this situation deteriorates and the PCs refuse Tanoshi's request it may simply become a fight. Tanoshi has 5 uragimon guards (page 35) with him at any given time, and when a fight breaks out one of them attempts to flee and alert the other 12 within the casino. When the dust settles (or perhaps during the chaotic fray and before a hasty escape) the adventurers can find notes containing Kinben'na's current assignment on Tanoshi's desk along with 200 pieces of platinum—skip ahead to Confronting Kinben'na (page 46).

Parties that acquiesce to Tanoshi's demand receive a note leading them to a small home in the southern part of the city near the Oil-Soaked Gate (page 33). When they arrive the adventurers find the room ransacked and a headless enjin body bled out on the floor. The GM should allow for (and encourage) a contentious discussion between the PCs as to whether they should do Tanoshi's dirty work or return and confront him.

Casino

This enjin was Hobnail, a business competitor of Tanoshi's that Kinben'na assassinated just that morning before heading out into the badlands outside the city to hide away for a couple weeks while the heat dies down. Cleaning up this grizzly scene requires at least 2 hours of careful scrubbing and cleaning by the PCs—the body however will require some ingenuity to hide. Unless they can dispose of the corpse through magical means, the Bloody Channel is nearby and presents a convenient place to dump the cadaver. Any adventurer that participates in cleaning up this murder increases their Haitoku by 1d4.

Regardless of how the PCs proceeded, when they return to The Siren Song they find the casino curiously empty, save for a single woman standing and conversing with Tanoshi. The man is Kirui, an Island Viper and local bengoshi that has been a thorn in the crime boss' side for some time now. When the adventurers arrive, read or paraphrase the following:

> *Despite the size of the 'man' beside her and the fact she is completely outnumbered, there is a cool, chilling confidence in her voice as she addresses you. "Associates of the assassin Kinben'na: you've been accused of aiding the wanted criminal in killing the merchant known as Hobnail and disposing of the evidence." She gestures towards the floor with one arm, adding, "Submit now or die."*

Tanoshi has convinced Kirui of his innocence, at least on this matter, and his story has been collaborated by several of Kirui's undercover agents that spotted the PCs heading to the murder scene. This encounter can go several ways but the most likely are for things to be talked out or blood to be spilt.

If the PCs do submit to Kirui, Tanoshi starts emphasizing how dangerous the adventurers are, and implores her to just kill the party on the spot. The PCs can attempt to dissuade Kirui and implicate Tanoshi (who Kirui already despises and would love to imprison). Any of the adventurers that make a successful DC 16 Charisma (Persuasion) check starts to sway Kirui, but a failed check seems to further implicate them. On the third successful check before failing three checks in total, Kirui's opinion about the party becomes definitively positive. When the party fails three of these checks, Kirui runs out of patience and decides to beat them all unconscious.

When the tide turns against him, Tanoshi orders his guards to strike and it becomes a desperate melee: the PCs and Kirui on one side against 15 uragimon (page 35) on the other. Tanoshi does his best to escape with a pair of his most loyal bodyguards. If he manages to flee he goes underground, running Tanoshi Plaza through proxies before returning years later. After the fight Kirui thanks the PCs for helping confirm what she already suspected, and informs them that if they're really chasing down Kinben'na, he was spotted leaving through the "Back Gate" (page 33) just that morning (and if she doesn't survive the fight notes explaining this can also be found on her person.) If the adventurers fight back against Kirui, Tanoshi keeps his guards back and simply allows the PCs to fight it out with the Island Viper.

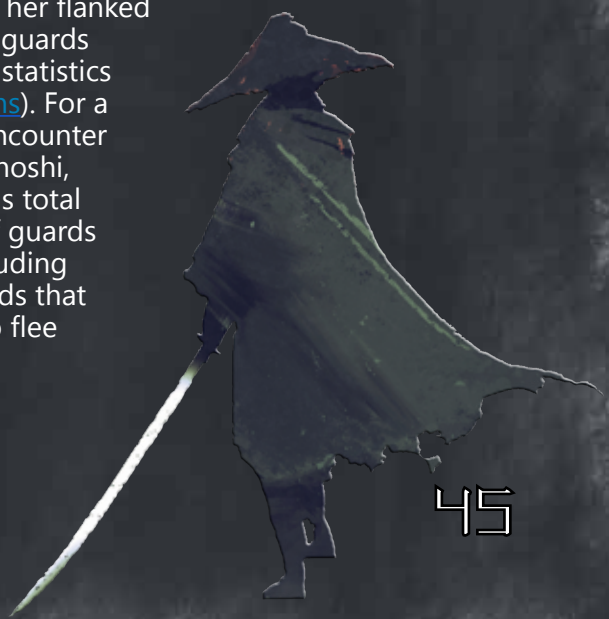
Upon Kirui's defeat, read or paraphrase the following:

> *"Right, calm down, that's enough of all that. I arsked ya lot to clean sumthin up and you've cleaned it up a treat alright. I don't right know what ya want with my man, but Kinben'na took a walk out Back Gate to a spot out in the scorch-lands. Right afta he took that fooker Hobnail's head fo' me. Now get yurselves out, this pain in my arse needs cleaning up, now we're all squared away, right enuff?"*

The PCs are free to leave at this point and have a clear directions to find Kinben'na. Tanoshi answers follow-up questions but otherwise insists that the party leave before some other bengoshi starts snooping around. Adventurers that are so inclined can fight the crime boss anyway, but he does still have 17 total uragimon guards within the casino and such an encounter after a tough fight will be difficult to say the least. Should he be defeated, Tanoshi's body can be looted of 200 platinum pieces worth of jewelry and finery.

Lightened Encounter. For an easier fight against Kirui, allow 3 of Tanoshi's uragimon guards to aid them in the combat. For an easier fight against Tanoshi, reduce the total number of Tanoshi's guards to 12 (including the 2 guards that attempt to flee with him).

Hardened Encounter. For a more challenging fight against Kirui, have her flanked by 2 town guards (using the statistics for Veterans). For a tougher encounter against Tanoshi, increase his total number of guards to 20 (including the 2 guards that attempt to flee with him).



KIRUI, ISLAND VIPER (URAGI BENGOSHI)

Medium humanoid (human), lawful evil
Armor Class 16 (haramaki)
Hit Points 136 (16d8+64)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
13 (+1)	20 (+5)	18 (+4)	17 (+3)	15 (+2)	18 (+4)	18 (+4)	15 (+2)

Saving Throws Dex +9, Con +8, Int +7, Cha +8
Skills Acrobatics +9, Deception +8, Intimidation +8, Perception +6, Stealth +9
Damage Resistances cold, fire
Damage Immunities poison
Condition Immunities charmed, frightened, misted, poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Ropaeo, Soburi (Common)
Challenge 11 (7,200 XP)

Coiled Leap. As a bonus action, Kirui can move 50 feet in a straight line.

Evasion. If Kirui is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Regeneration. Kirui regains 5 hit points at the start of her turn if she has at least 1 hit point.

ACTIONS

Multiattack. Kirui makes two biomechanical strikes and one spit poison attack.

Biomechanical Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage.

Spit Poison. *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one creature. *Hit:* The target must make a DC 16 Constitution saving throw, taking 22 (5d8) poison damage on a failed save, or half as much damage on a successful one. On a critical hit, the target gains the poisoned condition for 4 rounds.

REACTIONS

Rapid Reflexes. Kirui can take 3 reactions each round.

Reflexive Dodge. When Kirui is aware of an attacker, she may spend her reaction to reduce the damage of an attack or spell by half.

CONFRONTING KINBEN'NA

Kinben'na left the family due to a falling out with his father Kusatta, a man who walked a dark path by siding with the ceramians and delving deeply into corrupted sciences—his son thought he could keep his honor by severing ties but just ended up walking his own dark path instead. Kinben'na is a calm and collected killer, working for whatever criminal lord is willing to pay him, blocking out his own feelings that his actions are unjust and holding firmly to his own twisted code of honor. A practiced and dedicated swordsman, during his lifetime hundreds of men have died upon Kinben'na's blade, some guilty, some innocent. Currently he has contented himself with his life as a hired sword, though he still nurses a festering hatred for his father. In conversation Kinben'na is largely sullen and melancholy, perking up only at the opportunity to practice his prowess with a blade.

Kinben'na learns that the adventurers are searching for him and decides to meet them instead. As the PCs make their way out to Kinben'na's safe house in the scoured area north of Ikittongaku, he confronts them atop a hill along an old pathway. Read or paraphrase the following:

> *A swordsman approaches, the ashen lands reflected red with the reflected light off the crimson moon hanging behind him. "I'll make you this offer only once: duel me honorably, in fair one-on-one combat, and I'll take great care not to take any of your lives—until you've all lost." He laughs confidently, derisively, and continues, "You can depart with your lives and abandon this notion once you see your allies fall. Assault me dishonorably and I'll be forced to fight unbridled, and I have no qualms with taking the lives of ambushers."*

If the party agrees he keeps to his promises not to outright slay any of them until they are all defeated. In addition, he fights handicapped—Kinben'na is left handed, but starts each combat wielding his sword in his right hand to give his opponent a fighting chance (he does not use his Iaijutsu Strike or Dashing Strike until he is at or below 85 hit points.) When beaten honorably he is strangely relieved, expecting the PCs to end his life. If the adventurers then explain the situation he reluctantly joins the group, though he remains a strong and silent type. Kinben'na refuses to listen to the PCs until he has been defeated in honorable combat.

When it becomes clear to him that the party means to kill him or break the rules, Kinben'na fights to the death, prioritizing casters, healers, and any other 'dishonorable' combatants. Adventurers that both defeat Kinben'na in a dishonorable manner and keep him alive make him furious. It is incredibly difficult to convince him to join the group and he can only be taken alive as a captive. He resolutely attempts to kill the PCs or himself unless his Haitoku can be reduced to 15 or lower using some other means.

Lightened Encounter. For an easier fight, reduce the number of katana attacks that Kinben'na makes using his Multiattack feature from 5 to 3.

Hardened Encounter. For a more difficult encounter, Kinben'na uses his left hand from the beginning and has full access to his abilities from the start.

KINBEN'NA TORIMU

Medium humanoid (human), any lawful
Armor Class 19 (o-yoroi)
Hit Points 169 (26d8+52)
Speed 20 ft. (30 ft. in combat)

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
19 (+4)	10 (+0)	14 (+2)	11 (+0)	16 (+3)	13 (+1)	18 (+4)	22 (+6)

Saving Throws Wis +7, Cha +5
Skills Deception +5, Insight +7, Perception +7, Persuasion +5
Condition Immunities charmed, frightened
Senses passive Perception 17
Languages Soburi (Common)
Challenge 10 (5,900 XP)

Hated. Kinben'na has disadvantage when making Wisdom or Charisma checks against any humanoid that doesn't also have the hated condition but he never has disadvantage on Intimidation checks.

High Haitoku. Kinben'na's left hand is his dominant and far more muscular than the rest of his body, so grotesque he usually hides it within his cloak. He has disadvantage on Dignity ability checks and saving throws.

Iaijutsu Strike (1/Turn). As part of his Attack action, Kinben'na draws his katana and makes a single katana strike attack with advantage, dealing 18 (4d8) additional damage.

ACTIONS

Multiattack. Kinben'na makes 5 katana strike attacks.

Katana Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d12+5) magical slashing damage.

Dashing Strike (3/Day). As an action, Kinben'na may make a single katana strike attack against a foe in between using his movement. This movement must be in a straight line, and take Kinben'na through the space of the target of his attack. Regardless of if the attack hits, this movement doesn't provoke opportunity attacks. If Kinben'na's attack hits and his movement both begins and ends outside of the target's reach, this attack is a critical hit.

REDEEMING KINBEN'NA

Kinben'na's Haitoku is linked to his long and bloody history of murder and assassination. Whenever Kinben'na kills a humanoid creature he reinforces his litany of deaths, increasing his Haitoku by 1d4 and decreasing his Dignity by the same amount.

Whenever Kinben'na brings a humanoid creature to 0 hit points but does not kill it, showing mercy and honor, his Haitoku decreases by 1d4 and his Dignity increases by the same amount.

CLEANING UP THE OCEAN'S BLIGHT

After the PCs explain the situation to Kinben'na and he joins the group, he recommends a method that might make his Haitoku low enough to placate the *lifebound seal*. There are criminal lords within Ikittongaku that paid him specifically to assassinate innocent people—Kinben'na was no fool and kept extensive evidence on the masters he served in case they ever dared turn on him. He proposes paying them each a visit, killing them, and bringing their corpses in the bengoshi. Although Kinben'na is still a wanted criminal in Uragi Prefecture, the PCs could turn them in with the evidence in his stead.

INIQUITY IN VIRTUE

Pairon is a high-level scientist working in *The Virtue* (page 33), but before Kinben'na eliminated the other prospects for his position he was only a mid-level scientist. He's a bit of a clean-freak, making regular check-ups at the Institute for Public Health (page 33), and can be easily intercepted on this regular trek. The unscrupulous chemist attempts to flee or fight to the death when cornered, taking his own life if it seems he's about to be subdued. Kinben'na's Haitoku is reduced by 3 if Pairon is killed, or by 6 if Pairon is captured and presented to the bengoshi along with evidence of the transaction.

PAIRON

Medium humanoid (human), neutral inventor (alchemist) 5
Armor Class 14 (studded leather)
Hit Points 23 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
9 (–1)	14 (+2)	11 (+0)	16 (+3)	16 (+3)	13 (+1)	15 (+2)	13 (+1)

Saving Throws Con +3, Int +6
Skills Arcana +6, History +6, Investigation +6, Medicine +6, Nature +6; alchemist's supplies +9, thieves' tools +6, tinkerer's tools +6
Senses passive Perception 13
Languages Ceramian, Ropa, Soburi (Common)
Challenge 2 (450 XP)

Alchemists Formulas. Pairon knows how to use his Inventor's Sack in order to fuel the following features:

- ***Acid Flask.*** Pairon uses an action pull out a vial he throws at a target within 30 feet. All creatures within a 5-foot radius of where it hits make a DC 14 Dexterity saving throw or take 3d6 acid damage. Objects in the area take 18 acid damage.
- ***Alchemist's Fire.*** Pairon uses an action to pull out a vial he throws at a target within 30 feet. All creatures and objects within a 5-foot radius of where it hits make a DC 14 Dexterity saving throw or take 2d6 fire damage.
- ***Healing Tincture.*** Pairon uses an action to pull out a curative tincture. A creature that drinks it regains 3d8 hit points. A creature can only benefit from Healing Tincture once per long rest. The tincture vanishes after 1 hour or being drunk (whichever comes first). Pairon can only have 1 healing tincture at a time.
- ***Stepping Potion.*** Pairon uses a bonus action to pull out a potion of swiftness. A creature that drinks it gains a +20 ft. bonus to Speed for 1 minute. The potion vanishes after 1 minute or being drunk (whichever comes first). After using Stepping Potion, Pairon cannot do so again for 1 minute.

Enchanted Item Research. Pairon knows *detect magic* and *identify*, and can cast them as rituals (in which case no material component is required).

Feat: Alchemy. Pairon can use an action to identify a potion within 5 feet (as if he tasted it) so long as he can see the liquid. In addition, over the course of a short rest he can use alchemists' supplies to improve a healing potion. If drunk before 1 hour has passed, the improved healing potion restores the maximum amount of hit points it can heal.

Inventor's Sack. Pairon has a bag filled with the reagents he needs to do alchemy but if he ever loses it, it takes him 3 days of workings 8 hours each day as well as 100 gp of raw materials to replace it.

Magic Inventions. Pairon can cast an artificer spell with a casting of 1 action over the course of 1 minute instead, expending a spell slot and casting the spell into one mundane item that is not holding a spell. A creature with an Intelligence of 6 or higher that is holding the object can use an action to activate the spell inside (spell save DC 14 or spell attack +6) within 8 hours of Pairon's casting. An area of effect spell targets the item holding it. Pairon can have up to 3 Magical Inventions at one time.

Spellcasting. Pairon is a 5th-level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 14; +6 to hit with spell attacks). Pairon knows the following spells prepared from the inventor's spell list:

1st-level: *cure wounds, detect magic, identify, sanctuary, shield of faith*

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

nearby their targets for a few days and the umibōzu would appear, wreaking havoc that they could scour at their leisure, simply plucking their treasures from the wreckage that remained. This practice earned them a terrible reputation as a bad omen and they've become known as the 'Omen Twins', a title they've leaned into hard by renaming their vessel *Bad Omen*.

In conversation Heiwa is aggressive, short-tempered, and relies on her reputation to intimidate others. It's only when her sister is concerned that she shows genuine care—she would do anything to keep her kin safe and happy. Conversely, Hiyoko is soft-spoken and gentle, usually letting her sister do most of the talking as a crutch for her crippling shyness. Her mind often wanders through visions and trances and she only truly makes her voice heard when she witnesses something of great importance.

HEIWA TORIMU

Medium humanoid (soburi human), chaotic neutral
Armor Class 16 (do-maru jacket)
Hit Points 91 (14d8+28)
Speed 30 ft. (40 ft. in combat)

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
16 (+3)	15 (+2)	15 (+2)	12 (+1)	13 (+1)	14 (+2)	8 (–1)	24 (+7)

Saving Throws Dex +5, Int +4, Wis +4
Skills Athletics +6, Culture +2, Insight +4, Intimidation +10, Perception +4, Stealth +5
Damage Resistances fire
Condition Immunities frightened
Senses passive Perception 9
Languages Soburi (Common)
Challenge 5 (1,800 XP)

Cunning Action. On each of her turns, Heiwa can use a bonus action to take the Dash, Disengage, or Hide action.

Fiery Spirit. Heiwa's melee and thrown weapon attacks deal an additional 10 (3d6) fire damage (included below).

Hated. Heiwa has disadvantage when making Wisdom or Charisma checks against any humanoid that doesn't also have the hated condition but she never has disadvantage on Intimidation checks.

High Haitoku. Heiwa ignores the first 3 points of damage from attacks and spells, but she has disadvantage on Wisdom checks, and Dignity checks, and Dignity saving throws.

Menacing Aura. The menacing and gleeful nature in which Heiwa fights is terrifying. Whenever she hits a creature with a melee attack, she begins exuding an aura of menace to a range of 10 feet until the beginning of her next turn. Any creature that starts its turn within this aura or enters the area for the first time on a turn must make a DC 15 Wisdom saving throw. On a failed save it becomes frightened of Heiwa for 1d4 rounds or until it end its turn outside of line of sight to Heiwa.

ACTIONS

Multiattack. Heiwa makes two katana attacks.

Unarmed. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 5 (1d4+3) bludgeoning damage plus 10 (3d6) fire damage.

Katana. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 9 (1d12+3) slashing damage plus 10 (3d6) fire damage.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 6 (1d6+3) slashing damage plus 10 (3d6) fire damage.

Matchlock Pistol (20 shots). *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target.
Hit: 5 (1d6+2) piercing damage.

Hiyoko Torimu

Medium humanoid (soburi human), neutral
Armor Class 19 (magical)
Hit Points 90 (20d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
8 (–1)	12 (+1)	11 (+0)	18 (+4)	19 (+4)	13 (+1)	16 (+3)	14 (+2)

Skills Arcana +8, Deception +5, History +8, Insight +12, Perception +12, Persuasion +5
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses blindsight 120 ft., passive Perception 22
Languages Ceram, Draconic, Ropa, Soburi (Common), telepathy 120 ft.
Challenge 9 (5,000 XP)

Forecasting. Hiyoko has advantage on all saving throws, a magical bonus to armor class while she remains conscious, and she receives double her proficiency bonus to Insight and Perception.

Spellcasting. Hiyoko is a 9th-level spellcaster that uses Wisdom as her spellcasting ability (spell save DC 16; +8 to hit with spell attacks). She knows the following spells:

Cantrips: *eldritch blast, guidance, true strike, vicious mockery*
1st-level (4 slots): *detect evil and good, detect magic, detect poison and disease, hunter's mark*
2nd-level (4 slots): *augury, detect thoughts, locate object, see invisibility*
3rd-level (3 slots): *blink, call lightning, clairvoyance*
4th-level (3 slots): *divination, locate creature, phantasmal killer*
5th-level (2 slots): *commune, conjure elemental, scrying*

ACTIONS

Fateful Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 4 (1d4+1) bludgeoning damage plus 42 (12d6) psychic damage. Hiyoko has advantage on this attack roll (even at long range).

Eldritch Blast. *Ranged Spell Attack:* +5 to hit, range 120 ft., multiple targets (2 beams).
Hit: 5 (1d10) force damage.

REACTIONS

Rapid Reflexes. Hiyoko can take 2 reactions each round.

Floating Orbs (8/Combat). When Hiyoko is aware of an attacker, she may spend her reaction to negate the damage of an attack or spell targeting either her or her Heiwa Torimu.

Finding the Omen Twins

When the adventurers go around Ikittongaku asking about the twins they are inundated with stories about the *Bad Omen* and the terrifying destruction their quarry herald. A knowledgeable sailor tells them that the ominous ship has been seen just 10 miles north up the coast, looming near the Razoshi Estate (the home of a local nobleman who immediately fled with his family upon spotting the vessel). Few are willing to go anywhere near the *Bad Omen* but the PCs can find the captain of a gnarled salvage trawler (a fellow named Tororu) willing to take them up the coast for 50 Imperial Pieces, and after a brief two hour journey up the coast they spot the accursed ship while it is looting the devastated noble's estate.

Confronting Heiwa and Hiyoko

Upon discovering the *Bad Omen* the party needs to decide how to approach the pirate vessel. It's currently anchored down 120 feet from shore with 12 of its 20 crew (all of which use the statistics for Veterans) busy looting through the rubble left by the umibōzu (those remaining on the ship busy performing their duties alongside the Torimu Twins). The PCs likely have to either assault the vessel, infiltrate it somehow, or surrender themselves to the pirates to get close to the twins. In any case, Tororu refuses to take the PCs any closer than 500 feet from the ominous vessel.

Attacking the Bad Omen. The Omen Twins and the 8 crewmen currently aboard defend themselves and fight to kill. Hiyoko feels strange energies coming off the PCs and any of the other surviving heirs, and she speaks up on her turn during the 6th round of combat to demand that Heiwa and the crew stop fighting.

Infiltrating the Bad Omen. Hiyoko senses a foreign presence and calls out for the unseen intruder to reveal themselves. If the adventurers come forward talks commence, but otherwise the ship goes on full alert and Hiyoko begins using divination abilities to locate the party. The Omen Twins treat the PCs as enemies until after 6 rounds of combat when Hiyoko has a psychic epiphany.

Surrendering to the Pirates. If the PCs surrender themselves to the pirates, Heiwa attempts to simply kill them—only to have Hiyoko stop her and commence talks.

Point of No Return. If either of the twins are killed the remaining sister is despondent and enraged, fighting to the death and ignoring any pleas or diplomacy. When the PCs kill the second sister a failsafe that Hiyoko magically installed goes off, detonating a few explosive shells within the hold and rapidly sinking the vessel. If the party somehow acquire the loot from the ruins, it is a wide assortment of furnishings and statues, totaling about 2,000 pounds in weight worth approximately 6,000 gold.

However they reach a point of conversation, read or paraphrase the following:

Hiyoko sheepishly steps out from behind Heiwa and looks quizzically at the PCs, "Senbi...died...didn't she? I felt something... strange. A vision with her cutting herself, and I recognize your faces from it."

Heiwa lurches forward with her sword, rage seething across her face, "These pigs killed nana?"

Hiyoko gently lowers her sister's arm, "I don't think so—why, why have I been seeing you all in my dreams?"

Heiwa would rather just cut down the PCs and even the other surviving heirs yet Hiyoko begs her to stay her hand, fueled by worry over several confusing visions, vague impressions of sparking lightning, dark clashing shapes, and her sister dead in her arms. She's kept these visions from Heiwa for years but secretly believes that this wild life of theirs will soon get them killed if they don't change their ways. Hiyoko does an exemplary job of containing her emotions as she jumps at the chance to get her sister to reform—greed is a strong motivator for Heiwa and mentioning the promise of wealth goes a long way to assuring her concerns.

Lightened Encounter. For an easier fight, reduce the number of crew members that remained on the *Bad Omen* from 8 to 4.

Hardened Encounter. For a more difficult encounter, increase the number of crew that stayed on the *Bad Omen* from 8 to 12.

When the adventurers explain the situation Hiyoko shyly insists to Heiwa that they go along with the party. Heiwa hates the idea but refrains from attacking the PCs for her sister's sake, agreeing if only for the promise of a fat inheritance. Once the crew loads the rest of the loot scavenged from the Razoshi Estate they depart with the adventurers in tow. The *Bad Omen* takes the party off to their next adventure—either west to slay the umibōzu, back to Ikittongaku (though as pirates they drop the PCs on shore a mile out) if they have yet to deal with Kinben'na, or even onward to the Torimu Keep if all other matters have been settled.

Redeeming Heiwa and Hiyoko

Heiwa has always been the driving force in the twin's pirating exploits, Hiyoko dragged along by her love for her sister and her guilt of being complicit in their crimes. Sadly, their Haitoku is linked to their wanton violence and the death's they've caused—and cannot be easily absolved. Hiyoko keeps Heiwa in check, and neither of their Haitoku scores rise naturally. Both of their Haitoku scores are reduced to 0 if they work to slay the umibōzu in the Putting Down the Pet quest (page 52).

Putting Down the Pet

The Omen Twins discovered that they could use Hiyoko's mental abilities to lure umibōzu out from the open ocean into ships and villages, luring it away again to simply return and reap the bounty. Once it is explained to them that they must absolve their sins to gain their inheritance, Heiwa suggests slaying the beast that was their instrument of death. The sisters know exactly where they left their murderous pet and take the adventurers 10 miles west into open waters. The *Bad Omen* looks formidable but they long ago sold off their cannons for more speed—after all, they only had to outmaneuver the monster and had no need to attack anything anymore. The creature arrives 5 minutes after the PCs reach the location. Read or paraphrase the following:

The crew around you grows apprehensive, though the sky seems clear and the ocean calm. In an instant however the skies grow dark, the waves stir as if boiling, and the wind drives from a dead stillness to a roaring gale. As lightning crashes you see a looming black shape, pitch darkness like a hole in space, save for a pair of wide staring eyes and a curled toothy grin. Heiwa draws her swords and smirks, chiding at it. "Hello there, pet."

The umibōzu fights to the death and when the creature is killed, both Heiwa and Hiyoko reduce their Haitoku to 0.

Lightened Encounter. For an easier encounter with the umibōzu, make the twins aware of the creature's strange mental difficulties and allow them to prepare for it. The crew knocks the bottoms out of 6 barrels and dumps them next to the creature as it first arrives.

Hardened Encounter. For a harder encounter with the umibōzu, take the rough seas into account and treat the heaving deck as difficult terrain.

BAD OMEN

UMIBŌZU

Gargantuan undead (oni), neutral evil
Armor Class 17 (natural armor)
Hit Points 169 (20d8+80)
Speed 30 ft. swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	6 (–2)	16 (+3)	12 (+1)

Saving Throws Con +8, Wis +6
Skills Athletics +9, Insight +5, Perception +7,
Damage Vulnerabilities lightning, radiant
Damage Resistances acid, fire; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold, poison, psychic
Condition Immunities exhaustion, frightened, grappled, poisoned, prone
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17
Languages Adeddo
Challenge 12 (8,400 XP)

Broken Calm. For 5 miles around the umibōzu the ocean is supernaturally calm with weak waves and light winds. As an action, it can turn this becalmed area into a raging storm. The precipitation becomes torrential rain, the temperature becomes cold, and the wind becomes a storm. The area darkens by one level (from bright to dim or from dim to dark). This effect lasts for 10 minutes or until the umibōzu dies.

Cloak of Deep Waters. The umibōzu is shrouded in pitch black water from the deepest ocean. Attacks made against it have disadvantage while it is in dim light or darkness, even if the attacking creature can see in darkness.

Fear Aura. Any creature that starts its turn within 20 feet of the umibōzu must make a DC 15 Wisdom saving throw, unless the umibōzu is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the umibōzu's Fear Aura for the next 24 hours.

Lingering Connections. The umibōzu retains its psionic sensitivity and it magically knows the exact location of any creature with an Intelligence, Wisdom, or Charisma score of 18 or higher within 5 miles that is in or on a body of water. It is compelled to move towards the closest one until there is such a creature within 100 feet.

Spellcasting. An umibōzu is a 9th level spellcaster that uses Wisdom as its spellcasting ability (spell save DC 15; +7 to hit with spell attacks). It knows the following spells from the cleric's spell list:

1st-level (4 slots): *create or destroy water, inflict wounds*
2nd-level (3 slots): *blindness/deafness, hold person*
3rd-level (3 slots): *bestow curse, waterwalk*
4th-level (3 slots): *control water, freedom of movement*
5th-level (1 slot): *geas* (only commands people to dive into the water)

ACTIONS

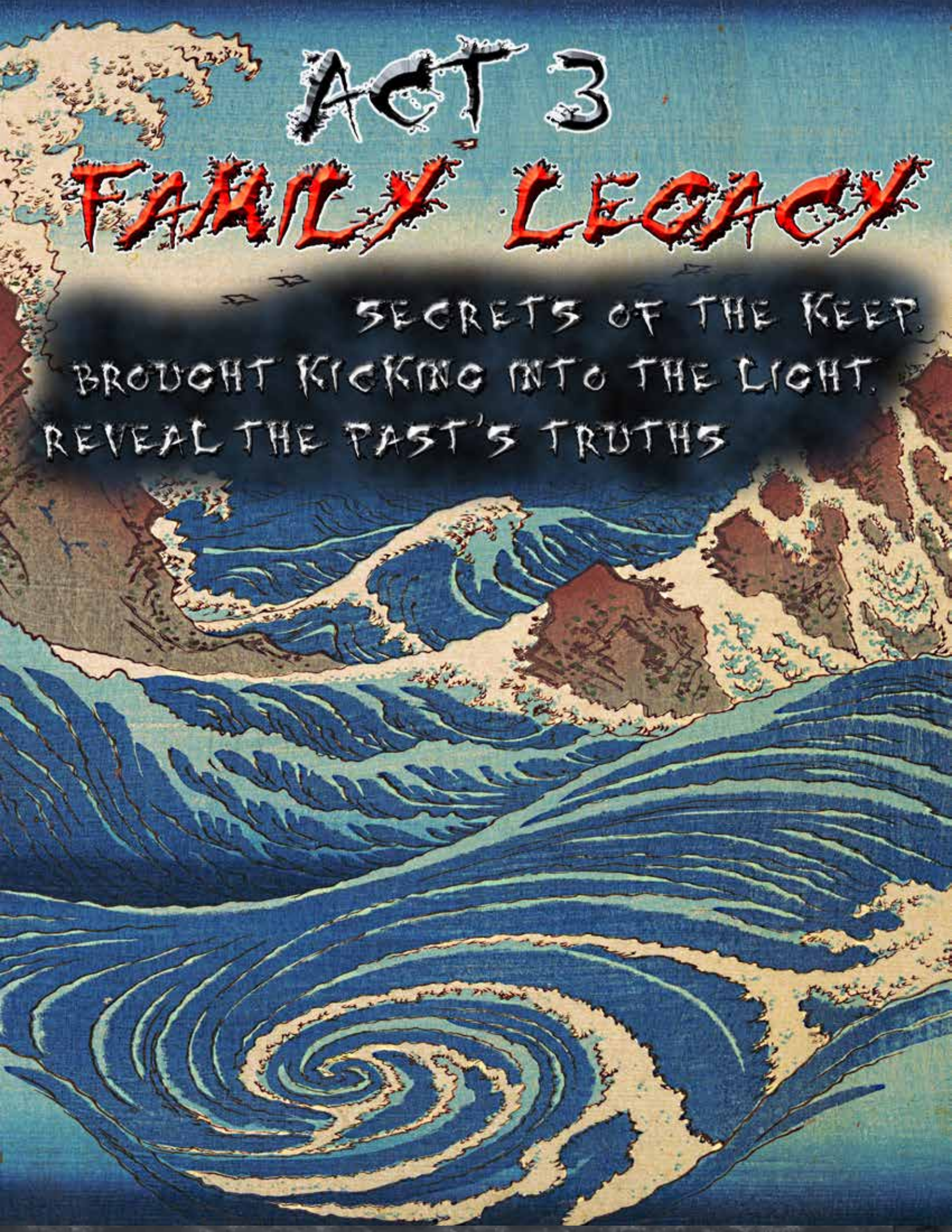
Multiattack. The umibōzu attacks twice with its swipe, or once with douse and once with drown.

Swipe. *Melee Weapon Attack:* +9 to hit, reach 15 ft. one target.
Hit: 35 (6d8+8) slashing damage and the target must make a DC 16 Strength saving throw or be pushed 15 feet in a direction of the umibōzu's choice (always into or as close as possible to the water).

Drown. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target that is in the water.
Hit: 35 (6d8+8) bludgeoning damage and the target must make a DC 17 Strength saving throw or be pushed 30 feet straight down and incapacitated until the end of its next turn.

Douse. *Ranged Weapon Attack:* +7 to hit, range 15/60 ft., multiple targets (one attack roll for each creature within a 10-foot radius).
Hit: 30 (4d8+12) bludgeoning damage. This attack deals 0 damage if the umibōzu can be fooled by using a vessel that hides its contents or can hold 100 gallons of water (such as a barrel without a bottom or *bag of holding*).

When a great collection of holy folk or umibo die at sea the souls can become lost within the abyss, drifting aimlessly in the alien depths rather than moving on into the afterlife. The lost spirits transform into an umibōzu, a blue-black mass with lidless staring eyes and a wide (even jovial) grin. They retain the psionic sensitivity of their mortal forms but lose their individuality down there in the void. Psionically sensitive and linked to the sea, they are attracted to strong sources of psychic energy or towards sea travelers experiencing strong feelings of confusion or fear —feelings they shared during their dark descent.


ACT 3
FAMILY LEGACY
SECRETS OF THE KEEP
BROUGHT KICKING INTO THE LIGHT
REVEAL THE PAST'S TRUTHS

The party should be at least 10th level before reaching Torimu Keep.

SENBI'S GAMBIT

The moment all five of the deeds have been opened, their script glow with a gentle golden light and spawn the spectral form of Senbi Torimu who appears hovering in the air, her body made out of glowing scrolls and parchments. Read or paraphrase the following:

> *"Yeah yeah, calm down, magical messages and all that. I'm sorry about all this but the damnable doctors said I only had a couple months left anyway and my back was against the wall. This is all about Kusatta—I failed in raising him and now he's my greatest shame, the greatest shame to anyone bears the name Torimu. When those umibo attacked I knew it was really him pulling the strings, and not for the first time either. Everyone said he'd died but I know he's alive, back at the Torimu Keep and still using all that damned ceramian garbage to control umibo like the occupation never ended. I know my boy, the traitor—he wasn't trying to kill me, he was trying to snatch me back there, ta sign the fortune over and open the family vault for 'im."*
>
> *The magical form of Senbi sighs and a trickle of tears roll down her cheeks, "Ya' see, it goes back to Sonkai Torimu. It's that thing Sonkai killed all those years ago, it's still there, curled up and dead in the vault below our keep. My grandad showed it to me once as a young girl, and warned me that if even the smallest piece of it got out, it'd be a disaster. The vault's linked to living Torimu blood, and it'll only open up for one of us that's got honor—just like these deeds did.*
>
> *My rotten son'll never be able to open it up and that's why he needed me. The fact he was trying to grab me up proves the vault's still shut after all these years. So when these rapscallions went out of their way to save an old woman, I figured you lot could have a chance if I gave you a push. You'll need everything you've got to deal with my wretched son, so I damn well hope you've sorted yourselves out—and I'm not just talking to the rapscallions."*
>
> *There's a long pause as she regards each of you in turn. "Go kill Kusatta. Not talk to, not negotiate with. Kill 'im. The rest of you had some good worth saving but there's nothing left of my boy. And to keep you rapscallions interested, do this for me and the keep along with everything in it are yours. Save for that thing in the vault—that you burn."*
>
> *Senbi sighs again, "That's it really. I just hope after all this the family name's one worth keeping." The old woman's image reaches outward, plucking a small knife from seemingly nowhere at all as she fades away with the magic in the scripts.*

All of the heirs (or any still alive) that witness this respond in different ways. Gyanbura sees a second chance to make amends for his past failures. Nonkina excuses herself to deal with her grief in losing Senbi before resolving to do her grandmother proud. Heiwa is itching for a violent way to sort out her feelings and Hiyoko mutters about the confirmation of her dreams and things she's seen in her visions. It is Kinben'na that reacts the strongest—Kusatta is his father, who had disappeared into the ceramian scientific caste and had almost certainly died. Knowing that his hated father still breaths fills him with a fiery determination to put that monster of a man to an end.

HOMECOMING

To bring peace to the Torimu family (and claim their inheritance) the adventurers must travel with any of the surviving heirs to the ancestral home: Torimu Keep. The estate is located on the southern face of the small island Nodokana, located within Uragi just about a half a day's voyage northwest of Ikittongaku. The PCs likely travel there aboard the *Bad Omen* but if for some reason that is unavailable they can also charter Tororu the scavenge trawler captain to take them there from Ikittongaku (for 2 Imperial Pieces per person). However they arrive, the grounds are far from the halcyon days of the Torimu family. As the party approaches, read or paraphrase the following:

> *Just as in Ikittongaku the sea here is slick with ceramian oils, their kaleidoscopic shimmer casting a dirty sheen over the cape. The cries of a few straggled seabirds shrieking make the gloom all the more distrustful as Torimu Keep comes into view. The Torimu ancestral home sits languishing on the island's shore, decrepit with disrepair. The dock seems to have been replaced by some ceramian installation, along with the western guardhouse, which is entirely gone. Sitting in its place is a windowless gray building of foreign design, cold and undaunted by the passage of time. Some force stirs the water of the lagoon and odd pipes jut out of the bay at odd angles, belching stale air—whatever the ceramians did here is still happening, just below the acrid waters.*

Long Rests within Torimu Keep

Blufort (page 74) is constantly working in his lab (#35) to generate more umibo thralls to meet Kusatta's demands. Whenever the party takes a long rest Blufort manages to convert 1d4 more of his captives into umibo thralls. Kusatta pays little attention to the areas south of the zen garden (#14) and if the PCs haven't pushed that far into the keep, he just randomly adds new subjects to an area that already has umibo thralls to supplement their number. If the adventurers have broached that far, he sends his underlings out in search of the party and they will likely interrupt any attempts at a long rest.

Adventuring through Torimu Keep guarantees to be a long and hard fought experience. It is balanced assuming a general party size of 4-6 with 2-3 of the heirs surviving to assist the party.

Lightened Encounter. If all or most of the heirs were killed, or if the PCs need a handicap, assume that the umibo thralls within the keep are ragged and drained, give them half of their normal starting hit points (for a total of 44 instead of 88).

Hardened Encounter. If most or all of the heirs survived to aid the adventurers, or if for whatever reason the party need more of a challenge, add one additional umibo thrall to every encounter that includes one or more umibo thralls.

Substitutes & Surrogates

So long as the party are accompanied by at least a few heirs the GM should pull no punches! When an adventurer is dropped to 0 hit points or requires a short rest to recover hit points, hand that player a Torimu Heir character sheet and let them play as that NPC in the meanwhile.

1. Observation Platform

The original dock has been replaced with a 10-foot wide walkway, seemingly designed without any consideration for jetties or ways for ships to dock. It sits just above the waterline and has 5-foot high rusted iron safety rails going all along its sides. Three doors open onto it, one at its eastern end in the old guard house (#5), one at its western end in the new massive ceramian building (#8), and a third along that edge into a strange small foreign-built structure sitting amid the sludge of the lagoon (#6).

2. Whirlpool Lagoon

The water in the lagoon is murky and slicked with ceramian oil but it is far from stagnant. A large 15-foot wide whirlpool churns at in the middle and any creature that ends its turn in the water within 60 feet of the whirlpool must make a DC 16 Strength (Athletics) check or be moved 30 feet towards the whirlpool. If this movement would reach the whirlpool, the creature is sucked down 30 feet to #34.

Just 50 feet to the west of the whirlpool, a collection of dozens of strange pipes jut several feet above the water. Intermittently these pipes expel foul-smelling air. In addition, a thick layer of sludge and oil makes the water opaque from the surface, and any creature under water at a depth of less than 10 feet is in total darkness while submerged.

3. Eastern Guard Station

What is meant to be a secured door has been broken off of it's hinges to the south (exterior) and this room lies mostly barren. There are clear signs of a struggle however—an eastern doorway is stained with old blood and hangs ajar (#4). A shredded portrait on the northern wall can barely be recognized as the ancestral progenitor of the Torimu Clan, Sonkai Torimu.

4. Armory

This room stinks of mold and mildew, the weapons it holds left to rust within their racks. Old bloodstains lead from the southeastern door to a waterlogged reeking pile of clothes and sludge in the center of the room. A stairway winds up the northeast corner of the room (#24) and a sturdy looking oaken door bars the way to the northwest (exterior). Another door hangs loose on its hinges to the southwest (#5). The sounds of running water fill the room as the guard take notice of the party's intrusion.

The New Guard

A quartet of umibo thralls (page 12) have been tasked by Kusetta to guard this room and will fight until killed. The body at the center of the room was once an Uragi bengoshi that came to inspect the grounds after hearing tell of secret underwater facilities here about 2 years ago. If his extremely decomposed remains are searched, the PCs find a scroll of *lungs of akuma* (*MoA* page 246) within a watertight scroll case.

5. Mudroom

Numerous hooks and stands line the walls of this small room, the decayed remains of sailing gear mouldering alongside them in discarded heaps. An iron door lies in the southwestern corner (#1) and a solid oaken door leads to the northeast (#4).

6. Dark Stairs

A windowless gray ceramian building sits in the reeking lagoon aside the strange gantryway. The interior is pitch black and echoes with constant unnerving drips. A metal doorway sits along the eastern side (#1) with a second like it to the northeast (#7) that seems rusted shut from disuse. A metal doorway to the northwest (#30) swings ominously open with the movement of air and stairs descend from it into pitch blackness.

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The door to #7 is not only rusted shut, it is also locked. Breaking the solid ceramian door requires a DC 30 Strength (Athletics) check, but the lock can be picked with the combination of a DC 16 Strength (Athletics) check and a DC 20 Dexterity (Sleight of Hand) check. Opening it with the key (found in #35) still requires a DC 16 Strength (Athletics) check.

7. Sluiceway Switch

The floor of this dark, narrow room consists of far-spaced iron bars above a greased sluiceway that empties out onto the lagoon. At the end of this corridor lies a single large mechanical switch. This is the emergency shut off for the *imperion device* (#34), though it requires both Blufort's key and the *emergency shut off key* (#16) to activate. Once activated, the *imperion device* ceases functioning and all of the umibo thralls in Torimu Keep slowly regain their faculties. This is a slow and confusing process, so while any remaining water folk don't pose a threat to the PCs they do not offer help either, instead scattering away into the ocean as they regain their senses over the next few weeks. Adventurers that participate in this act of mercy to the umibo lose 1d8 Haitoku, and increase their Dignity by the same amount.

The sluiceway was installed as a last line of defense in case an umibo thrall went rogue. The area is considered difficult terrain, and is considered impassable terrain for any creature with the Amorphous or Malleable Form traits.

8. Ceramian Lab

This oppressive windowless gray building is lit dimly through powered lights. Rows and rows of laboratory tables line the room, their tidily cleaned surfaces in direct contrast with the rest of the area. Tubes and jars of mysterious liquids loom from high shelves. A metallic doorway exits to the southeast (#1), another to the northeast (exterior), and a stairwell winds downward in the northwest corner.

Ceramian Engineering

This area remains cleaned for a reason—it is regularly patrolled by a pair of clockwork guardians that keep the lab in working order and roust trespassers. When the PCs progress at least 10 feet into the room, the guardians become aware of their presence and disconnect from charging ports to attack and fight until destroyed.

If the alchemical supplies here are inspected, the party finds numerous noxious and seemingly useless chemicals, but can discover 4 *potions of greater healing* with a DC 15 Intelligence (Investigation) check along with either a DC 15 Wisdom (Medicine) or a DC 15 Intelligence (Arcana) check to identify them as such.

Clockwork Guardian

Medium construct, unaligned
Armor Class 15 (natural armor)
Hit Points 75 (10d8+30)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	7 (–2)	13 (+1)	8 (–1)

Saving Throws Str +7, Con +6, Int +1
Skills Athletics +7, Perception +4
Damage Vulnerabilities lightning
Damage Resistances acid, cold, fire, lightning, necrotic, radiant, thunder
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses darkvision 120 ft., passive Perception 14
Languages Soburi (cannot speak)
Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The Clockwork Guardian makes four katana attacks and mounted crossbow attacks in any combination.

Katana. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 10 (1d12+4) slashing damage.

Mounted Crossbow. *Ranged Weapon Attack:* +5 to hit, range (100/400), one target.
Hit: 9 (2d6+2) piercing damage.

Overclock (Recharge 6). The clockwork overclocks itself for 3 rounds. While overclocked, it increases all of its attributes by 4 and spends its bonus action each round making an additional attack or using the Dodge action. While overclocked the Clockwork Guardian gains advantage on attack rolls, a +3 bonus to damage, and resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Roll 1d20 whenever this ability is activated. On a roll of 1, the Clockwork Guardian goes berserk in addition to their normal bonuses. On each of its turns while berserk, the Clockwork Guardian attacks the nearest creature it can see. If no creature is near enough to move to and attack, the Clockwork Guardian attacks an object, with preference for an object smaller than itself.

9. Genkan

Unlike most noble estates, Torimu Keep seems more built like a home. Instead of a grand entryway a simple genkan lined with old shoes awaits those that open the front doors. This chamber opens to the south (exterior) and has a wooden door carved with a sitting lord leads to the east (#11) as well as a wooden door carved with a banquet table to the west (#10).

10. Dining Room

What was once almost certainly a beautiful koi river winds its way through this dining room with small steps marking crossings over the water, though it seems that even this fine chamber could not escape the ceramian corruption and a thick crust of scum floats along its murky surface. The dining arrangements themselves seem to have been set for cleaning with chairs placed atop the tables, but everywhere is marred by dust and grime save for the northmost table which has been cleared and a single seat placed for it, empty packets of ceramian field rations piled up beside it. A wooden door carved with a bowing gentleman lies to the southeast (#9) and a wooden door carved with a tea ceremony to the northeast (#12).

Small Fry

Kusatta uses this room nostalgically for meals and scientifically for the koi stream. He captures any small aquatic life displaying signs of mutation from the ceramian oils or the Mists of Akuma, observing their interactions in the koi stream and occasionally catching them again for dissection. The first PC that moves within 10 feet of the koi stream is attacked by 4 mutant sealife swarms.

Mutant Sealife Swarm

Medium swarm of Tiny beasts, unaligned
Armor Class 15
Hit Points 44 (8d8+8)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	12 (+1)	1 (–5)	7 (–2)	2 (–4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 2 (450 XP)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Brief Breathing. The swarm can breathe air for up to 1 minute at a time.

Oily. Any creature that starts its turn within the same space as the swarm gains the oiled condition (whenever the creature moves at least 15 feet in a turn it must succeed on a DC 12 Dexterity saving throw or fall prone, and it has vulnerability to fire damage.) The oiled condition ends naturally after 8 hours, with 10 minutes of vigorous scrubbing in hot water, or magical cleaning.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny quipper. The swarm can't regain hit points or gain temporary hit points.

Water Breathing. The swarm can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one creature in the swarm's space.
Hit: 14 (4d6) piercing damage plus 3 (1d6) poison damage, or 7 (2d6) piercing damage plus 3 (1d6) poison damage if the swarm has half of its hit points or fewer. On a critical hit, the target is grappled (escape DC 12).

11. Sitting Room

This chamber is traditionally where the lord of the house would see guests—the furnishings are dirty but not destroyed, and amateurish landscape paintings line the walls (painted by a young Senbi). A wooden door carved with a bowing gentleman lies to the southwest (#9), a wooden door carved with a tea ceremony leads to the northeast (#12), and stairwell in the northeast corner winds upwards (#26).

12. Tea Room

While the other rooms in the house have seemed dirty at best, this chamber is immaculate—save for the unwelcome guests. A long table sits at the center set for a traditional tea ceremony, and wooden doors rest on the western wall (carved with a banquet; #10), to the southwest (carved with a bowing chef; #13A), to the southeast (carved with a sitting lord; #11), and to the west (carved with a smiling servant; #13B). Finally, a set of double doors carved with a single orchid dominate the northern wall.

Unwelcome Guests

A total of 6 umibo thralls (page 12) have been tasked by Kusetta to guard the doorway to the north and fight until killed.

13A. Kitchen

While not in top shape the kitchen here does seem to have been kept functional. A wooden door carved with a tea ceremony rests on the northern wall. With an extremely thorough search and successful DC 20 Intelligence (Investigation) check, a small bag can be found in a sugar jar containing 40 pp. This was an emergency fund stashed away by Senbi in her youth and forgotten when the family fled the oncoming ceramian invasion.

13B. Storage

This room was once piled high with produce and foodstuffs, but now the shelves are completely bare and it is almost entirely empty. A wooden door carved with a tea ceremony rests on the western wall.

14. Zen Garden

Though likely clean and orderly years ago, now this chamber grows wild with underbrush under the long skylight-turned-open air ceiling. Flowering plants seem choked out here by ravenous weeds and the air is thick with pollen. A brass framed set of double doors rests at the northern wall, a set of wooden double doors carved with a tea ceremony leading south.

Strange Fruits

Kusatta has been fostering a sapling jinmenju for the last few years, growing used to its drone and relying on his augmetics to avoid the alluring smell of its fruits. He dreams of infusing it with ceramian oil to create alluring mutagenic fruits—but that's years of experimentation away. The plant oni sits in the northeast corner of the zen garden and attacks anyone that passes nearby.

Sapling Jinmenju

Large plant (oni), neutral evil
Armor Class 16 (natural armor)
Hit Points 115 (11d10+55)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (–1)	20 (+5)	6 (–2)	14 (+2)	17 (+3)

Saving Throws Con +8, Dex +2, Int +1
Skills Perception +8
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned, prone
Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 18
Languages Soburi (Common)
Challenge 7 (2,900 XP)

Enticing Head-Fruits. Any creature that begins its turn within 5 feet of the sapling jinmenju must succeed on a DC 14 Wisdom saving throw or grab a head-fruit and eat it as an action. A creature that successfully saves is immune to that sapling jinmenju's enticing head-fruits for 24 hours. Any creature that takes a bite out of a head-fruit is poisoned and suffers from the effects of the *confusion* spell for 3 rounds.

Intoxicating Stench (1/Day). The sapling jinmenju can use a bonus action to emit an unnaturally sweet aroma in a 60-foot radius that lasts for 3 rounds. All creatures within the affected area must succeed on a DC 14 Wisdom saving throw each round or be captivated. A captivated creature takes no actions except to approach the sapling jinmenju via the most direct route possible. At the end of the creature's turn, if this path leads it into a dangerous area or if the sapling jinmenju attacks it, the captivated creature may immediately make a new saving throw.

Unsettling Drone. A sapling jinmenju emits a low, persistent hum that unnerves living creatures that hear it. Those within 30 feet must succeed at a DC 14 Wisdom saving throw or become frightened until they leave the affected area and for 1d4 rounds thereafter. A creature that successfully saves is immune to that sapling jinmenju's unsettling drone for 24 hours.

ACTIONS

Multiattack. The sapling jinmenju makes one bite and two slam attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 13 (2d6+6) bludgeoning damage.

17. Foyer

This elegantly decorated entryway is seeming actively used and kept up, an area in pristine condition compared to the rest of the keep. A shoji door is slid open in the northwestern corner of the room, opening into a short hallway between shoji walls leading west. Two more shoji doors sit closed along the hall's northern side, another pair along its southern side, and the hallway to the west also ends in another shoji door.

Imperion Ambush

Kusatta is in his laboratory (#29) and close enough to the umibo thralls in the floor below him to see through them telepathically thanks to his *imperion gauntlet*. Once he becomes aware of the PCs and any of the surviving heirs, he commands all 8 of the umibo thralls (page 12) nearby (in #18, #19, #20, #21, and #22) to attack and they crash through the flimsy shoji walls to surprise the PCs, fighting until killed. As the umibo thralls assault the party Kusatta uses his *imperion gauntlet* to speak through them—during the combat read or paraphrase one or more of the following phrases, emanating from them as they fight:

- *"I've been waiting, and here I thought the family had forgotten me."*
- *"Everyone balked at the Ceramians, but they were RIGHT, everything can be done so much better."*
- *"You have no right! I am the head of the family now! "*
- *"You will hand me my birthright! It's right there and it's all I need now."*
- *"I'm more like Sonkai than you'll ever know."*

For each of the surviving heirs, read or paraphrase the following:

- *For Gyanbura, "Nephew, this crusade will just be another failure, put down your weapon and you can be on the winning side."*
- *For Nonkina,"Little Kina my girl, just think of the thrill finally opening the vault.*
- *For Kinben'na, "My son, we could have everything together, if you'd only let go of this silly little grudge."*
- *For Heiwa, "Little firebrand, forget the past, come wage a war with me."*
- *For Hiyoko, "Visionary, you must have seen my triumph already. Why fight it?"*

Shoji Doors and Walls. Architecture in this style of simple paper and wood is popular in Soburin. They're mainly decorative divisions for rooms and not terribly sturdy. Creatures can break down shoji walls and doors by simply walking through them or by dealing at least 10 damage to at 5-foot area of shoji. Walking through a shoji wall or door requires four times the normal movement and destroys the area of shoji. Either method leaves behind an opening in the shoji wall or door.

18. Bedroom A & 20. Bedroom B

Thes bedrooms were cleaned out when the family abandoned the keep, though the remaining furnishings are pleasant. Both now serve as a watchpoints for the 3 umibo thralls which likely attack as part of the Imperion Ambush encounter in #17. All of the interior walls of this room are shoji.

19. Washroom

This simple washroom contains a large communal bathtub and a single privy. Now it's become a watchpoint for 2 umibo thralls which likely attack as part of the Imperion Ambush encounter in #17. All of the interior walls of this room are shoji.

21. Kinben'na's Bedroom

This bedroom belonged to Kinben'na when he was still living beneath his father's roof under the Kengen Occupation—for some strange nostalgic reason Kusatta never cleared it out. There would be little to remove however as Kinben'na was been using it as mainly a dojo, with much of the floor cleared for a combat dummy to test sword techniques. Currently it serves as a watchpoint for 1 umibo thrall that likely attacks as part of the Imperion Ambush encounter in #17. All of the interior walls of this room are shoji.

22. Family Room

This pleasant sitting room is set with soft cushions and a low table overlooking a window to what surely was once a lush garden. Like the chambers nearby it is now a watchpoint for 2 umibo thralls which likely attack as part of the Imperion Ambush encounter in #17. All of the interior walls of this room are shoji. A staircase winds up from the northwestern corner of the room (#28).

23A & 23B. Lookout Posts

These fortified balconies allow guards to keep an elevated eye on approaching ships and travelers but both seem to have gone unused for years.

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24. BARRACKS

A short hallway leads through an opened iron door to a wide and mostly empty room, the beds used by the former guards piled up along the western wall. The other end of the chamber ends in a resolutely closed iron door (#25) and two more iron doors hang open to the sea air in the southwestern and southeastern corners of the room (#23A and #23B). A thorough search of the piled mattresses and personal effects yields a simple iron key that opens the door to #25, and opening it otherwise requires either a DC 18 Strength (Athletics) check or DC 16 Dexterity (thieves' tools) check.

25. STORAGE

This small room contains moldering barrels and boxes filled with long-ago rotted rations and supplies, a large pile of weaponry and armor rusting in the southeastern corner. A search of the weaponry with a DC 12 Wisdom (Perception) check finds one particularly large sword that hasn't lost its shine, its blade still sticking point down into the floor: a +1 *odachi* (500 gp, 7 lbs.; Drawing or sheathing an odachi requires a bonus action and it cannot be drawn as part of a move action.) The magic weapon can be removed from the floor with a DC 15 Strength (Athletics) check.

26. THE COMMAND POST

Originally used as a reading room, this open area was converted into a command center for the ceramian occupiers, its low bookshelves thrown out and replaced with the now mouldering military charts and foreign equipment. The exterior walls have prominent windows running around them allowing a view over the area and the balcony (#27) and a staircase on the eastern wall leads down to the first floor (#11). Three simple wooden doors all open out to the surrounding sheltered balcony at the southeast, northeast, and northwest corners (#27). Soft light filters in through the large windows and any square within 5 feet of the exterior walls is in direct sunlight.

MILITARY HOLDOUTS

While all of the ceramians that were posted here have died not all of them have left—Kusatta imprisoned the most talented ones to perform experiments upon. Many of them died early on but with the onset of the Mists of Akuma he found success: a trio of high-ranking ceramian officers remain here in the command post, 2 of them now transformed into adeddo-oni mages (page 80) and the other transformed into an adeddo-oni samurai (page 80). They attack any creature other than Kusatta that ascends the steps and fight until killed.

27. THE BALCONY

This beautiful balcony has been marred by ceramian carelessness and refuse, though the view would be unparalleled if it were not looking out over the muck-soaked lagoon. Three simple wooden doors all open into the reading room-turned-command center at the southeast, northeast, and northwest corners (#26).

A duo of ceramian corpses lie burnt in a corner next to a statue of Sonkai Torimu that stands proudly in the northeastern section of the balcony, looking stoic atop a heap of nondescript dead sea beast. Loosely held in the statue's hand is a pike that seems to have a soft golden glow about it, and scorch marks around its shaft. If any of the heirs remain alive, they have all heard stories about their ancestor's weapon and know that only an honorable hand can hold it.

This is *Sonkai's Pike*, a weapon of much myth and reverence (a *promised weapon* as on page 75). The weapon can be pulled up out of the statue's grip, though if dropped upon grasping it simply slides back into place. Kusatta knows he would die instantly if he took it and has wasted several ceramian lives trying to obtain it—for now he set his former commanders to keep watch of it and has pursued other avenues of interest.

28. WIRE-STREWN HALLS

The second floor of the former Torimu home once housed bedrooms and happy memories, but now the shoji-lined halls flicker with arcane sparks and the floors are strewn with coiling black wires. These chambers are jumbled and confused, their doors and walls shoved aside to allow the seemingly endless wires through to converge in the southeast.

While there are several rooms here, they are all essentially the same battleground as the shoji walls and doors are easily torn through—something Kusatta attempts to use to his advantage as he leaps through barriers to attack the party. Any PC with a passive Perception of 13 or lower is surprised by his assault as the encounter begins. If Kinben'na is alive to participate in this fight he is filled with uncontrollable rage and recklessly attacks his father. For the duration of the encounter, Kinben'na has advantage on attack rolls against his father, and his father's attack rolls have advantage against him.

THE IMPERION GAUNTLET

This special augmetic was designed by ceramian scientists and then stolen by Kusatta. It is psionically linked to the *imperion device*, fueled by the stored psionic energy within the larger contraption and fed continually by the latent psionic presence of enthralled umibo. If the *imperion device* is deactivated or destroyed, it begins functioning off of reserve power and becomes useless within 2 days. While the imperion device remains active however, the gauntlet can be installed like any other augmetic.

IMPERION GAUNTLET

*Legendary; +2d10 Haitoku**

This advanced piece of ceramian technology resembles a large metal claw with strange floating arcane components. This device is fueled by the *imperion device* and this augmetic loses all of its abilities if the larger machine is offline for more than 2 days, or if the wearer leaves a 1-mile radius of the *imperion device* for a period longer than 2 days. While this augmetic is functioning, the wearer gains the following benefits:

- The wearer can use a bonus action to psychically command one or more umibo thralls within 100 feet to perform any action, regardless of dangers to their own safety or how long the task takes, and the wearer is able to see and hear anything an umibo thrall within 100 feet of them can see and hear.
- The wearer can use the *imperion gauntlet* to make unarmed strikes that deal 2d6 magical slashing damage on a successful hit, and the target must make a DC 18 Wisdom saving throw or be stunned until the beginning of its next turn.
- The wearer can use the *imperion gauntlet* to make ranged weapon attacks (range 60/120 ft.) that on a successful hit deal psychic damage equal to 4d6 + the wearer's Wisdom modifier.
- The inhuman act of subjugation and exploitation this augmetic entails severely corrupts the wearer and while it is installed they can never have a Haitoku score lower than 20.

KUSATTA TORIMU

Medium humanoid (soburi human), chaotic evil
Armor Class 18 (integrated augmetic)
Hit Points 202 (27d8+81)
Speed 30 ft. (40 ft. in combat), fly 50 ft. (60 ft. in combat)

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
18 (+4)	19 (+4)	17 (+3)	21 (+5)	14 (+2)	13 (+1)	2 (–4)	22 (+6)

Saving Throws Int +10, Wis +7, Cha +6
Skills Acrobatics +9, Arcana +10, Athletics +9, Investigation +10, Medicine +12, Nature +10
Damage Vulnerabilities lightning
Damage Resistances psychic; bludgeoning, piercing, or slashing damage from nonmagical weapons
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Ceram, Ropa, Soburi (Common), Undercommon, telepathy 100 ft.
Challenge 16 (15,000 XP)

Hated. Kusatta has disadvantage when making Wisdom or Charisma checks against any humanoid that doesn't also have the hated condition but he never has disadvantage on Intimidation checks.

High Haitoku. Kusatta has gained an almost symbiotic relationship with the *imperion gauntlet* making him able to use it more effectively, and he has disadvantage on Wisdom checks, and Dignity checks, and Dignity saving throws.

Rebreather Augmetic. Kusatta is immune to any airborne toxins and effects, and can survive unaffected within the Mists of Akuma for up to 24 hours.

Umibo Enslaver. Kusatta can use a bonus action to psychically command one or more umibo thralls within 100 feet to perform any action, regardless of dangers to their own safety or how long the task takes, and he is able to see and hear anything an umibo thrall within 100 feet of him can see and hear.

ACTIONS

Multiattack. Kusatta makes three imperion grasp or psionic shockwave attacks in any combination, or he makes one Assume Control attack and an imperion grasp or psionic shockwave.

Unarmed*. Melee Weapon Attack.* +9 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) magical slashing damage and the target must make a DC 18 Wisdom saving throw or be stunned until the beginning of its next turn.

Imperion Grasp. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 22 (5d6+4) magical piercing damage and the target must make a DC 18 Wisdom saving throw or be stunned until the beginning of its next turn. If a creature fails this save more than once during the same turn, they instead become stunned until the end of its next turn.

Assume Control. *Ranged Spell Attack:* +9 to hit, range 60/180 ft., one target.
Hit: On a hit, the target must immediately use its reaction to make a melee attack against a creature of Kusatta's choosing within range. If it is a weapon attack, it scores a critical hit on a roll of 18–20.

Psionic Shockwave. *Ranged Weapon Attack:* +9 to hit, range 60/180 ft., one target.
Hit: 22 (5d6+4) psychic damage.

Telekinetic Pulse (4-6). Kusatta uses the *imperium gauntlet* to impart his will in a 40-foot cone. Each creature in that cone must make a DC 18 Reflex saving throw, taking 42 (12d6) force damage on a failed save, or half as much damage on a successful one.

REACTIONS

Mental Reservoir. When Kusatta would take psychic damage, he instead absorbs the mental energy into a specially built augmetic. This augmetic charges for 1 round for every 10 points of psychic damage he takes. Once activated as a bonus action (or as part of a reaction), it grants Kusatta advantage on all Intelligence, Wisdom, and Charisma checks, saving throws, and attack rolls until the end of his next turn.

29. KUSATTA'S LAIR

The room in which Kusatta chose to live was originally his own and for the most part he's kept it as it was, though all the furniture save for a simple cot has been removed to make room for more ceramian technology and seemingly endless coiled wires. A desk covered in notes and scribblings seems to be where Kusatta spends most of his time, and a single book sits atop it—clearly marked as Sonkai Torimu's journal. A brief perusal of the tome identifies 4 passages that Kusatta had earmarked and repeatedly made notes on.

Read or paraphrase the following:

(The earliest marked entry)

"I cast the longest net I'd ever made over the deepest spot I'd ever sailed, and when I drew it up there she was, smiling like being taken from the depths of the ocean was a simple and pleasant thing. She didn't look human yet when she saw me staring the tentacles just disappeared, replaced by an...indecent lower human half. I got her out of the net and gave her something to cover herself with, asking for her name. She said only 'Mayotta' and kept repeating it, as though it were the only word she knew. I thought it was a lovely name."

(The handwriting here is ragged and swift)

"It has been six years since I took Mayotta from the sea and two years since our wedding day. I'd put out of my mind all her little...quirks. How she can make somebody do things just by asking, or bless things to make them special. She just makes me promise not to do anything bad with them. The pike she's imbued never seems to miss a fish.

But when the tax collectors came she just, she told them to kill each-other—just like that—and they just, took out their little pen knives and cut each other's throats before I could stop them. I never minded how she was, that she hid all of it from everyone else, but not me. But it makes me wonder...had she told me to love her?"

(The third passage is marked with tears and Kusatta's tiny scribbling notes)

"Damn it all, damn it all! I told her who the island belonged to, that the lord's men taking things weren't doing wrong. But she acted like they were devils and made them gut each other. It couldn't go on! I tried to get her to stop, yet with the people in town gawking at her she started lashing out, that golden gem in her head shining like the sun.

I screamed at her to end her madness and I could feel her about to harm this girl who was just in the way, using that quirk of hers to get me to leap at them all and cut them down. I focused hard, clenched down the urge, and fought through it. It couldn't go on—I stuck her with my pike, she screamed and started changing that magic around her. Made herself look all huge and fighting, shifting through dozens of creatures she'd heard about, all teeth and claws. Then she died. She died there by my hand, in my arms. Damn it all."

Kusatta's notes here include very old designs for a sealed coffin along with detailed anatomical and medical notes. With a successful DC 15 Wisdom (Medicine) check the PCs can figure out that he plans on using Mayotta's remains to create a mental stimulant for himself, theorizing that with an injection of the creature's spinal fluid he could gain the potent psychic abilities detailed within the journal.

(The final passage is in a far more steady hand)

"They can't ever know. That day I killed my Mayotta, but they all praised me as some sort of hero. I married Niban today. She knows everything, just about the only person who does, after I saved her from Mayotta all those years ago. We've got so much now, just from defeating this great monster, it made me a champion. I keep her safe, now, down below the house. Used some of the metal she'd blessed for a damned big door. I just wish I knew if I'm still keeping her close because I loved her—or because she told me to."

30. THE PIPEWORKS

A single powered light swings from the ceiling to cast ominous lights about this strange room. A complex network of pipes make up the floor and much of the walls. A dark stairwell winds up along the north wall (#6) and a hatch opens up into a narrow corridor that splits, one way laden with pipes that lead north to another hatch (#31), and the other heading south then around a bend to the east (to another hatch; #32).

31. THE IRON LUNG

This chamber seems to breathe—lit by a powered red flashing light, a large cylindrical device dominates most of the room and heaves at regular intervals, contracting and expanding like the chest of a living creature. When the southern hatch to this room is opened, read or paraphrase the following:

> *As you open the dripping hatch a blast of steam blows past you! There, just past the doorway, breathes a metallic beast, the stink of the thing's breath filling your senses as the wet hot clouds drift out. You see the glint of its red eyes staring back at you in the flashing powered lights.*

This device simply serves to pump old air out of the aquatic installation and to bring fresh air in—it poses no threat—but to some members of the party the unknown technology seems terribly intimidating. Have each adventurer that can see the device make a DC 13 Wisdom (Perception) check as the door opens. On a failure the PC believes that the contraption is some kind of monster, but anyone that

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succeeds is only momentarily confused. If anyone in the party fails the check roll initiative for combat as though a monster were in play, although any PC that succeeded can attempt a DC 13 Wisdom (Insight) check to figure out that the device is non-threatening and warn others, rapidly explaining the situation at the top of the round and before any damage is done.

The iron lung has an AC of 12 and 45 hit points. Whenever it takes damage, it belches steam that deals 1d6 fire damage to all creatures in a 10-foot radius. When reduced to 0 hit points the device is destroyed and it stops functioning. All of the ceramian aquatic chambers (#30-33) rapidly lose containment and flood in 1d6 minutes.

32. Training Room

A string of powered lights illuminates this training area occupied by dummies wearing soburi clothes that have long since gone out of style, left drenched and moldering about the room. A wide window shows a terrible view of the murky water beyond it, slicked with algae. A trio of strange pipes about 4 feet across lean downwards through the southern wall, a hatchway rests along the western wall (#30), and another hatchway heads east (#33).

The pipes are a sort of deployment method for the umibo thralls—they lead to an aperture designed to let water out but not in. Umibo can quickly flow through them and into the ocean for rapid deployment. Any non-umibo character that attempts to slide through one simply becomes stuck and requires a DC 12 Strength (Athletics) check to push through (meaning that individual is placed in the lagoon and needs to take the long way back in), or a DC 20 Strength Athletics check to pull out.

Qì-Tóukuī. Qì-tóukuī come in a wide variety of shapes and forms, though altogether can be categorized as either face-masks or bodysuits. A face-mask is a specialized mask that covers the wearer's eyes, nose, and mouth with a sealed filter, and grants resistance to poison damage and advantage on saving throws against the poisoned condition (and on saving throws against the Mists of Akuma). A qì-tóukuī mask can be disarmed like it were a shield.

Bodysuits cover a creature's entire body but must be integrated into a specialized suit of armor, hermetically sealing it to the outside and granting the wearer immunity to poison damage and the poisoned condition (as well as the Mists of Akuma). A qì-tóukuī bodysuit costs 250 gp, plus half the base cost of the armor it is integrated to. Once a wearer of qì-tóukuī bodysuit has taken 20 points total of slashing or piercing damage, the suit is too damaged to protect the wearer, functioning like a qì-tóukuī mask until repaired.

Trainees

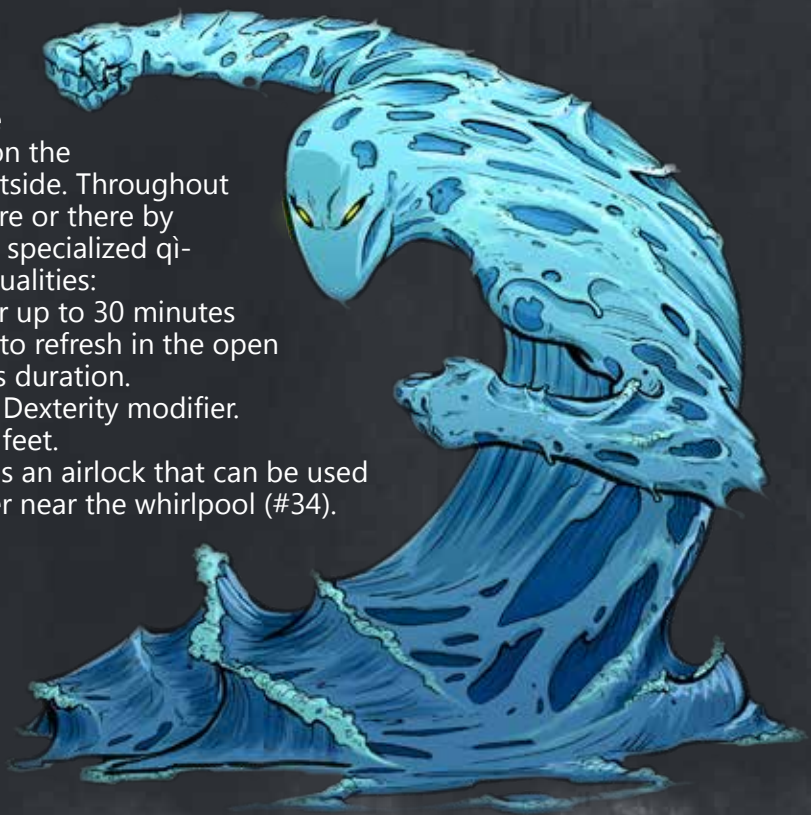
When the party first arrives there are 5 umibo thralls (page 12) still carrying out their programmed combat training programs on the test dummies here. They continue to follow their instructions and attack any adventurers they discover, fighting until killed.

33. The Wet Room

A dozen strange suits hang in this well lit chamber, each one bearing an odd mask and a set of flippers. A hatchway rests on the southern wall and a strange series of doors on the western wall seem to lead into the waters outside. Throughout the room are long metal benches marked here or there by light markings of rust. This room contains 12 specialized qì-tóukuī suits that have the following special qualities:

- The wearer can breath underwater for up to 30 minutes at a time. The mask must be allowed to refresh in the open air for at least 1 minute to restore this duration.
- The wearer's armor class equals 12 + Dexterity modifier.
- The wearer gains a swim speed of 20 feet.

The strange set of doors to the west is an airlock that can be used to exit from this chamber into the open water near the whirlpool (#34).



34. The Imperion Device

A strange metal contraption 6 feet across and 20 feet long juts out of the bottom of the lagoon, surrounded by a constant swirling whirlpool. Pipes and wires sprout from its lower half and spread like a root system around it, digging into the silty muck. Any creature that ends its turn in the water within 60 feet of the whirlpool must make a DC 16 Strength (Athletics) check or be moved 30 feet towards the whirlpool. When making this check while submerged more than 10 feet underwater, on a failure by 5 or more the creature is grappled until the end of its next turn.

This strange construction is the *imperion device*, an installation invented first by ceramians and later taken (and improved upon) by Kusatta. The foreigners saw potential in the umibo, seeking a means to turn their psychic abilities into a fundamental weakness and to control them completely. It was developed after countless observations of Kessai villages and takes advantage of the water folk's natural connection to the currents, using psionic technology to corrupt their inbuilt instincts to protect their homes and their ancestral link to the water. Umibo who spend several days within proximity of the device begin to treat it as a sacred thing, unable to resist the orders given by psionic devices that match its wavelength—becoming an umibo thrall. The ceramians never quite perfected the science but Kusatta has finished their fell work, finding that umibo thralls fought far better than other enslaved umibo, fooled into fighting like they were defending their own villages.

The *imperion device* can be deactivated by using the switch found in (#7), or it can be destroyed. The device has an AC of 22 and 250 hit points. Whenever it is damaged umibo thralls in the area sense the danger to their 'home' and rush to defend it—if any of the creatures in #4, #12, or #32 are still alive they surge towards the device, arriving in 1d4 rounds to attack any non-umibo creatures they find.

When the *imperion device* is destroyed the psionic effect ceases function and all of the umibo thralls in Torimu Keep slowly regain their faculties. This is an arduous and confusing process, so while any remaining umibo do not pose a threat to the PCs, they don't offer any help them either, and instead scatter away into the ocean as they regain their senses over the next few weeks. Adventurers that participate in this act of mercy to the umibo lose 1d8 Haitoku and increase their Dignity by the same amount.

Murk Light Guards

Creatures who swim in the lagoon will spot dim lights traveling about the darkness. These are the lanterns of the 8 umibo thralls (page 12) that guard the lagoon. They attack any non-umibo creature they spot during their patrol route, although their foremost focus is on any targets that gets within 30 feet of the *imperion device*. The umibo thralls fight until killed. Each carries a ceramian lantern which functions exactly like hooded lanterns, except that these recharge from exposure to sunlight, can be on for up to 4 hours at a time, and also work underwater.

35. The Umibo Pens

This single cavernous room echoes with constant dripping noises and splashes. Dimly lit from powered lights towards the ceiling, the PCs can see struggling umibo kept in psionically-charged cages in a man-made pool fed by a channel dug towards the ocean. Tanks of seawater sit along the northern wall, most containing water folk connected to bizzare apparatus. A set of switches and dials sits just at the pool's northeastern corner and a staircase winds upwards from the northwestern corner (#8). As the adventurers enter this area, read or paraphrase the following:

> *A ceramian man wearing scientific garb walks out from between the testing tanks at the northern end of the room. He pauses for a moment as if surprised and then puts down a small bowl of noodles on the control console. "Oh! Kusatta was thinking you lot might show up. I do think you were meant to be taken alive, so be cheerful. Well then—hands on your heads or it'll be fiery death for most if not all of you."*

Blufort is the only ceramian that Kusatta allowed to continue living when he returned to find soldiers from the Kengen Occupation still within Torimu Keep, partially for his supreme scientific expertise and his complete lack morality or interest for what happened outside his lab. Although an extremely old man, Blufort has the vigor of someone much younger thanks to his many augmetics and he mercilessly attacks the PCs, though he attempts to only subdue any remaining heirs rather than kill. When dropped to 25 hit points or less Blufort surrenders completely, treating the whole encounter as if the party had simply bested him at a good game.

After his defeat Blufort cheerfully inform the adventurers of anything they'd like to know—this includes where Kusatta is (in #28), how to deactivate the *imperion device* (in #7 using the key that he has on him and another pass key he doesn't know the location of), or to explain exactly what scientific tortures he's been doing to his umibo captives. He also knows everything about the *imperion device* and the *imperion gauntlet*, warning the PCs that Kusatta wields it. In addition, Blufort has a general idea of what's in each location including creatures and

times removed). These are the results of kidnappings perpetrated by Kusatta, who hunted through distant branches of the family lineage for easy targets and attempted to get them to open the door—all experiments so far have resulted in death.

Investigating the notes yields a confusing jumble of medical and historical documents. Drawings of a strange half humanoid/tentacled creature adorn the walls and the word "Mayotta" is repeatedly circled seemingly without any pattern. Anyone that makes a DC 15 Wisdom (Medicine) check can determine that Kusatta intends to extract something from this "half-breed" sea creature, but what he wants and why is unclear. A DC 18 Dignity (Culture) check realizes that Mayotta was the name of Sonkai Torimu's first wife though why this would be so emphasized is unclear.

The Torimu Vault Door

This imposing door is 'blessed' in the same way as a *promised weapon* and is attuned to the Torimu bloodline. Whenever a creature first touches the handprint on the door, it takes an amount of damage equal to 15 times its Haitoku score. This damage cannot be resisted or negated. If a member of the Torimu family touches the door in this way, afterward it magically opens outwards.

37. The Torimu Vault

When a Torimu heir—with a Haitoku low enough and hit points high enough to survive the process—presses their hand into the handprint, the vault door opens. Read or paraphrase the following:

> *As the vault door opens it unveils a chilling sight—though other objects lie strewn behind it, there in the foreground sits a glass coffin. Ornate, pristine, but still a simple receptacle for the deceased. Within it lies a curious creature, a maiden, shriveled and gray but looking all the more delicate for it. She resembles a psonorous, the fair features and the shimmering gold-colored gemstone in her forehead bringing the comparison to mind. Most every one of these gifted beings yet known has had legs, however this strange creature has a brace of long tentacles instead. Her arms are crossed for burial, eyes closed, shriveled flower petals cascading down her auburn hair. If she is indeed a monster, no creature of revulsion has ever been entombed so lovingly.*

The glass coffin contains the remains of Mayotta Torimu, a bizarre creature that Sonkai Torimu dredged from the ocean and then fell in love with. She may have been a primordial psonorous, or an offshoot, or some kind of precursor to the circumstances that would much later introduce so many of them into Soburin. Sadly—like most of those species—she had no idea how she came to be drawn up within Sonkai's nets.

Kusatta's plan to use her preserved spinal fluid will work, though not to quite the extent that he had envisioned. There is enough spinal fluid within Mayotta's corpse to perform this procedure up to 5 times, though additional uses on the same creature have no effect. The procedure functions exactly like installing the psionic overcharge augmetic. The gold gemstone in her head is also quite valuable, and could fetch 20,000 gp from the right buyer, though to do so it would have to be ghoulishly pried from her skull. Of course doing either of these things directly contradicts Senbi Torimu's last wishes, as does any course of action besides burning or otherwise destroying the cadaver. Violating these directives almost certainly leads to a conflict between any surviving heirs and the PCs, in which case the Torimu heirs fight to the death.

Besides the coffin, there are other riches to be had within the vault. Five *promised weapons* shimmer golden on weapon racks within the vault. These were all 'blessed' by Mayotta before her death and are kept here as treasured heirlooms: a *promised nine-section steel whip*, *promised katana*, *promised odachi*, *promised triple-staff*, and *promised kunai* (detailed in *Mists of Akuma*'s Equipment chapter on pages 233-234) as well as *Sonkai's Pike* (a spear; page 67). Each surviving heir insists on taking one of these weapons as a birthright, and if this goes uncontested they forego any claim on the gold also found within—60,000 Imperial Pieces in a chest along the southern wall—but otherwise they insist on taking an equal share of it.

Promised Weapon

Weapon (any), legendary (requires attunement)

A *promised weapon* glows a gentle gold aura and ruthlessly burns away impurities. Whenever a creature attempts to wield a *promised weapon* for the first time, it takes an amount of damage equal to 15 times its Haitoku score. This damage cannot be resisted or negated.

Once attuned, you cannot voluntarily unattune to it, and if thrown or somehow otherwise separated from your person, it magically teleports to your hands at the beginning of your next turn. You gain a +3 bonus to attack and damage rolls made with this weapon. When you hit a creature with this weapon, the creature takes an additional amount of radiant damage equal to your Dignity modifier (minimum 0). While attuned to this weapon, whenever you would gain a point of Haitoku, you instead take 15 points of damage that cannot be resisted or negated.

Bioartist Monastic Tradition

Ever in search of advantages over their enemies and quick to dominate new resources, the warriors of Uragi Prefecture were quick to embrace the power within foreign technology to achieve martial perfection. Hundreds of them died as the limits of what the living body can take were defined, but their blood, flesh, and suffering have resulted in a lethal tradition embraced by the island monks.

Cosmetic Augments

Starting at 3rd level when you choose this monastic tradition, you gain a common cosmetic augment. At 6th level you gain a common or uncommon cosmetic augment, and at 11th level you gain a rare cosmetic augment. These augments do not require a check to be installed and they do not increase your Haitoku score.

Metalweave Bones

Also at 3rd level, you learn a mystical technique that draws metal through your skin and muscles. By spending 30 minutes meditating with a piece of metal at least as large as a dagger, you can spend 1 *ki* point to wrap strands of metal around your bones. For the next 24 hours, your unarmed strikes deal an extra 1d4 damage, you may choose to deal piercing or slashing damage with your unarmed strikes, your unarmed strikes score a critical hit on a roll of 19 or 20, and you have vulnerability to lightning damage.

Metabolic Companion

Beginning at 6th level, your body becomes able to sustain a diet that supports a high-metabolic lymphatic biological culture responsive to your *ki*. You can use a bonus action and spend 1 *ki* point to immediately spend hit dice, regaining half the number of hit points you normally would.

Biotic Density

At 11th level, the physical conditioning and mystical tampering of the tradition's disciplines permanently change your body. Your weight doubles, your unarmed strikes deal an extra 1d4 damage, and you have advantage on Strength (Athletics) checks and Strength saving throws.

Skeletal Metalwrap

Starting at 17th level, when you weave metal around your bones you can completely wrap them. By spending 30 minutes meditating with at least 10 pounds of metal, you can spend 2 *ki* points to completely wrap your bones. For the next 24 hours, you gain the benefits of Metalweave Bones and also have resistance to bludgeoning damage, your unarmed strikes score a critical hit on a roll of 18-20, and you have a +2 bonus on checks made to grapple.

Adeddo & Other Oni

Kami are mystical spirits. Their forms, motivations, and purposes are wide and varied, but many are empowered by shared belief and ancient magic. Some are tied to sites of power or embody objects to manifest themselves, but there is no rule or reason binding them all save for a deep reverence for tradition.

Oni are demon-like monsters begat from a vast variety of evil means and they have become frighteningly frequent after the reappearance of the Mists of Akuma. While they are all magical in a sense, some have obvious powers while others are little more than physically superior killing machines.

Tsukumogami are items that have awakened, becoming living creatures fueled by magic. Their powers that defy explanation, drawn from the nature of their construction and how they were treated for their century of existence before manifesting sentience.

Adeddo-oni Template

The Mists of Akuma change people (page 346), transforming them into abominations with malevolent dead hearts that beat with a thirst for blood. Some scholars believe that the jabbering of adeddo-oni is more than the nonsensical chatter it sounds like and that despite their apparent mindlessness, the undead possess some level of intelligence. Military commanders agree with this assessment, convinced that the preternatural battlefield acumen shown by hordes of the creatures is a sign of a commanding presence among the adeddo-oni (and ancient legends tell of truly brilliant specimens though these haven't been seen in centuries).

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

Alignment. Adeddo-oni are chaotic evil.
Type. The adeddo-oni's type changes to undead (oni).
Armor Class. Adeddo-oni gain a natural armor of 2.
Speed. Adeddo-oni increase all of their movement speeds by 30 feet and quadruple jump distances.
Intelligence. Almost all adeddo-oni lose most of their memories and sense of self. An aded-do-oni's Intelligence score changes to 4 and it gains proficiency in Intelligence saving throws.
Resistances. Adeddo-oni gain resistance to cold damage.
Damage Immunities. Adeddo-oni gain immunity to necrotic, poison, and psychic damage.
Condition Immunities. Adeddo-oni gain immunity to the charmed, exhaustion, frightened, and poisoned conditions.
Vulnerabilities. Adeddo-oni are vulnerable to radiant damage and while in sunlight they are at disadvantage on all ability checks, attack rolls, and saving throws.
Senses. Adeddo-oni gain darkvision 120 ft. and can see through mists and fog without difficulty.
Languages. Adeddo-oni speak and understand Adeddo (a simple and instinctual language).
Magical Attacks. Adeddo-oni weapon attacks are magical and they gain a +1 bonus on melee attack rolls and melee damage rolls made with natural weapons and unarmed strikes.
Regeneration. Adeddo-oni regain a number of hit points at the start of their turn equal to their CR if they have at least 1 hit point and are not in sunlight.
Challenge Rating. Adeddo-oni increase their CR by 2 (if necessary, recalculate proficiency bonus).

Adeddo-oni Hunchling

Small undead (oni), chaotic evil
Armor Class 14 (natural armor)
Hit Points 7 (2d6)
Speed 50 ft. (quadruple all jump distances)

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

Saving Throws Int –1
Skills Stealth +6
Damage Vulnerabilities radiant
Damage Resistances cold
Damage Immunities necrotic, poison, psychic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 9 (sees through fog or mist)
Languages Adeddo
Challenge 2 (450+50 XP)
Nimble Escape. The adeddo-oni hunchling can take the Disengage or Hide action as a bonus action on each of its turns.
Regeneration. The adeddo-oni hunchling regains 2 hit points at the start of its turn if it has at least 1 hit point and is not in sunlight.
ACTIONS
Hammer. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.
Hit: 3 (1d6) magical bludgeoning damage.

Adeddo-oni Ninja

Medium undead (oni), chaotic evil
Armor Class 16 (leather, natural)
Hit Points 27 (6d8)
Speed 60 ft. (quadruple all jump distances)

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

Saving Throws Int –1
Skills Deception +5, Perception +6, Stealth +4
Damage Vulnerabilities radiant
Damage Resistances cold
Damage Immunities necrotic, poison, psychic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 16 (sees through fog or mist)
Languages Adeddo
Challenge 3 (700 XP)
Cunning Action (1/turn). On its turn, the adeddo-oni ninja can take the Dash, Disengage, or Hide action as a bonus action.
Regeneration. The adeddo-oni ninja regains 3 hit points at the start of its turn if it has at least 1 hit point and is not in sunlight.
Sneak Attack (1/Turn). The adeddo-oni ninja deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the adeddo-oni ninja that isn't incapacitated and the adeddo-oni ninja doesn't have disadvantage on the attack roll.
ACTIONS
Ninja-To. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6+3) magical slashing damage.
Shuriken. *Ranged Weapon Attack:* +5|+5 to hit, range 20/60 ft., one target.
Hit: 3 magical slashing damage.

THE MISTS OF AKUMA

While each prefecture of the realm is unique from each other some dangers plague all of Soburin. Chaotic oni, Imperial Dragons, and rogue Kengen generals each pose a great threat to the clans but nothing menaces the continent like the Mists of Akuma. The corrupting fog is remembered through whispered myths from the ancient past (before even the Ichizoku Wars) and it has returned once more to terrify the populace, sowing chaos across the land. Since their reappearance demons and oni have been growing more common, but worse than that is what happens to men or beasts who find themselves exposed to the cursed haze for too long—changing into horrific monsters intent only on bloodlust and violence.

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

NEW CONDITION: HATED

You are at disadvantage when making Wisdom or Charisma checks against any humanoid that doesn't also have the hated condition but you cannot suffer disadvantage on Intimidation checks.

NEW CONDITION: MISTED

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

Table: Misted Effects

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

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

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

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

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

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

New Ability Scores: Dignity & Haitoku

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

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

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

Dignity

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

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

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

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

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

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

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

尊厳

Gyanbura Torimu

Medium humanoid (soburi human), chaotic neutral
Armor Class 16 (studded leather)
Hit Points 110 (17d8+34)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
16 (+3)	19 (+4)	14 (+2)	13 (+1)	16 (+3)	15 (+2)	6 (–2)	14 (+2)

Saving Throws Str +7, Dex +8, Con +6, Cha +6
Skills Arcana +5, Athletics +7, Perception +7
Senses passive Perception 17
Languages Soburi (Common)
Challenge 9 (5,000 XP)

Magical Savant. Gyanbura knows the *vicious mockery* cantrip, using Wisdom as his spellcasting attribute (spell save DC 15).

Rapid Strike (1/Turn). When Gyanbura has advantage on a weapon attack during his turn, he may choose to roll normally and instead make an additional attack against that target.

Second Wind (1/Short Rest). On his turn, Gyanbura can use a bonus action to regain 1d10+17 hit points.

Warrior Spirit (3/Long Rest). Gyanbura can use a bonus action to gain 15 temporary hit points and advantage on weapon attack rolls until the end of his turn.

ACTIONS

Multiattack. Gyanbura attacks four times.

Katana. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 9 (1d12+3) slashing damage. When Gyanbura scores a critical hit that incapacitates an opponent, he may make another attack against an adjacent target.

Reckless Strike. Gyanbura makes a melee weapon attack against an adjacent creature and deals an additional 22 (5d8) piercing damage, but he falls prone and takes an amount of damage equal to half the damage he deals with the attack.

REACTIONS

Parry. Gyanbura adds 4 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

Nonkina Torimu (The Smirk)

Medium size humanoid (human soburi), chaotic neutral
Armor Class 15 (haramaki)
Hit Points 77 (14d8+14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
10 (+0)	18 (+4)	12 (+1)	12 (+1)	15 (+2)	18 (+4)	8 (–1)	16 (+3)

Saving Throws Dex +6, Wis +5, Cha +7
Skills Acrobatics +7**,** Athletics +6, Deception +7, Perception +5, Perform +7, Persuasion +7, Sleight of Hand +10, Stealth +10
Senses passive Perception 15
Languages Soburi (Common)
Challenge 6 (2,300 XP)

Creeping Grace (1/Short Rest). Nonkina can use a bonus action on her turn to cast *spider climb* on herself without the need for components.

Cunning Action (1/Turn). On each of her turns, Nonkina can use a bonus action to take the Dash, Disengage, or Hide action.

Face in the Crowd (3/Short Rest). Nonkina can use a bonus action on her turn to change her appearance as if using *disguise self*.

Sneak Attack (1/Turn). Nonkina deals an extra 17 (5d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of hers that isn't incapacitated and Nonkina doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Nonkina attacks three times.

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, one target.
Hit: 2 (1d4) bludgeoning damage.

Wakizashi. *Melee Weapon Attack:* +7 to hit, one target.
Hit: 7 (1d6+4) slashing damage.

Kunai. *Ranged Weapon Attack:* +7|+7 to hit, range 30/80 ft., one or two targets.
Hit: 6 piercing damage.

Beguiling Performance (3/Short Rest). Nonkina makes a DC 15 Charisma (Deception, Perform, or Persuade) check to effect a creature as if using *charm person*. Alternatively, she can use all three uses in order to affect 2d4 creatures at once.

REACTIONS

Uncanny Dodge. When an attacker that Nonkina can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

KINBEN'NA TORIMU

Medium humanoid (human), any lawful
Armor Class 19 (o-yoroi)
Hit Points 169 (26d8+52)
Speed 20 ft. (30 ft. in combat)

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
19 (+4)	10 (+0)	14 (+2)	11 (+0)	16 (+3)	13 (+1)	18 (+4)	22 (+6)

Saving Throws Wis +7, Cha +5
Skills Deception +5, Insight +7, Perception +7, Persuasion +5
Condition Immunities charmed, frightened
Senses passive Perception 17
Languages Soburi (Common)
Challenge 10 (5,900 XP)

Hated. Kinben'na has disadvantage when making Wisdom or Charisma checks against any humanoid that doesn't also have the hated condition but he never has disadvantage on Intimidation checks.

High Haitoku. Kinben'na's left hand is his dominant and far more muscular than the rest of his body, so grotesque he usually hides it within his cloak. He has disadvantage on Dignity ability checks and saving throws.

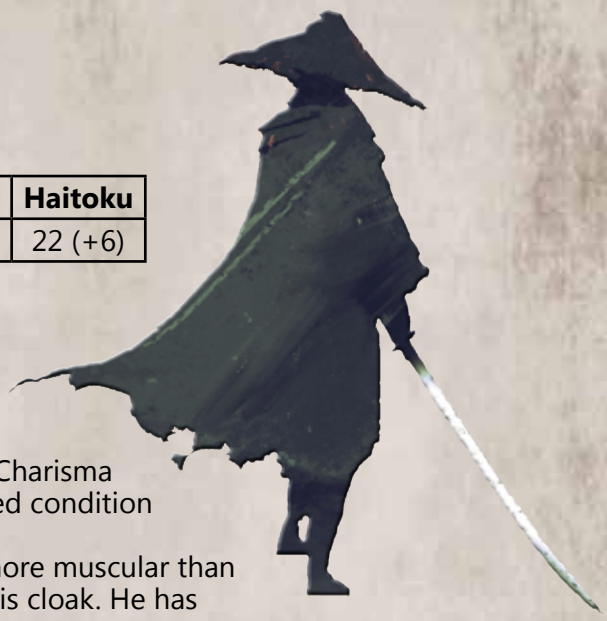
Iaijutsu Strike (1/Turn). As part of his Attack action, Kinben'na draws his katana and makes a single katana strike attack with advantage, dealing 18 (4d8) additional damage.

ACTIONS

Multiattack. Kinben'na makes 5 katana strike attacks.

Katana Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d12+5) magical slashing damage.

Dashing Strike (3/Day). As an action, Kinben'na may make a single katana strike attack against a foe in between using his movement. This movement must be in a straight line, and take Kinben'na through the space of the target of his attack. Regardless of if the attack hits, this movement doesn't provoke opportunity attacks. If Kinben'na's attack hits and his movement both begins and ends outside of the target's reach, this attack is a critical hit.



Heiwa Torimu

Medium humanoid (soburi human), chaotic neutral
Armor Class 16 (do-maru jacket)
Hit Points 91 (14d8+28)
Speed 30 ft. (40 ft. in combat)

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
16 (+3)	15 (+2)	15 (+2)	12 (+1)	13 (+1)	14 (+2)	8 (–1)	24 (+7)

Saving Throws Dex +5, Int +4, Wis +4
Skills Athletics +6, Culture +2, Insight +4, Intimidation +10, Perception +4, Stealth +5
Damage Resistances fire
Condition Immunities frightened
Senses passive Perception 9
Languages Soburi (Common)
Challenge 5 (1,800 XP)

Cunning Action. On each of her turns, Heiwa can use a bonus action to take the Dash, Disengage, or Hide action.

Fiery Spirit. Heiwa's melee and thrown weapon attacks deal an extra 10 (3d6) fire damage (included below).

Hated. Heiwa has disadvantage when making Wisdom or Charisma checks against any humanoid that doesn't also have the hated condition but she never has disadvantage on Intimidation checks.

High Haitoku. Heiwa ignores the first 3 points of damage from attacks and spells, but she has disadvantage on Wisdom checks, and Dignity checks, and Dignity saving throws.

Menacing Aura. The menacing and gleeful nature in which Heiwa fights is terrifying. Whenever she hits a creature with a melee attack, she begins exuding an aura of menace to a range of 10 feet until the beginning of her next turn. Any creature that starts its turn within this aura or enters the area for the first time on a turn must make a DC 15 Wisdom saving throw. On a failed save it becomes frightened of Heiwa for 1d4 rounds or until it end its turn outside of line of sight to Heiwa.

ACTIONS

Multiattack. Heiwa makes two katana attacks.

Unarmed. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 5 (1d4+3) bludgeoning damage plus 10 (3d6) fire damage.

Katana. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 9 (1d12+3) slashing damage plus 10 (3d6) fire damage.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 6 (1d6+3) slashing damage plus 10 (3d6) fire damage.

Matchlock Pistol (20 shots). *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target.
Hit: 5 (1d6+2) piercing damage.

Hiyoko Torimu

Medium humanoid (soburi human), neutral
Armor Class 19 (magical)
Hit Points 90 (20d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
8 (–1)	12 (+1)	11 (+0)	18 (+4)	19 (+4)	13 (+1)	16 (+3)	14 (+2)

Skills Arcana +8, Deception +5, History +8, Insight +12, Perception +12, Persuasion +5
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses blindsight 120 ft., passive Perception 22
Languages Ceram, Draconic, Ropa, Soburi (Common), telepathy 120 ft.
Challenge 9 (5,000 XP)

Forecasting. Hiyoko has advantage on all saving throws, a magical bonus to armor class while conscious, and she receives double her proficiency bonus to Insight and Perception.

Spellcasting. Hiyoko is a 9th-level spellcaster that uses Wisdom as her spellcasting ability (spell save DC 16; +8 to hit with spell attacks). She knows the following spells:

Cantrips: *eldritch blast, guidance, true strike, vicious mockery*
1st-level (4 slots): *detect evil and good, detect magic, detect poison and disease, hunter's mark*
2nd-level (4 slots): *augury, detect thoughts, locate object, see invisibility*
3rd-level (3 slots): *blink, call lightning, clairvoyance*
4th-level (3 slots): *divination, locate creature, phantasmal killer*
5th-level (2 slots): *commune, conjure elemental, scrying*

ACTIONS

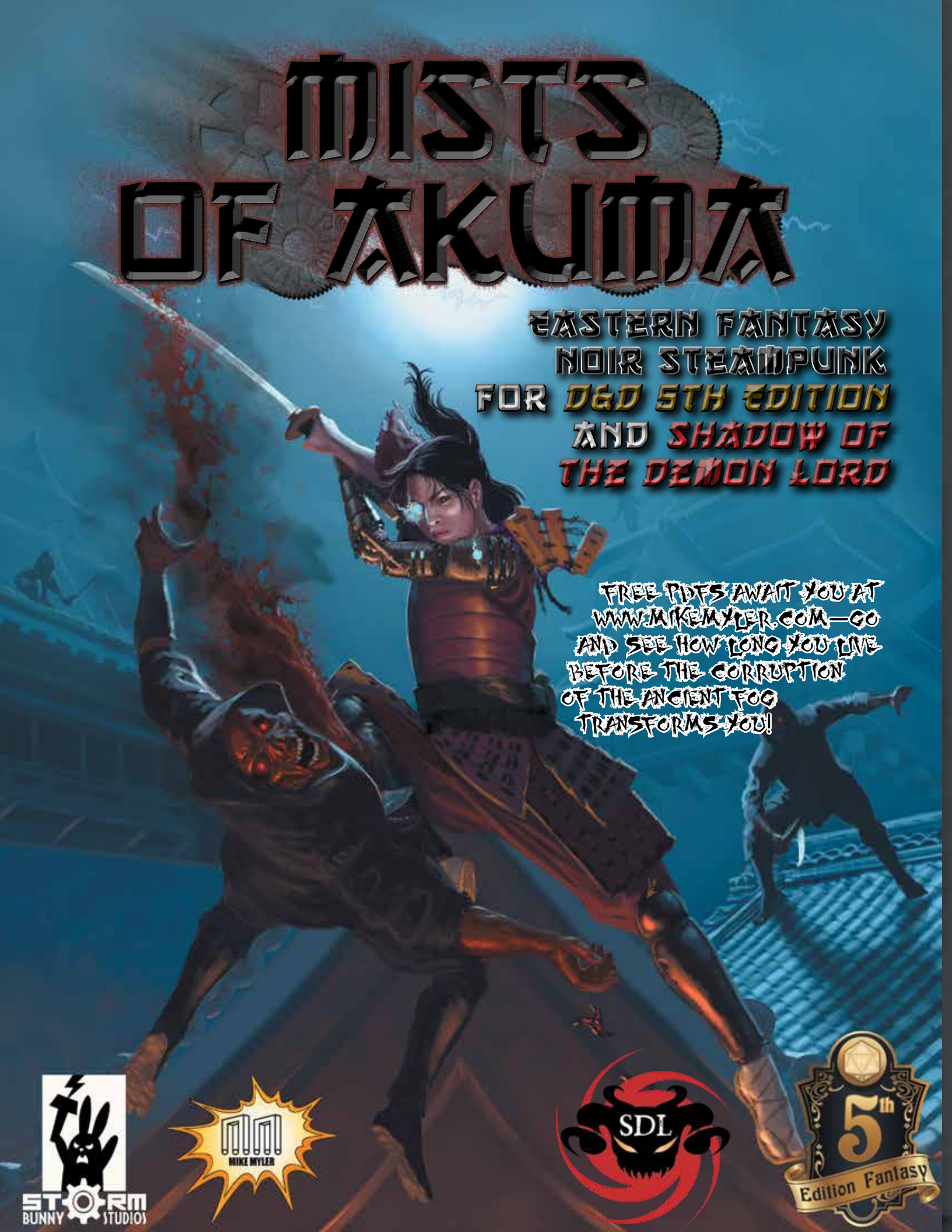
Fateful Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 4 (1d4+1) bludgeoning damage plus 42 (12d6) psychic damage. Hiyoko has advantage on this attack roll (even at long range).

Eldritch Blast. *Ranged Spell Attack:* +5 to hit, range 120 ft., multiple targets (2 beams).
Hit: 5 (1d10) force damage.

REACTIONS

Rapid Reflexes. Hiyoko can take 2 reactions each round.

Floating Orbs (8/Combat). When Hiyoko is aware of an attacker, she may spend her reaction to negate the damage of an attack or spell targeting either her or her Heiwa Torimu.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PLAYER NAME

RACE

CLASS & LEVEL

ALIGNMENT

EXPERIENCE POINTS

MISTS OF AKUMA

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

DIGNITY

HAITOKU

ARMOR CLASS

INITIATIVE

PROFICIENCY BONUS

SPEED

= DEXTERITY MODIFIER + ARMOR + SHIELD + MISC

HIT POINT MAXIMUM

CURRENT HIT POINTS

TOTAL

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

SPELL SAVE DC

SPELL ATTACK

PASSIVE INSIGHT

PASSIVE INVESTIGATION

PASSIVE PERCEPTION

PASSIVE STEALTH

ATTACKS

WEAPON | TYPE | RANGE | ATTACK BONUS | DAMAGE

WEAPON | TYPE | RANGE | ATTACK BONUS | DAMAGE

WEAPON | TYPE | RANGE | ATTACK BONUS | DAMAGE

ACCESSIBLE ITEMS

FEATURES

PROFICIENCIES

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- ◇ DEXTERITY
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- ◇ WISDOM
- ◇ CHARISMA
- ◇ DIGNITY
- ◇ HAITOKU

SKILLS

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- ○ ARCANA
- ○ ATHLETICS
- ○ CULTURE
- ○ DECEPTION
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- ○ INSIGHT
- ○ INTIMIDATION
- ○ INVESTIGATION
- ○ MEDICINE
- ○ NATURE
- ○ PERCEPTION
- ○ PERFORMANCE
- ○ PERSUASION
- ○ RELIGION
- ○ SLEIGHT OF HAND
- ○ STEALTH
- ○ SURVIVAL

TOOL KITS

AGE

HEIGHT

WEIGHT

EYES

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