

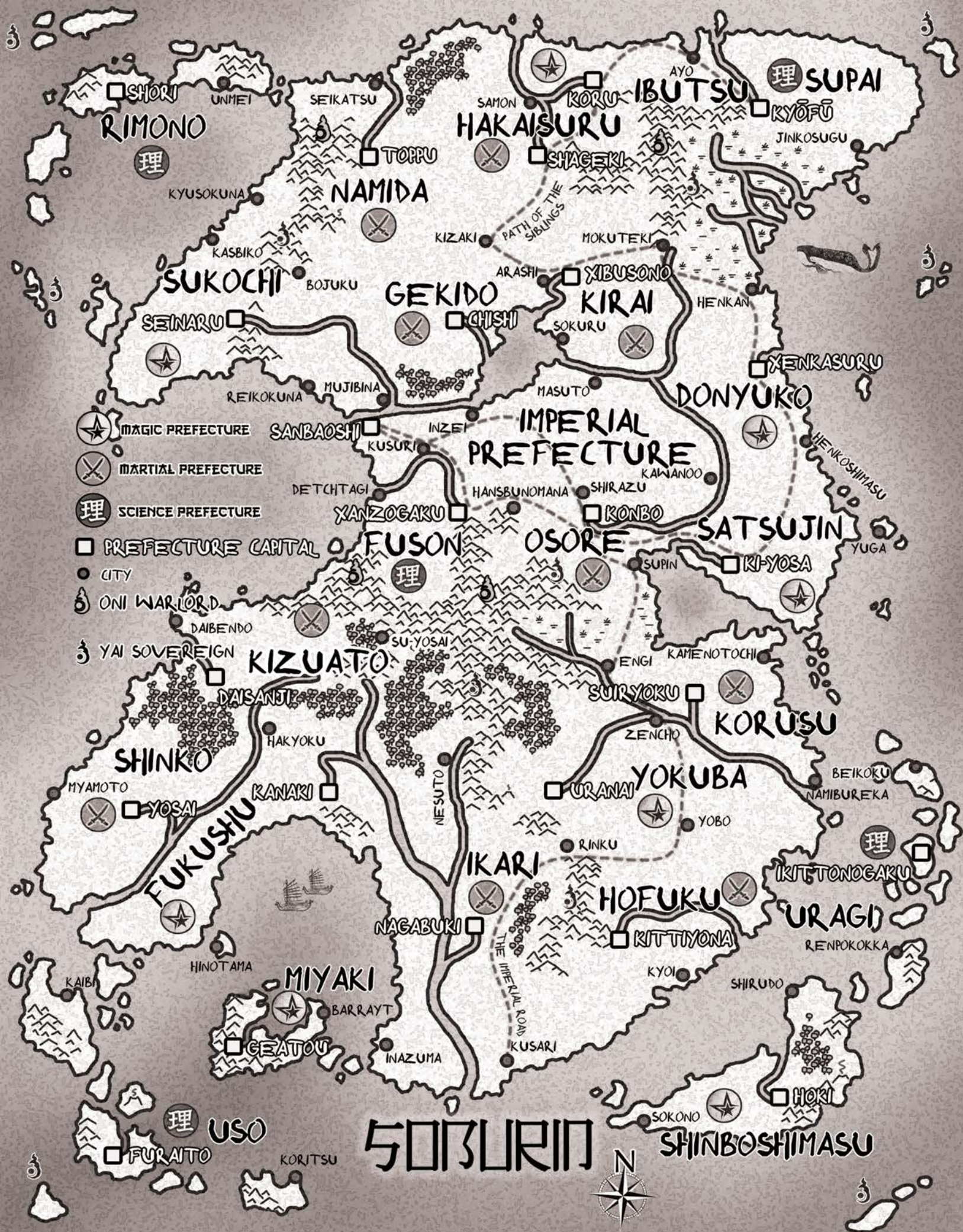


THE MISTS OF TAKUMI









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 distinguished themselves (such as finishing a mission for a bengoshi), the GM can increase the character's Dignity (assuming of course that at least one witness survived to spread the word).

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

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

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

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

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

HAITOKU

A character always has a number of levels of the misted condition equal to their Haitoku modifier.

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

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

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

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

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

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

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 have a minimum number of levels of misted condition equal to their Haitoku modifier. Kami, oni, and tsukumogami are immune to the misted condition.

Table: Misted Effects

Level	Effect
1	Mild auditory effect
2	Mild visual effect
3	Speed +10 feet during combat; Disadvantage on Dignity ability checks
4	Severe auditory effect
5	Severe visual effect
6	Visible physical mutation, providing +1 to two attributes, -1 to one attribute; Disadvantage on Dignity saving throws and you gain the hated condition
7	Ignore the first 3 points of damage from each attack or spell
8	Death and transformation into adeddo-oni (page 137 of <i>Mists of Akuma</i>)

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

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

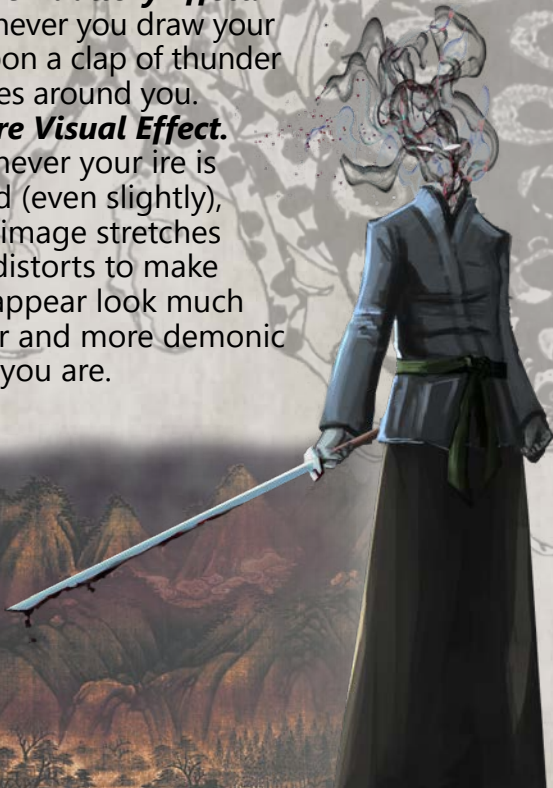
Mild Visual Effect. Your hands and feet smolder with red energy during your katas, in battle or out.

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 SKILL CULTURE

The Culture skill is typically used with Dignity ability checks for knowledge of how to act during many social situations. Any character can take proficiency in the Culture skill instead of any one skill they would have gained through a background or class.

Spell	Level	School
<i>blade attraction</i>	2nd	abjuration
<i>blood bullets</i>	3rd	necromancy
<i>blood of beasts</i>	3rd	transmutation
<i>bone wall</i>	6th	necromancy
<i>cloud wall</i>	5th	conjuration
<i>detect shapechanger</i>	2nd	divination
<i>detect tsukumogami</i>	1st	divination
<i>disrupt technology</i>	3rd	abjuration
<i>exorcism slips</i>	2nd	transmutation
<i>ghost needle</i>	3rd	transmutation
<i>hateful countenance</i>	2nd	transmutation
<i>lungs of akuma</i>	2nd	transmutation
<i>mist ladder</i>	1st	transmutation
<i>primal burst</i>	1st	evocation
<i>sphere of seasons</i>	5th	transmutation
<i>spirit tea</i>	3rd	transmutation
<i>strike within & without</i>	2nd	transmutation
<i>Sukochi shell</i>	1st	abjuration
<i>tangling fog</i>	4th	conjuration
<i>vengeance of the ancestors</i>	2nd	conjuration
<i>voice of the kami</i>	4th	evocation
<i>void mind</i>	2nd	enchantment

WILDERNESSES OF SOBURIN

Most people travel across Soburin beneath the shadows of torii gates on roads maintained by the government, occasionally stopped by Guards that check to make sure travel papers are in order. To the north the most prominent roadway is the Path of the Siblings (running from the Imperial Prefecture through Satsujin, Donyuko, Kirai, Gekido, Hakaisuru, Ibutsu, and Supai) and its cousin to the south is the Imperial Road (beginning in the Imperial Prefecture and crossing Osore, Kosuru, Yokuba, Hofuku, and Ikari); these are the safest routes within the continent.

Mists of Akuma focuses on urban and social adventures but there are myriad reasons a party might need to explore the wilderness or travel between cities by means other than the main road.

BADLANDS

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

Common Threats (d20): Bandits (CR ½), Poisonous Snakes (CR ½), Giant Lizards (CR ¼), Giant Wolf Spider (CR ¼), Scouts (CR ½), Giant Hyena (CR 1), Giant Spider (CR 1), Doppelganger (CR 3), Giant Scorpion (CR 3), Ishi Spirit (CR 3; page 148), Onryō (CR 3; page 150), Adeddo-Oni Samurai (CR 5; page 138), Baku (CR 5; page 140), Wyrmling Sky Dragon (CR 5; page 123), Oni (CR 7), Yaoguai (CR 7; page 162), Ancestral Kami (CR 8; page 151), Rokurokubi (CR 9; page 153), Jinmenju (CR 10; page 146), Adult Sky Dragon (CR 11; page 124)

FORESTS AND JUNGLES

Few wooded areas remain in Soburin but they are rampant with aggressive plants that seem to claw at existence as if they knew they are doomed. Desperate lumberjacks and hunters still ply their trades but chance being attacked by oni as they slowly deplete the few natural resources that persist. Whatever kindnesses the southern rainforests once offered have evaporated as well and only the fiercest animals have survived deforestation, making jungles a dangerous place to tread even for veteran warriors.

Common Threats (d20): Giant Rats (CR ½), Poisonous Snakes (CR ½), Giant Bats (CR ¼), Giant Wolf Spider (CR ¼), Brown Bear (CR 1), Giant Spider (CR 1), Tiger (CR 1), Adeddo-Oni Hunchlings (CR 2; page 137), Ettercap (CR 2), Giant Boar (CR 2), Ki Spirit (CR 2; page 148), Greater Onryō (CR 4; page 150), Shambling Mound (CR 5), Wyrmling Forest Dragon (CR 5; page 117), Gaki (CR 6; page 141), Hebikontorōra (CR 6; page 144), Oni (CR 7), Tikbalang (CR 9; page 154), Jinmenju (CR 10; page 146), Adult Forest Dragon (CR 11; page 118)

LAKES, RIVERS, AND OCEANS

The waterways of Soburin are polluted by industrial waste and dirtied by the remnants of war, their once delicate ecosystems ravaged by exploitation during the Kengen Occupation. Aquatic predators run rampant, making travel on the water a deadly proposition.

Common Threats (d12): Giant Crabs (CR ½), Pirates (CR ½), Reef Shark (CR ½), Sahuagin (CR ½), Hunter Shark (CR 2), Merrow (CR 2), Sea Hag (CR 2), Manticore (CR 3), Giant Shark (CR 5), Wyrmling Sea Dragon (CR 5; page 120), Adult Sea Dragon (CR 11; page 121), Bake-Kujira (CR 15; page 139)

MOUNTAINS

Shortly after the Kengen Occupation began the oni warlords retreated into the mountains, their kingdoms hidden by the magics of Imperial Dragons. Though they have since spread back into the lowlands of Soburin the monstrous hordes once contained behind their walls have spilled forth, making the continent's slopes truly lethal.

Common Threats (d12): Giant Goat (CR ½), Harpy (CR 1), Ogre (CR 2), Adeddo-Oni Ninja (CR 3; page 137), Basilisk (CR 3), Manticore (CR 3), Troll (CR 5), Wyrmling Sovereign Dragon (CR 6; page 126), Wyvern (CR 6), Oni (CR 7), Yuki-Onna (CR 11; page 162), Adult Sovereign Dragon (CR 12; page 127)

SWAMPS

Soburin are the only part of the environment to expand since the start of the Kengen Occupation, the decay of bogs and marshes exacerbated as more water-holding forests and plains disappear.

Common Threats (d20): Giant Rat (CR ½), Poisonous Snakes (CR ½), Giant Poisonous Snake (CR ¼), Crocodile (CR ½), Swarm of Insects (CR ½), Ghoul (CR 1), Kaiyo Horror (CR 1; page 158), Giant Constrictor Snake (CR 2), Marksman Kaiyo Horror (CR 2; page 158), Will-o'-Wisp (CR 2), Automatic Kaiyo Horror (CR 3; page 158), Green Hag (CR 3), Wight (CR 3), Giant Crocodile (CR 5), Shambling Mound (CR 5), Gaki (CR 6; page 141), Wyrmling Underworld Dragon (CR 6; page 129), Oni (CR 7), Yaoguai (CR 7; page 162), Adult Underworld Dragon (CR 12; page 130)