

MISTS OF 太くも太



SCOURGE OF ROBAI SHITA TEMPLE



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SCOURGE OF RÓBAI SHITA TEMPLE

A FIFTH EDITION ADVENTURE FOR 1 TO 6 PCs OF 3RD TO 9TH LEVEL

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ADVENTURE SUMMARY

One of the bengoshi of the Sukochi Prefecture has summoned the adventurers to a secret meeting where they are drafted to work on her behalf, uncovering whatever evil has spawned in the mountain town of Shibai. To ignore the message could have dire consequences indeed and so it is that the adventurers must travel to a difficult to reach grove in northern Sukochi. While their journey has its own obstacles, discovering what really plagues the settlement will prove to be even more challenging as at every turn the PCs are frustrated or impeded, whether by the Mists of Akuma, their competition (the brutish Mubō Brothers), or the mysterious eritokirā warrior that stalks them shortly after their mission begins.

Ultimately their search will take the party to Rōbai Shita Temple and into the catacombs beneath it, venturing through a dangerous dungeon where the malevolent fog has begat a host of tsukumogami! In order to bring peace back to the town and end the dangers threatening it, the adventurers must learn of and locate the treasured yūrei-fū wind chimes, restoring the relic to its place in the tomb of Watsuji Shigetoki to quiet the tortured spirit and allow it to attain peace once more.

ADVENTURE BACKGROUND

Thus far the town of Shibai has weathered the reappearance of the Mists of Akuma with relative ease, its high elevation protecting citizens from the supernatural haze. None can remember that the true reason for their protection: the workings of the ancient yamabushi wu-jen Watsuji Shigetoki, founder of the temple nearby. It seems as if their safety has come to an end however as three dire threats have befallen the settlement—the priesthood of the temple higher up the mountain have disappeared, a monster seems to lurk where they once prayed, and perhaps worst of all, the corrupting fog has descended on Shibai half a dozen times since the monks above went absent. To deal with the chaos afflicting the village Mayor Miya Yashido has hired the Raitoningu and Sandā—the Mubō Brothers, known across most of northern Soburin for felling several bands of devious oni using massive firearms—to discover what happened to the priesthood, kill the monster, and hopefully abate the appearance of the ancient, evil mists.

Unfortunately the Mubō Brothers are more reckless and violent than they are helpful. For more than 2 weeks they have “protected” Shibai, carousing and parading about in the day and drinking so excessively each night they lose sense of themselves. Miya would have dismissed them days ago but several villagers have witnessed the Mubō Brothers blast the beast apart with their thunderous cannons, undeniably killing it more than once. With no recourse, Mayor Yashido has beseeched Lord Huang Sukochi for help and one of his revered Nature-Wielder bengoshi has found a group of adventurers thought to have enough mettle to get the job done.

THE WOES OF WATSUJI SHIGETOKI

Watsuji was a potent wu-jen in Soburin's ancient past and the respected yamabushi chose to found Rōbai Shita Temple in his retirement, the town of Shibai spawning below not long before his death. His body has been entombed beneath the shrine to nature he created, but all is not well—the theft of the *yūrei-fū wind chimes* has caught the attention of Akinochisō, the entity that has consumed autumn! The dark power has blown a wind through the catacombs, transforming much within into monsters and warping Watsuji's spirit into a terrible beast bent to violence and bloodshed. The merchant that absconded with the relic is entirely to blame for the recent unfortunateness and Sanjuro Shigetoki (the wu-jen's ancestor) is absent from the town when the party first arrives. Hunting him down and revealing his grave robbing perfidy is the only way the PCs will truly bring Watsuji's soul back to peace and end the troubles of Shibai!

RUNNING THE ADVENTURE

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

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

Before starting this adventure, GMs should note that *Scourge of Robai Shita Temple* is not intended to be module where the adventurers achieve complete

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

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

MAP OF SOBURIN

The map of the continent on page 31 (and every map for the setting) lacks specific distances—they are as large or as small as the GM requires. When struggling to conceptualize the world, do as usual with the setting: default to Japan.



PROLOGUE

As the party is traveling through the wilderness a fox begins to openly follow them on the road, stopping when they stop and cautiously retreating when approached yet gradually coming closer with every hour. When the PCs finally decide to rest, after 30 minutes the fox suddenly appears from behind cover nearby with a scroll case held in its mouth. The creature drops the bamboo cylinder at the party's feet before turning away and disappearing into the wilderness. A **DC 8 Intelligence (Nature) check** is enough to realize the fox is not unnatural in any way but its behavior, and though the scroll case is not trapped making a **DC 13 Intelligence check** to inspect it reveals that the container is wonderfullycrafted and worth perhaps as many as 5 Imperial Pieces. Inside of it is a note that reads as follows:

The GM should adjust the amount of time given to the party so that it is not a physical impossibility for them to arrive before nightfall on the day of the meeting.

Greetings. Your reputations precede you and so it is that I must request we meet to discuss matters of some considerable importance. I realize that your time is valuable and that it may inconvenience you, but I unfortunately must insist that in no less than two weeks you arrive at Hanashichū Grove, east of Kyusokuna, between dawn and sunset. Punctuality is essential—I look forward to meeting each of you!

—Nature-Wielder
Yon-jū Banme



ACT 1: NATURE-WIELDER'S DEMAND

When the party are within a week of the meeting place the winds of autumn drop in temperature with every passing day. Adventurers are likely to reach Kyusokuna on foot by cutting through a break in the mountain range just south of Bojuki, though PCs might also charter passage on a ship (at a cost commensurate to the distance they must travel; 1 Imperial Piece per 10 miles). At the GM's discretion certain class features can increase the amount of time the party has once they've reached the city, but they should have at least 4 days to reach Hanashichū Grove.

KYUSOKUNA

Thanks to the cadre of the shapechanging samurai prominently on the hill in its center, the city of Kyusokuna is a relatively safe and secure settlement. The Mori-Tsukidashi are a common sight on the streets and discourage crime, ably defending the populace from their stronghold when the Mists of Akuma roll in. The PCs are able to find merchants of all kinds selling standard items, though it should be noted the following sale of the following technology is banned in Sukochi: grapple launcher, qì-tóukuī, electrolens augmetic, hornear augmetic, plating augmetic, shindan yokutan, steam arm augmetic, steam leg augmetic. Though there are intrigues yet in Kyusokuna (a sect of blighting druids are spreading throughout the prefecture) in this adventure module it is merely a waystation and last chance for adventurers to equip themselves before the trials to come.

While in Kyusokuna any PCs that seek out information on where to find Hanashichū Grove may attempt either a **DC 14 Charisma (Persuasion) check** to ask about town or a **DC 12 Intelligence (Investigation) check** to find a local cartographer. Success on either check gives the PCs advantage on the **DC 16 Wisdom (Survival) check** needed to successfully locate it with only one encounter along the way: Ambush on Kōsatsu Bridge! Failure on this check results in one additional encounter and failure by 5 or more results in two additional encounters (from the Forest Threats sidebar). Failing the check by 10 or more results in three additional encounters and a half-day's delay (causing them to arrive late).

AMBUSH ON THE BRIDGE

To reach Hanashichū Grove from Kyusokuna means inevitably crossing Kōsatsu Bridge, a 600 foot long suspension of rope and wooden planks, the only reliable way to access the difficult to reach valley nestled between the base of the vast eastern mountain range—where the meeting place awaits. Read the following as the party approaches Kōsatsu Bridge:

The wind seems to pick up and you are struck by the feeling that something is awry as an ancient rope bridge comes into view ahead, the only means to cover a span of hundreds of feet without fighting a raging river far below. You can see the structure sway from the tumultuous air currents and looking onward to the woods on the other side, it seems as though the shadows of its trees are just a touch darker than they should be.

The PCs might pick up on the danger posed by the oddness and prepare for battle but regardless of whether or not they pick up on this important queue, when the first party member is halfway across winds howl and dark clouds appear in the sky, cutting off sunlight as adeddo-oni emerge on both sides of the bridge! Read the following:

While you cross over the bridge dark clouds swirl in the sky and humanoid shapes emerge from the woods in front of you. Looking behind you realize that you have been flanked as more appear on the other side! The forms leap and sprint onto the planks of wood, jittering and shuddering with maniacal laughter as from each side monstrous oni advance, weapons drawn!

A half dozen adeddo-oni hunchlings and one adeddo-oni ninja (page 28) approach from each side of the bridge for a total of 14 of the monsters! Fortunately the former are much too enthused and if the PCs make ranged attacks against their new enemies before they are within 100 feet, for every successful hit one of the adeddo-oni hunchlings is bumped away and off the bridge. Throughout the fight any attacks that are made with a weapon that deals slashing damage and fail to hit the target's AC by 5 or more deal their damage to the bridge instead as the wielder strikes a rope. The bridge has four ropes (AC 3, 15 hit points) and if two on the same side are destroyed, the entire thing goes lopsided.

A lopsided bridge is difficult terrain for any creature without a climb speed. Staying on the bridge as it goes lopsided is a **DC 8 Dexterity saving throw**. Attacks made by creatures clinging onto the lopsided bridge are at disadvantage. Any creature that falls off the bridge plummets 100 feet into the raging current, taking 35 (10d6) damage. Making a successful **DC 9 Strength (Athletics) check**





to dive into the water reduces this damage by half. Either way the creature is carried away by the water at a rate of 50 feet per round, effectively removing a PC from the fight and delaying the party by half a day as the straggler catches up.

Before this chaotic fight comes to an end the GM should make secret **DC 18 Wisdom (Perception) checks** for each adventurer. On a success the PC catches a glimpse of a metallic warrior watching from the woods at the far end of the bridge just before it moves out of sight, giving only a glimpse of its angular, orange face and a sashimono with a fearsome dragon (the eritokirā warrior Shukettsu).

A party that is delayed twice (once by getting lost and once from companions falling from Kōsatsu Bridge) may choose to exert themselves to make it to the meeting on time, though they all gain 2 levels of exhaustion by the time they reach Hanashichū Grove (a **DC 13 Constitution saving throw** reduces this to 1 level of exhaustion).

When the fight and Kōsatsu Bridge are behind them, the PCs find a trail and the rest of their journey to the meeting place without any

more trouble. A **DC 10 Intelligence (Nature) check** reveals that something about the area is special, the pristine quality of nature around them sustained by unknown means and clearly never touched by the Mists of Akuma.

MEETING IN THE GROVE

A few miles after Kōsatsu Bridge the trail—which weaves around and through beautiful groves of bamboo thatches, jezo spruces, and akamatsu trees—leads directly to Hanashichū Grove. Read the following:

The lush greenery of the bamboo and trees of the forest grow sparser to reveal a beautiful meadow—the Sukochi bengoshi has chosen a truly picturesque place to meet. The Nature-Wielder herself is swimming on jets and waves of water that carry her up from the stream, moving with all the playfulness and fluidity of a playful dolphin. Suddenly the water swirls into a conical tower that vaults her out of the stream to touch lightly onto the ground and she bows ever so slightly.

(continued on the next page)



"I have been expecting you. Thank you for making the journey, though I must say, there is no lovelier bit of Soburin than this grove and the sight of it is worth the effort getting here."

The Nature-Wielder wastes little time, explaining to the party that they must end the troubles of Shibai and that for their efforts, Lord Sukochi is prepared to reward each of them with travel papers to the prefecture of their choice as well as 100 Imperial Pieces. A successful **DC 13 Charisma (Persuasion) check** can increase their payment to 150 Imperial Pieces per adventurer. PCs that are late (arriving after sunset on the chosen day) are penalized, only paid 80 Imperial Pieces each (and those arriving after midnight lose the opportunity entirely, becoming fugitives in Sukochi).

Yon-jū Banme reveals the following:

- All of the monks in the temple above the town have either been found dead or disappeared.
- A monster has been reported, an oni that runs through the town to spread blood and violence before disappearing like the wind.
- Mayor Miya Yashido has hired a pair of famous warriors to deal with the issue already but her choice, the Mubō Brothers, are heretics that are too incompetent to get to the bottom of whatever it is.
- Divinations have revealed that another force is at play in the unfolding drama of Shibai, though what that is or what its goals are remain tantalizingly out of reach.
- The founder of the settlement was a powerful wu-jen and yamabushi: truly a force of nature. It is a secret among bengoshi that Shibai is a haven from the Mists of Akuma, and she suspects his influence had something to do with that.
- Should Rōbai Shita Temple become truly abandoned the people of Sukochi would suffer a terrible blow to morale she is sure will see the entire settlement of Shibai deserted before long.

Afterward she bids the party a fine evening and assures them that they'll not be the prey of the beasts of the nearby woods or mountains—for the night. To stay any longer would be imprudent and should the animals roaming the territory not kill them after another day of rest, the bengoshi promises that she will see to it herself (though only if pressed to mention it and even then she does so very politely).



Shibai is only a day of travel from the grove though after crossing Kōsatsu Bridge, the PCs make a **DC 18 Wisdom (Survival) check**. On a success the adventurers only run into one encounter from the Forest Threats sidebar and on a failure they have two (or more, at the GM's discretion). Either way, they have at least one encounter with the Mists of Akuma (page 24) as well.

The eritokirā warrior Shukettsu has taken an interest in the party and stalks them the entire way to the village, though he never approaches closer than 200 feet and should the adventures attempt to chase him, he retreats (outrunning them and refusing to attack).

Forest Threats (d12): 1d4 [Giant Rats](#) (CR 1/8), 1d4 [Poisonous Snakes](#) (CR 1/8), 1d4 [Giant Bats](#) (CR 1/4), 1d4 [Giant Wolf Spiders](#) (CR 1/4), [Brown Bear](#) (CR 1), [Giant Spider](#) (CR 1), [Tiger](#) (CR 1), [Adeddo-Oni Hunchlings](#) (CR 2; page 33), [Ettercap](#) (CR 2), [Giant Boar](#) (CR 2), [Ki Spirit](#) (CR 2; MoA page 148), [Shambling Mound](#) (CR 5).



ACT 2: IMPERILED TOWNSFOLK OF SHIBAI

When the PCs finally reach Shibai, the corrupting fogs are not far behind and booming chaos sounds from the town ahead! Read the following:

Ahead you can see the rooftops of homes along the mountain to make up what must be Shibai. An alarm begins to sound somewhere in the town and looking around, you realize the dark blue Mists of Akuma have begun to gather behind you! Massive gunshots echo out from the slopes above and as you rush to the settlement a scene of havoc and chaos reveals itself—adeddo-oni are laying siege to the dwellings resisted only by two stout gunmen near a marketplace halfway up the mountain trail, each firing a massive handheld cannon into the monsters!

There's one adeddo-oni hunchling (page 27) attacking each home, excepting for the houses near the settlement's center—there the PCs find the Mubō Brothers killing off the monsters with their massive firearms. After 10 minutes of fighting (or when all of the adeddo-oni are dead, whichever comes first) the Mists of Akuma disappear, evaporating into the air. For their part the brother gunmen are unimpressed by the PCs and takes particular offense if a member of the party saves them from harm, making it clear immediately that they are the "top dogs" of Shibai. The villagers are far more polite and thankful for the adventurers' intervention however, offering food and tea. Shortly after the fighting ends, a young woman named Ishimoto Shigetoki offers to take them to Mayor Yashido's home so that they might be welcomed properly. Read the following:

Most of Shibai's villagers are gloomy and depressed but a young woman approaches you with a cheerful disposition. "Thank you for coming to the rescue! Shibai is in dire need of courageous folk like yourselves. I'm Ishimoto—please, let me take you to Mayor Yashido." As she leads you up the mountain path she speaks excitedly, clearly pleased to have someone new to interact with. "Talk around town is that the mayor is getting a bit long in the tooth, hiring those reckless fools with their loud cannons. What a waste—and during so serious a crisis! They say she might be leaving office soon, and I for one am in agreement." Most of her fellow citizens faces are fearful and sallow, but not all. A few are resolute, their confidence bolstered by a woman yelling out orders to reign in the chaos.

Initially Mayor Yashido is dismissive of the adventurers but when shown the message they received from a bengoshi of her prefecture,

Miya's attitude changes dramatically and she ushers the PCs inside of her home for tea, explaining all that she knows about the situation. If the party asks about Ishimoto or let on about some of the rumors about her, Mayor Yashido sighs and explains that her rise to leadership never sat well with her younger sister Ishimoto.

- It has been a month since the monster first appeared and the Mists of Akuma returned.
- The corpses of those killed by the creature crumble into dust, spreading on the wind like the remnants of dried leaves crushed underfoot.
- The priests of Rōbai Shita Temple are nowhere to be found, save for one that she saw the corpse of, the body grisly displayed in Shibai's market before disappearing in the dawn winds.
- She hired the Mubō Brothers (Raitoningu and Sandā) two weeks prior and by all accounts they have slayed the creature three times already though it always returns. They are renowned for always getting the job done (frequently with some damage to property) and their use of ceramian technology, each carrying a massive firearm they use to devastating effect. Despite their failures she remains confident in them, supporting them regardless of their outrageous behavior (though in truth she only does so in order to retain the appearance of strength).
- Most of Shibai's citizens are terrified, scared to leave the town and too timid to travel for resettlement or the safety a relative might offer.
- Rōbai Shita Temple has been declared sacred ground and trespass within has been forbidden to everyone but the Mubō Brothers, though Raitoningu and Sandā have concluded that while the monster has stalked its grounds, there is nothing noteworthy or useful to be found inside of it.
- The current whereabouts of the monster are unknown but she believes it roams the mountainside above the village, waiting for the Mists of Akuma to roll in again before striking. Mayor Yashido suspects it is learning, anticipating the unsubtle tactics of the warriors she hired to destroy it.



TOWN OF
SHIRBAH

1,000 FT

900 FT

800 FT

700 FT

600 FT

500 FT

400 FT

300 FT

200 FT

Miya offers access to her kitchen and lodging to the party for the duration of their time in Shibai though tending to the town's needs is an extremely trying experience—after answering a few more questions she excuses herself to attend to her duties as a Mayor.

GROWING TENSIONS

Initially there's nothing to be found in Shibai but scared villagers, the Mubō Brothers, and a host of rumors shared among the locals (page 23), and the Mists of Akuma—which appear daily at a random time of the GM's choosing. Eventually the party is bound to investigate Rōbai Shita Temple directly and when the adventurers do so, the Mubō Brothers (who are aggressively suspicious of anything new in the town that might threaten their positions of power and prestige) target the PCs, paying a local wiseman to claim the newcomers are the true cause of Shibai's curse, told to him in a vision by his ancestors.

When the PCs arrive in Shibai there are 66 residents but **for every day the monster plagues the town and the Mists of Akuma fall upon the settlement, 1d4+2 villagers perish.** By the time the adventure ends, as long as at least half of the citizens of Shibai survive the adventurers save it from desertion and increase their Dignity scores by 1 per 10 surviving citizens.

INVESTIGATING THE TEMPLE

The temple sits above the town up a steep slope cut sidwinder into the hill, watching over Shibai in abandoned silence. When the party reaches Rōbai Shita Temple, read the following:

The mountain's winds grow harsher as you reach the temple above Shibai. The faceless guardian standing vigil near its entrance towers above the squat structure, its papered doors shut firm. Looking down the slope towards the town you feel your gut wrenching with intuition—though this place seems to be at peace, there is something eerie that lurks in the air, an odor of the unnatural that defies scent.

RÓBAI SHITA FIRST FLOOR

Inside of the building there's no sign of life, though a DC 15 Intelligence (Investigation) or Wisdom (Survival) check locates tracks and the signs of a creature recently having been through there. There are few clues to be found in the first floor and basement of Rōbai Shita Temple, though the PCs can still plunder things of value within and a secret door awaits beneath.

Shrine. Puzzlingly, the northernmost chambers of Rōbai Shita Temple—devoted to a nature shrine—are uncorrupted. An adventurer that succeeds on a **DC 10**

Intelligence (Nature) check can confirm that the holy place has not been sullied, though a result of 20 or more detects the telltale signs of Akinochisō's chilling touch throughout the area.

Priest's Dorms. Though 1d4-1 of them have already been looted (minimum 1), inside of the priest's dorms there are chests that contain a vial of holy water, 1d10+2 Imperial Pieces, and a priest's pack. Getting into one of these chests (AC 15, 40 hp) requires a **DC 13 Dexterity (thieves' tools) check** or **DC 22 Strength check**.

Library. A cursory glance into this room reveals it has already been ransacked, but a **DC 11 Intelligence (Investigation) check** reveals that nothing older than 100 years remains on the shelves.

Head Priest Dorm. Unlike the chests in the priest's dorms, the trunk in the room of the temple's leader is trapped. Detecting the mechanisms protecting the strongbox (AC 17, 60 hp) requires a **DC 17 Intelligence (Investigation) check** and they can be disabled with a **DC 14 Dexterity (thieves' tools) check**.

The chest can be opened by succeeding on a **DC 18 Dexterity (Thieves' Tools) check**. Destroying or opening the chest without disarming the trap triggers it, sending a spray of sharp needles hurtling throughout the chamber! Any creature inside the area takes 14 (4d6) piercing damage. A

DC 16 Dexterity saving throw halves this damage. Inside of the chest the party finds 2 vials of holy water, a priest's pack, 5d4+5 gold, 2 scrolls of guiding bolt, 1 scroll of cure wounds, and 1 scroll of prayer of healing.

ROBAI SHITA TEMPLE



A wooden cross-shaped directional sign with letters N, S, E, and W. The sign is made of light-colored wood and is mounted on a dark, textured background. The letters are carved into the wood and are arranged in a cross shape, with N at the top, S at the bottom, E on the right, and W on the left. The sign is oriented horizontally, with the letters N and S facing the viewer.



RÓBAI SHITA BASEMENT

Nothing truly noteworthy sits in the basement of the Róbai Shita Temple save for two trunks (AC 17, 60 hp), each with a corpse on the ground nearby. A PC that succeeds on a **DC 18 Wisdom (Medicine) check** can tell that the intact body died from a poison whereas the other was clearly burned to death. If the monster Fukō is alive when the party first investigates Róbai Shita Temple, the creature ambushes the adventurers when they enter this area.

Eastern Chest. The trap protecting this container is activated when the chest is opened without the proper key, releasing an alchemical gout of flame from subtle nozzles within the heads of dragons worked into the strongbox's corners. The DC is 20 to spot the nozzles, though the singed corpse nearby is testament to the danger they pose. When activated the trunk releases a 30-foot cone of fire. Each creature in the fire must make a **DC 14 Dexterity saving throw**, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one. A successful **DC 15 Dexterity check** using thieves' tools disarms the trap. The chest can be opened by succeeding on a **DC 16 Dexterity (thieves' tools) check** using. Inside the PCs find 2 *potions of healing*, a *potion of superior healing*, and the devotion oaths of all the priests that have served in Róbai Shita Temple. Any PC with proficiency in History may attempt a **DC 12 Intelligence (Investigation) check** to evaluate these papers, determining that the oldest among them belonged to a truly ancient wu-jen and yamabushi named Watsuji Shigetoki.

Western Chest. This strongbox has a poisoned needle hidden within the lock and opening the chest without the proper key causes the needle to spring out, delivering a dose of poison. When the trap is triggered, the needle extends 3 inches straight out from the lock. A creature within range takes 1 piercing damage and 15 (6d4) poison damage, and must succeed on a **DC 17 Constitution saving throw** or be poisoned until it has finished a short or long rest. A successful **DC 20 Intelligence (Investigation) check** allows a character to deduce the trap's presence from alterations made

to the lock to accommodate the needle. A successful **DC 15 Dexterity (thieves' tools) check** disarms the trap, removing the needle from the lock. Unsuccessfully attempting to pick the lock triggers the trap. The chest can be opened with a **DC 16 Dexterity (thieves' tools) check**. Within it the adventurers find an *oil of sharpness*, *potion of clairvoyance*, *potion of mind reading*, and rare holy components worth 60 Imperial Pieces.

Secret Door. The northern wall's hidden door is exceptionally difficult to find, seamlessly worked into the paneling and locating it requires a **passive Perception of 22 or a DC 23 Intelligence (Investigation) check**. Creatures that successfully found signs of activity in the first floor gain advantage on these checks (increasing their passive Perception by 5). If the PCs manage to find it, one of them needs a **DC 13 Intelligence check** to open it (in which case the GM should turn to page 18 for information on the Róbai Shita Dungeon and Róbai Shita Catacombs).

CANNON AMBUSH

When the adventurers return from Róbai Shita Temple the Mubō Brothers make their accusation in the marketplace or in front of Mayor Yashido's house (the GM may choose either) then launch their attack (page 29 and page 30)! Read the following:

Suddenly a loud voice rings out from around the corner, demanding your attention, "HOLD, WHELPS!" Raitoningu Mubō saunters out onto the street, his massive ironwork gun resting over his shoulder. "Shibai has no need for dogs and witchcraft! Be off with you or suffer the consequences, heh heh heh."

Before you can respond his brother Sandā appears with a sickly old man at his side, bellowing affirmation, "that's right! Set foot in this town and we'll bring you the thunder and fire. Go on, elder, tell them what you told us."

Sandā nudges the feeble old man with the miniature cannon in his arms, making the elder stumble forward. Unwilling to look at you, the aged fellow points in your direction and weakly proclaims, "these are

the ones, yes. I, I saw them doing magic with blood in the forest—frozen with fear I could not move, and soon after, they met with the monster and treated it like one would a servant. Truly we must—"

"We must defend Shibai from the likes of their foul souls!" Raitoningu yells, interrupting the old man. He takes a knee, aiming his firearm. "Come no further!"

Whether or not the party acquiesces to their demands, the brutish duo attack them all the same (claiming afterwards of course that they saw one of the adventurers move to draw a weapon or dash forward). During combat with the Mubō Brothers (pages 29–30) the GM should roll randomly to determine which one of the PCs notices a new arrival among the onlookers witnessing the fight—Sanjuro Shigetoki, a merchant that has been absent for the past few weeks traveling to the distant Fukushu Prefecture for business. Unfortunately before either the gunman duo or the party can win the fight, the Mists of Akuma descend onto Shibai once more and chaos erupts! Read the following:

The flash and bang of the Mubō Brothers' weapons drowned out the first cries of consternation but suddenly the entire settlement is running in chaos—the Mists of Akuma are rapidly descending onto Shibai! An unnatural howl splits the air and you know the monster is near even before it emerges from the supernatural haze further up the mountaintop, a dozen oni cackling with glee hopping alongside with weapons in hand and bloodlust in their eyes!

The monster Fukō (page 37) appears soaring out of the Mists of Akuma accompanied by a dozen adeddo-oni hunchlings (page 27)! The Mubō Brothers (page 29–30) fight for two rounds (dispatching a total of four of the minions) before disappearing in the havoc, determined to best the PCs and prove their superiority at a later date. Despite their reputation neither is honorable at all however, and should one of the adventurers accidentally fall into the path of a bullet—well that'd be a crying shame, wouldn't it?

When the PCs strike the (perceived to be) killing blow against Fukō read the following:

Lashing wildly at the air with its tassles and screaming with primal rage, the unnatural creature spins and somersaults through the air before rising quickly and exploding in a burst of unholy energy, transforming into dust that scatters on the wind.

In the chaos all of the villagers fled for their homes, including the newcomer one of the PCs noticed during the fight. A **DC 10 Charisma (Persuasion) check** to chat up townsfolk (or a **DC 11 Intelligence check** to remember the houses that have already been abandoned or are had residents within) is enough for the party to find Sanjuro Shigetoki and begin to uncover what truly troubles Shibai.

If for some reason the adventurer who saw Sanjuro has failed to appreciate the significance of his appearance, the next day Ishimoto Shigetoki finds the party and thanks



them profusely for protecting her husband—he has been traveling for business and had no idea yet the evils that have befallen Shibai. Seeking to implicate her sister (Mayor Yashido), she quietly whispers to one of the PCs that she overheard Miya speaking with the Mubō Brothers about enchanted chimes of some kind. A **DC 18 Wisdom (Insight) check** to gauge her claim reveals she is hiding something (that being of course that her husband has the *yūrei-fū wind chimes*), though she coyly diverts conversation away from any further questions about the relic and is utterly unwilling to share her secret. Should the party ask either Mayor Yashido or the Mubō Brothers (who of course seek to engage in another combat against the adventurers) about them, they flatly deny any knowledge of such a relic and are dismissive of Ishimoto as a source of information (her sister distrusts her and the Mubō Brothers just don't like the PCs).

GMs that wish to really endanger Shibai or increase the investigational difficulty of the module may instead choose to force the PCs to figure out where Sanjuro and the *yūrei-fū wind chimes* are by process of elimination—every time the Mists of Akuma roll into the settlement, 1d4 rounds later the relic reverberates around the mountainside as it disperses the supernatural haze nearby before causing the remainder to dissipate more quickly. Locating the direction the sound is coming from requires a **DC 18 Wisdom (Perception) check** but should the Mubō Brothers still be roaming throughout the town, this check is made at disadvantage due to their booming firearms. The GM can decide where in the village Sanjuro is when he uses the *yūrei-fū wind chimes*, but it is recommended he only do so at his home if the mystery of the adventure has run its course—instead he might have been traveling back from a visit with Mayor Yashido, doing some trading in the market, stopping at a friend's home, or visiting the grave of an ancestor in the woods nearby. Knowing that something of such great value would be a prime target for theft, the merchant is subtle and sneaky when using the magic item and while people nearby will notice his presence, nobody ever actually sees him activate the device (which he keeps in a wide bamboo cylinder lined with silk to muffle the relic until the top or bottom of the container is opened and it drops out).

INTERROGATING SANJURO

While Sanjuro Shigetoki knows he is guilty, he is also an experienced merchant—and a damn good liar, possessing a shrewd +5 bonus on Charisma (Deception) checks. He is polite and congenial, inviting the party into his home, offering them sumptuous food, serving excellent tea, and speaking candidly of his recent travels with bands of other merchants journeying together for safety. Nothing untoward or strange happened on his three week trip to and from Fukushu where his business transactions (managing the distribution and logistics for prominent tea farmers surrounding the village and many settlements nearby) went better than expected.

When the PCs ask about the *yūrei-fū wind chimes* he remains friendly but lies directly to their faces. Any adventurer that succeeds on a **DC 18 Wisdom (Insight) check** can confirm his duplicity and gains advantage if they know from deduction (either through his prior absence, the length of his journey, or by following the sound of the chime when the Mists of Akuma appear) that he must be hiding something. Confronting him about his dishonesty causes Sanjuro's face to redden and he quickly stands up, ordering the party to leave at once and yelling that their baseless accusation dishonor not only themselves but him as well!

While he puts up a good front, Sanjuro cannot back up his angry demeanor with blade or spell and a **DC 16 Charisma (Persuasion) check or DC 12 Charisma (Intimidation) check** is enough to break his duplicity. Either way Ishimoto took her husband's outburst as an opportunity to disappear into a back room where she quietly exits the house through a window; hearing her do so requires a **passive Perception of 17 or higher**. Realizing that she is gone and either persuaded or intimidated, the merchant reveals that he suspects his wife was having an affair with one of the priests of Rōbai Shita Temple. One night he followed her, traveling through a secret entrance in the western bluffs of the mountainside, hidden within a cave behind some dense bamboo. Once inside the temple however his curiosity got the best of him, and when he realized the tomb at the bottom belonged to one of his ancestors he felt compelled to take a keepsake with him—at which point he reveals the *yūrei-fū wind chimes*.

With this information in hand the PCs may realize that the absence of the magic item roughly coincides with the recent troubles in Shibai and a **DC 12 Intelligence (Religion) check** tells the adventurers that the spirit of Sanjuro's ancestor is likely troubled—restoring the *yūrei-fū* wind chimes to their rightful place will bring peace to Watsuji Shigetoki's soul. The merchant greatly values the relic for its usefulness to his trade and is very unwilling to give it away, but a **DC 18 Charisma (Persuasion) check** (made with advantage as long as a bribe of 50 Imperial Pieces is involved) **or DC 15 Charisma (Intimidation) check** (made with advantage if the threat of violence is used, though this increases their Haitoku by 1) convinces him to part with the magic item. Either way he is happy to share where the secret entrance to Rōbai Shita Temple is and how to find it; locating it without his directions requires a **DC 20 Wisdom (Perception) check** made in the general area of the cave.

So long as the Mubō Brothers are alive Ishimoto has managed to find them, revealing where the PCs are and describing the dishonor shown to her husband. Raitoningu and Sandā bellow from outside the home, baiting the adventurers into their final battle. Read the following:

Sanjuro jumps suddenly as you all hear the voice of a Mubō brother bellowing from outside, "COME OUT, CURS! We are not done with you yet! First dark magic, and now dishonoring one of this town's finest citizens? Shibai must be rid of you! Face us honorably and die with courage!" Sure enough looking outside you see Raitoningu standing brazenly, though Sandā is nowhere in sight. The merchant looks at you innocently though as you realize that his wife Ishimoto is nowhere to be found, you think you might see a small smirk of satisfaction flash across his features.

BLACKMAILING ISHIMOTO

If Ishimoto successfully ousts her sister to become the mayor of Shibai the PCs can leverage her involvement in the town's troubles, gaining advantage on Charisma (Persuasion) and Charisma (Intimidation) checks to negotiate for a favor in the future, rights to recently vacated homes in the town, or up to 150 Imperial Pieces of hush money. Anyone who benefits from blackmailing Ishimoto decreases their Dignity score by 2 and increases their Haitoku score by 1.

ACT 3: BENEATH RÓBAI SHITA TEMPLE

With the *yūrei-fū* wind chimes in hand the PCs are able to bring an end to the troubles in Shibai—bringing peace to the soul of Watsuji Shigetoki (whether knowingly or not) by restoring the relic to its rightful place in the tomb at the bottom of Róbai Shita Temple. The party has to successfully navigate the subterranean passages first however, and after Ishimoto and Sanjuro left the hidden door to the western slopes open the evil winds of Akinochisō blew through to awaken many of the objects inside (and even some of the structure itself) into tsukumogami! Regardless of which entrance the PCs use to gain access to Róbai Shita Dungeon, read the following:

A ghostly flickering paper lantern throws a soft light onto a bloodied torture rack, the ominous object of suffering's shadow looming over large, imposing stone steps that descend further beneath the earth. All is silent save for the occasional scratching or curious cackle emerging from below, and with the smell of death pervading the air you cannot help but wonder what awaits.

RÓBAI SHITA DUNGEON

The dungeon and catacombs of Róbai Shita Temple are all as much living tsukumogami as inanimate stone blocks and mundane objects. Just how many of the monsters are in the area (and how many of them care to be noticed by the adventurers or decide to be mischievous rather than aggressive) is entirely at the discretion of the GM, but it is recommended that the party cross paths with at least 4 lesser, 3 medium, and 2 greater Róbai Shita tsukumogami throughout this sequence of the adventure. Should the party be visiting this area a second time (after finding the secret door in the basement during Act 2) their second time through the dungeon should have half as many encounters (2 lesser, 2 medium, 1 large). More importantly, the tsukumogami rearrange themselves and, at the GM's discretion, may even alter the layout of the rooms (switching what objects are in which chambers, or if the GM prefers, re-drawing the entire map!) to confuse the PCs.

STATUE ROOM

If only because it would be too obvious, these statues (both of Watsuji, one youthful and one old) are inanimate and should serve to lower the adventurers' hackles. A **DC 12 Intelligence (History) check** can date them as older than 2,000 years, though their relatively pristine condition makes it difficult to be sure. Any result of 20 or higher notes the telltale signs of an item falsely aged by exposure to the Mists of Akuma.

ANCIENT STUDY

This chamber has a table, book cases, and a pair of trunks—the latter being Medium Róbai Shita Tsukumogami hidden in plain sight. Both monsters attack when one of them is tampered with, flanking the nearest adventurer. The scroll on the table is written in ancient Soburi and requires a **DC 11 Intelligence check** to decipher. A PC that successfully reads it discovers the parchment has the funereal rites of Watsuji Shigetoki and list his many impressive accomplishments, among them the creation of the temple (as well as accounts of him singlehandedly destroying an oni warlord and its armies, diverting a cyclone away from Kyusokuna with powerful magic, brokering piece with a yai sovereign of metal, and defending Seinaru from the powerful sovereign dragon Yamano-Ryōshu to name a few).

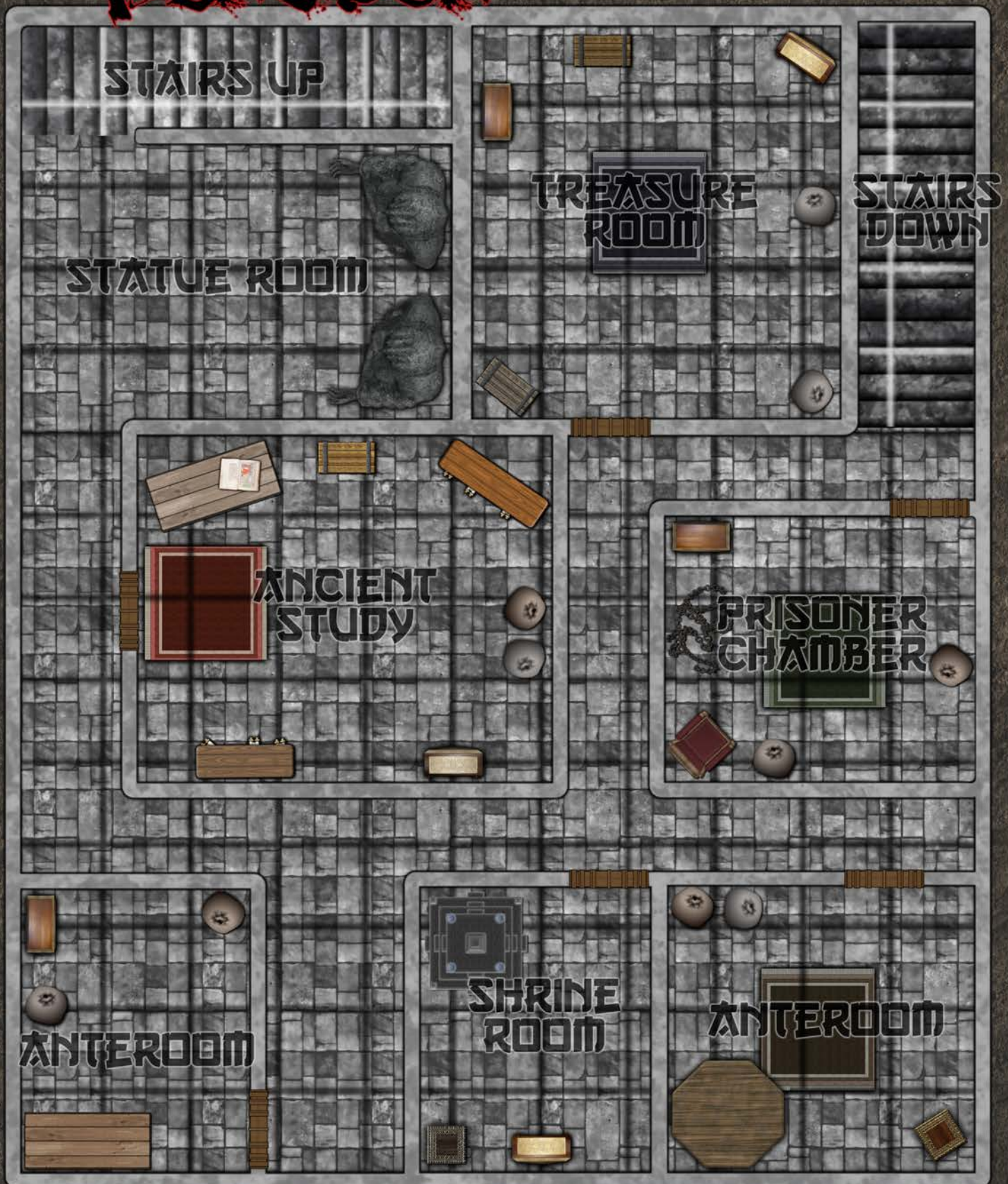
WESTERN ANTEROOM

The chest in the corner of this room is has no traps and is unlocked, seeming to contain fine garments of silks worth as much as 10 Imperial Pieces to the right buyer. Closer inspection with a **DC 14 Intelligence (Investigation) check** after the trunk has been opened finds a hidden compartment with 10 pounds of ancient coins worth 88 Imperial Pieces.

SHRINE ROOM

As in the Ancient Study, there are two monsters hidden in this room—the shrines within it are a Lesser Róbai Shita Tsukumogami and Medium Róbai Shita Tsukumogami! Both wait until someone moves to unlock the chest in

ROBAI SHITA DUNGEON



the corner then attack in concert, shutting and blocking the door to separate an adventurer from their allies.

There's a trunk as well, though it is both locked and trapped. A **DC 17 Intelligence (Investigation) check** spots the activation plates worked into the container's lock. Any attempts to break (AC 14, 30 hp) or open the chest without the proper key trigger the trap, causing it to send out a 5 foot jolt of electricity. A creature within range takes 17 (5d6) lightning damage and must succeed on a **DC 14 Constitution saving throw** or be stunned for 2 rounds. A successful **DC 16 Dexterity (thieves' tools) check** disarms the trap, removing the circuit nodes from the lock. Unsuccessfully attempting to pick the lock triggers the trap. The chest can be opened by succeeding on a **DC 16 Dexterity (thieves' tools) check**. Only one thing is hidden inside of it, another relic of Watsuji Shigetoki—a set of ornate painting brushes and *marvelous pigments*.

EASTERN ANTEROOM

There is little of interest in this room save for the chest in the corner. The trunk isn't locked, trapped, or a tsukumogami but contains nothing other than bloody torture implements. These can be sold to a nefarious and wicked merchant for 20 Imperial Pieces but the party may wish to keep them—if used in conjunction with an interrogation they grant advantage on checks made against a restrained victim.

TREASURE ROOM

A total of four chests await within this chamber—two are identical to those found in the Róbai Shita Basement (page 14) but two are hidden Medium Róbai Shita Tsukumogami (page 35). Unlike the other monsters, however, they do not attack until either discovered or after one of the trunks has been opened (or tampered with unsuccessfully). Inside of the two genuine strongboxes the PCs find random mundane items of the GM's choice—acid vials, arcane focuses, ink and parchment, and so on—up to a worth of as much as 60 Imperial Pieces.

PRISONER CHAMBER

An unlocked, untrapped trunk in the corner of this room contains the dried, bloodied rags and belongings of some nameless prisoner long dead. The shackles that once held them however are very much alive, a Greater Róbai Shita Tsukumogami that remains motionless until a PC is within its reach.

RÓBAI SHITA CATACOMBS

The layout of this area of the dungeon is very simple (and does not change even if visited twice): there is a western passage and an eastern passage, both of which lead to the entrance of Watsuji Shigetoki's tomb. There is an obvious danger in the northernmost corner of the eastern hall, an iron maiden that has become a Greater Róbai Shita tsukumogami (page 35), but again this is a vicious ploy—to the west is an even greater threat, a wall tsukumogami (page 36). Either way to continue forward the adventurers must travel along one of these paths in order to continue. If the monster is currently alive and conscious, Fukō attacks the party as they rest after vanquishing (or fleeing from) either of the creatures.

TORTURE CHAMBERS

All of these macabre chambers are roughly identical, containing manacles, torture racks, a skeleton, or all three. This is an opportunity for GMs to include additional Róbai Shita tsukumogami for parties that have had an easy time traveling through the dungeon thus far. Otherwise these rooms have anything of value inside, instead serving as a grisly reminder that even the most revered and holy of Soburi are capable of inflicting terrible horrors.

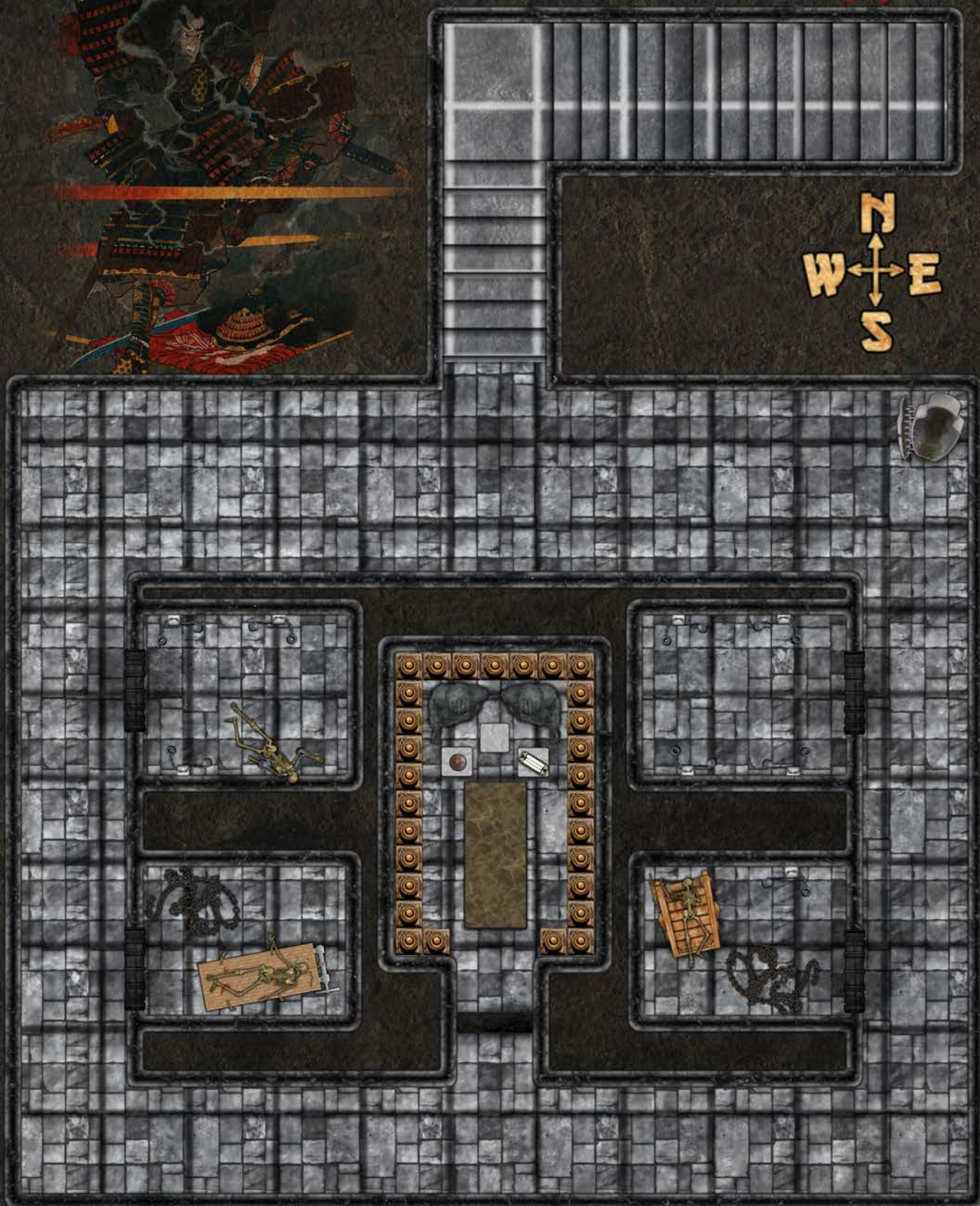
WATSUJI SHIGETOKI'S TOMB

A large iron door bars the way forward into this room but a **DC 12 Strength check** is enough to wedge it open.

Read the following as the PCs enter this room:

(see page following map for full read-aloud)

ROBAI SHITA CATACOMBS



The creaking of the heavy iron door as it swings into the crimson-lit chamber ahead of you echoes off the walls, reverberating back and again before silence reigns once more. Arrayed along the walls are dozens of candles flickering with red and violet flames, illuminating a simple yet perfectly cut marbled sarcophagus. At its head are two statues identical to those from the level above, both looking down onto three plinths—on the left an urn, on the right a scroll, and the third empty.

No check is required to recognize that the red and violet light cast by the flickering candles in this room is unnatural. At its northern end at the head of Watsuji's stone casket are three pedestals, one with an urn atop it, another holding a scroll, and the last empty—obviously meant for the *yūrei-fū wind chimes*. When placed upon the pedestal the screaming soul of the ancient wu-jen yamabushi frees itself of Akinochisō's curse, visibly returning to the sarcophagus in the center of the chamber. The malevolent spirit that puppeted Watsuji's spirit is not undone however, and its dark patron empowers it, causing it to manifest unbound to attack the adventurers! Read the following:

A wailing cry suddenly fills the chamber and motes of blue energy swirl through the air, gradually gathering to form the screaming form of an old soburi man in simple robes. Gradually his countenance calms until he is entirely at peace, the last thing you see being a smile crossing his face before the spirit's head disappears into the stone casket. Not a moment later a moaning howl reverberates from the walls, an unnatural voice infused with rage—suddenly tornado winds whip around the chamber until the monster that attacked the village floats before you. Before the winds die down the creature grows and distorts in violent convulsions, becoming more wild and savage with every gust before it leaps to attack!

When Fukō Unbound has been destroyed, the voice of Watsuji Shigetoki thanks the party and assures them that with his relics returned, his ancient protections over Shibai will return as well. Afterward he is willing to answer a single question about anything (from the afterlife to secrets of the modern world) though how accurate or how much he truly knows is entirely at the discretion of the GM.

EPILOGUE

When the PCs emerge from Rōbai Shita Temple it is immediately clear that they have had a positive impact on the region; not only will they feel dignified and know without doubt that they have aided a soul in turmoil, they can see it in the very environment. Read the following:

The sky is clear and a warm wind runs up the mountainside, though that's not the first thing that strikes you—it's the sudden abundance of wildlife, the noises of nature all the louder for their unnoticed absence the past several days. Crickets chirping and the occasional call of a bird fill you with confidence, sure that you have made a difference in the lives of the people of Shibai.

Mayor Yashido is overwhelmingly pleased to hear that the adventurers have gotten to the bottom of things and immediately announces it in the village's marketplace, much to the pleasure of the townsfolk still in Shibai—except for Ishimoto. Her younger sister uses the opportunity to berate Miya, publicly denouncing her for hiring the disastrous Mubō Brothers and moving that she be deposed, allowing for herself to act as interim mayor until a new election can be held. The PCs are able to stop this coop by revealing Ishimoto's part in causing the town's curse, but she gives the adventurers a knowing wink (making it clear that they will be rewarded for their silence).

Regardless of how local politics play out the next day Nature-Wielder Yon-jū Banme sends another fox, this one fitted with pack that turns out to be a *bag of holding* containing all of the party's reward (including blank travel papers and the agreed upon number of Imperial Pieces).

The PCs all increase their Dignity scores by 3 and if they have not yet gained a level, each does so as well. Furthermore their reputations spread, reaching the ears of other bengoshi—men and women in need of agents elsewhere in Soburin...

RUMORS IN SHIBAI

As the adventurers sift through the mystery at the heart of *Scourge of Róbai Shita Temple* they will inevitably hear many things about Shibai that simply are not true (at least not entirely). When dispensing information in any of the instances of the module (from the Sukochi bengoshi, Ishimoto Shigetoki, Mayor Yashido, or various citizens of the town) the GM should sprinkle in at least a few pieces of the following gossip for amusement—and of course to throw the PCs off the trail if they are advancing through the story too quickly!

Mubō Brothers. As famous warriors there are numerous tales about Raitoningu and Sandā though much like the gunmen, they are lacking in consistency and truthfulness.

- The Mubō Brothers killed a true oni and it is one of these creatures children keeps resurrecting the monster.
- Raitoningu was witnessed doing unseemly things with a horse.
- Sandā keeps grisly trophies of his kills tucked inside of his armor for good luck.
- Both are bastards born out of wedlock and banished from the noble house of their father.
- The Mubō Brothers are actually in league with the monster and lured it here, as they have other towns, exacerbating their fame with each seeming victory.

The Monster. Countless canards about the enigmatic monster roam throughout conversation in the marketplace, each as unfounded as the last and more evident of the locals' fear than anything else.

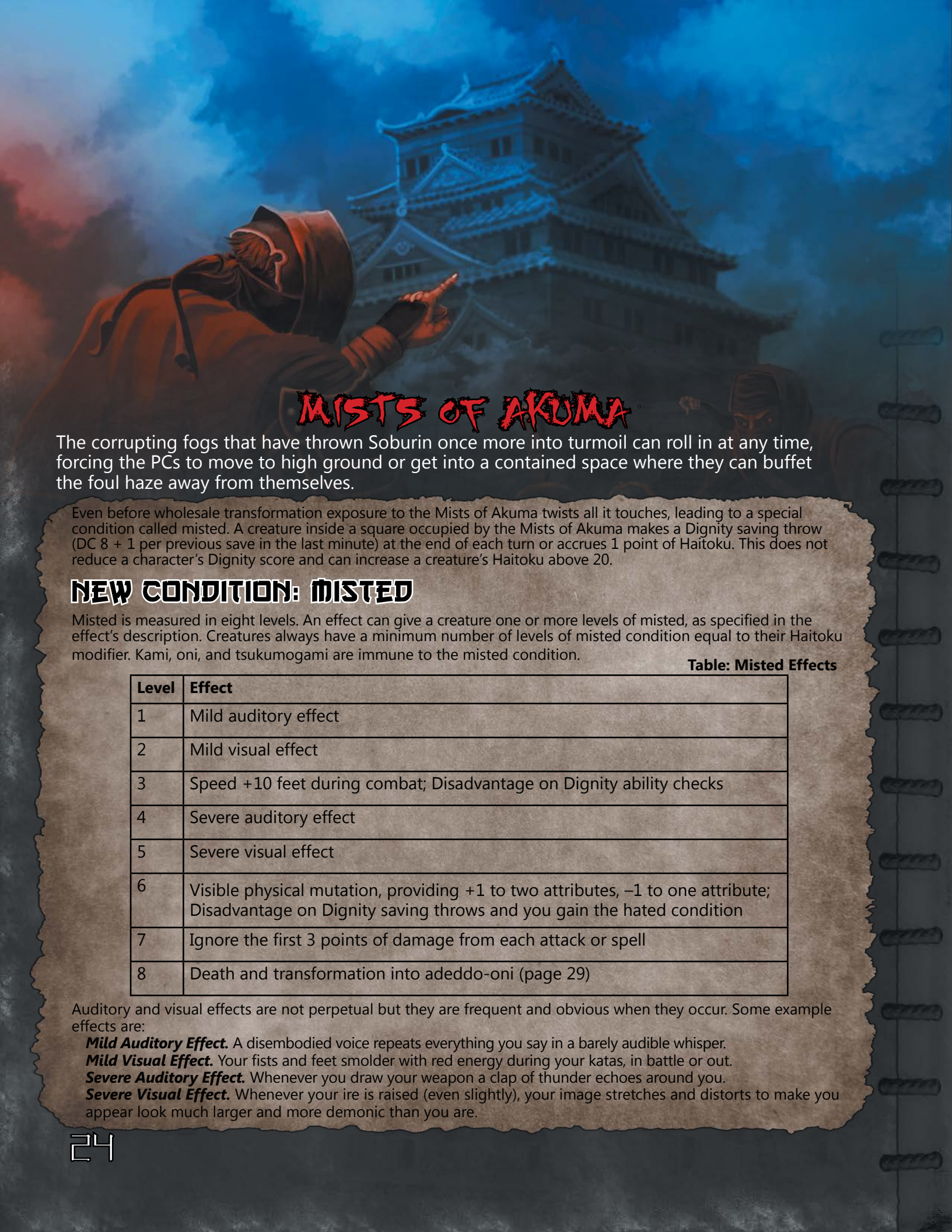
- The creature is the ghost of a dead noble from a family long gone from Shibai.
- In truth the monster is Akinochisō's bastard offspring, the result of the dark entity mating with a human.
- The spirit of the noble samurai Maita Etsuko has been warped into the freakish beast plaguing the town, her body infused with evil and hatred over the betrayal that saw her killed.
- Finally the mystery surrounding the local woodsmen and hunter Sako Kaori has come to an end—he had been seen to show the signs of corruption the last few times he stopped through town and many villagers avoided him entirely, so surely this must be what he's transformed into.
- This so called monster is nothing more than parlor tricks and illusions created by the Mists of Akuma and a foul sorcerer lurking in the supernatural haze, nothing more than a ploy to sap courage from the village and make Shibai weak enough to take over completely.
- The monster is punishment Shibai being spared from the Mists of Akuma for years, the karma of lacking devotion accumulating over the centuries to ultimately doom them all.

Róbai-Shita Temple. Normally revered as a truly holy shrine to both ancestors and nature, Róbai Shita Temple's reputation has rapidly fallen to be thought of as a cursed, haunted place.

- There's a secret dungeon beneath Róbai Shita Temple where heretics are tortured to death.
- The temple was founded by an ancient wu-jen that was cast away from his peers for his outlandish beliefs.
- Akinochisō has stolen the wind from the top of the mountain, angering the spirits of the temple's dead priests.
- Anyone who is truly honorable and righteous that spends the night within Róbai Shita Temple wakes up invigorated by their ancestors and free of any sicknesses.
- The temple has existed since the dawn of history, before even one house was built in Shibai or any warlord sought to conquer all of Soburin.

Shukettsu the Erítokirā Warrior. As both a shikome and a warrior that embraces heretical technology, even the merest sight of Shukettsu is enough to send the villagers into a frenzy of speculative gossip.

- The mysterious warrior protects a hidden lab devoted to crafting heretical devices and secreted away somewhere in the western slopes of the mountain.
- It is actually a demon made from an accursed steamectic that died inside the stomach of a dead boar, fusing the two together and filled with animalistic rage.
- It is really the creation of a mad scientist working for Rimono Prefecture and not alive at all, an automaton that lurks in the woods waiting to kidnap children from Shibai.
- The mechanically armored hunter is an agent of one of the rogue Kengen warlords sent to spy on the town for an imminent invasion.
- A beast that walks on two metal legs, it feeds on the blood of the living and has been using the Mists of Akuma as cover to abduct its meals.



MISTS OF AKUMA

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

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

NEW CONDITION: MISTED

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

Table: Misted Effects

Level	Effect
1	Mild auditory effect
2	Mild visual effect
3	Speed +10 feet during combat; Disadvantage on Dignity ability checks
4	Severe auditory effect
5	Severe visual effect
6	Visible physical mutation, providing +1 to two attributes, -1 to one attribute; Disadvantage on Dignity saving throws and you gain the hated condition
7	Ignore the first 3 points of damage from each attack or spell
8	Death and transformation into adeddo-oni (page 29)

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

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

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

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

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

NEW ATTRIBUTES: DIGNITY AND HAITOKU

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

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

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

DIGNITY

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

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

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

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

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

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

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

HAITOKU

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

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

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

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

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

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

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

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

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



CODEX

ADEDDO-ONI

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

ADEDDO-ONI TEMPLATE

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

Alignment. Adeddo-oni are chaotic evil.

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

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

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

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

Resistances. Adeddo-oni gain resistance to cold damage.

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

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

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

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

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

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

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

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

ADEDDO-ONI HUNCHLING

Small undead (oni), chaotic evil

Armor Class 14 (natural)

Hit Points 7 (2d6)

Speed 50 ft. (quadruple all jump distances)

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

Saving Throws Int –1

Skills Stealth +6

Damage Vulnerabilities radiant

Damage Resistances cold

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

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

Languages Adeddo
Challenge 2 (450+50 XP)

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

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

ACTIONS

Hammer. *Melee Weapon*

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

Hit: 3 (1d6) magical bludgeoning damage.



ADEDDO-ONI NINJA

Medium undead (oni), chaotic evil

Armor Class 16 (leather, natural)

Hit Points 27 (6d8)

Speed 60 ft. (quadruple all jump distances)

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

Saving Throws Int -1

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

Damage Vulnerabilities radiant

Damage Resistances cold

Damage Immunities necrotic,
poison, psychic

Condition Immunities charmed,
exhaustion, frightened, poisoned

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

Languages Adeddo

Challenge 3 (700 XP)

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

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

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

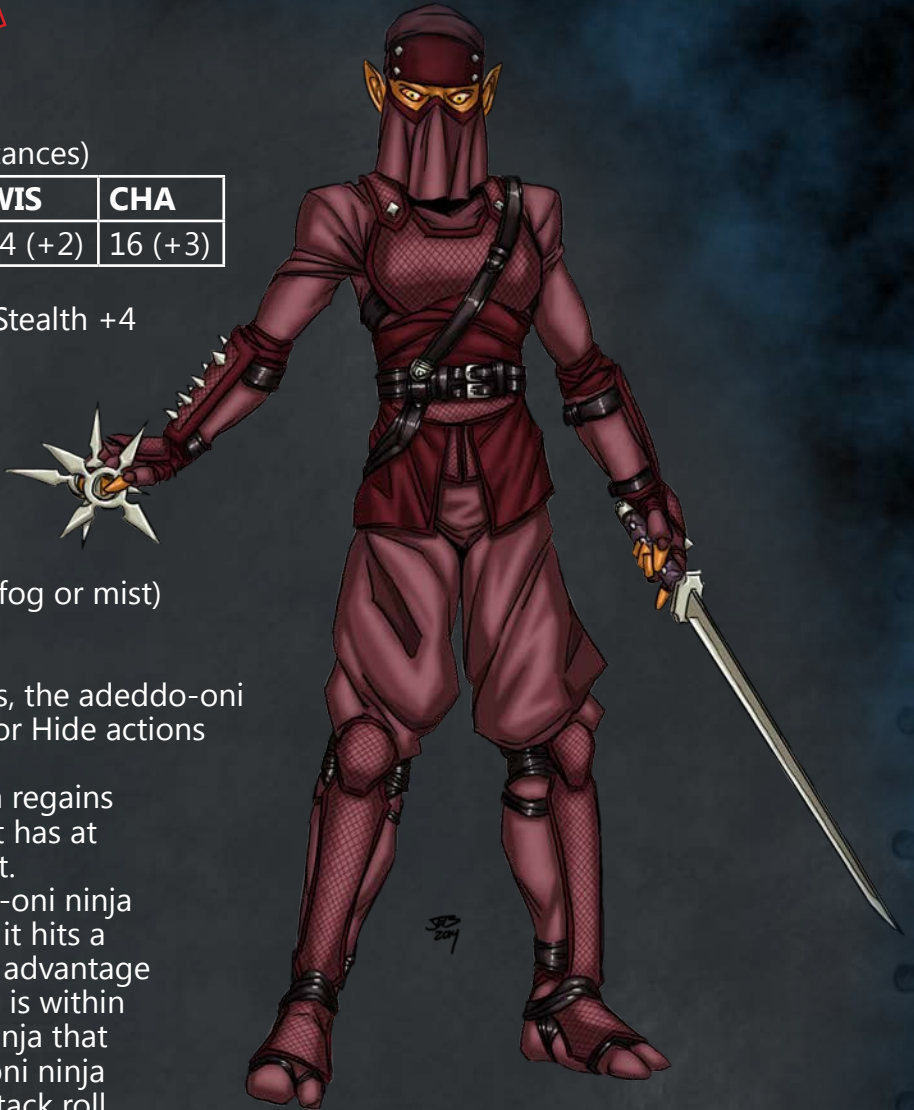
ACTIONS

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

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

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

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



Imposing even without his ornate suit of finely crafted green tosei gusoku armor, this hulking soburi stands at nearly 7 feet in height and hefts about a miniature cannon as though it were a rifle. His brutish face is almost always in a sneer and he walks with a confident, boastful swagger.

RAITONGU MUBŌ

Medium humanoid (soburi), neutral

Armor Class 16 (tosei gusoku)

Hit Points 87 (12d8+24)

Speed 30 ft.

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

Saving Throws Str +5, Dex +4

Skills Athletics +5, Intimidation +2

Senses darkvision 60 ft., passive Perception 11

Languages Soburi

Challenge 3 (700 XP)

Brute (1/round). Raitongu is extremely strong and large for a human. He may grant himself advantage on a Strength ability check. In addition, his carrying limit is doubled.

Cannon Wielder. Raitongu can reload his portable cannon by spending a bonus action and he is not at disadvantage to fire his portable cannon when within his target's reach.

ACTIONS

Multiattack. Raitongu attacks twice with his katana.

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

Portable Cannon. *Ranged Weapon Attack:* +4 to hit, range 30/200, one target. *Hit:* 21 (3d12+2) piercing damage.

REACTIONS

Reactive Shooter. Raitongu can spend his reaction to drop to one knee and gain total cover (provided the object he is hiding behind is already providing at least three-quarters cover).

Alternatively he may drop prone as a reaction to gain total cover behind an object already providing him half cover.



This husky soburi carries a long iron firearm that resembles a cannon, the whole of the firearm nearly twice as long as he is wide. The top of the stalwart man's skull is clean shaven and the rest of his scraggly black hair continues into the shortly trimmed beard covering his lower face, flecks of hair caught all around his mouth.

SANDĀ MUBŌ

Medium humanoid (soburi), neutral

Armor Class 16 (tosei gusoku)

Hit Points 99 (12d8+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
14 (+2)	14 (+2)	16 (+3)	9 (-1)	13 (+1)	11 (+0)	15 (+2)	12 (+1)

Saving Throws Dex +4, Con +5

Skills Intimidation +2, Survival +3

Senses passive Perception 11

Languages Soburi

Challenge 3 (700 XP)

ACTIONS

Cannon Wielder. Sandā is able to reload his portable cannon by spending a bonus action and he is not at disadvantage to fire his portable cannon when within his target's reach.

Glutton (1/round). Sandā is extremely large for his size and well known for his iron stomach. He may grant himself advantage on a Constitution ability check. In addition, he gains advantage on saving throws to resist the poisoned condition.

ACTIONS

Multiattack. Sandā attacks twice with his katana.

Katana. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 8 (1d12+2) slashing damage.

Portable Cannon. *Ranged Weapon Attack:* +4 to hit, range 30/200, one target.

Hit: 21 (3d12+2) piercing damage.

REACTIONS

Reactive Shooter. Sandā can spend his reaction to drop to one knee and gain total cover (provided the object he is hiding behind is already providing at least three-quarters cover). Alternatively he may drop prone as a reaction to gain total cover behind an object already providing him half cover.

NEW FEAT: CANNON WIELDER

Prerequisites: Proficiency with martial weapons

Many see the portable cannon as an ungainly and unnecessary weapon, but when properly trained, a warrior can use it to blast their way through enemies with reckless abandon. You gain the following benefits:

- You are able to reload a portable cannon by spending a bonus action.
- You are not at disadvantage to fire a portable cannon when within a creature's reach.
- You are able to use a portable cannon as a greatclub. Should you score a critical hit while doing so, the portable cannon cannot be fired until you spend 1 hour clearing and re-aligning its inner workings.

Portable Cannon. Martial (3d12 piercing damage, range 30/200) This firearm heavy ironwork only holds 1 bullet and requires an action to reload. When fired inside of a regular room or smaller area (30 ft. across and wide, 10 ft. high), all creatures inside the room make a DC 12 Constitution saving throw or are deafened for 1d4 rounds.





Though this shikome warrior wears a beautifully painted dragon sashimono on his back and wields a katana in one hand, its resemblance to most of Soburin's samurai ends there, the armor covering its body as strange as he is but mechanical in nature—heretical, even.

SHUKETTSU, KODOMO-TACHI ERITOKIRĀ

Medium humanoid (cursed shikome), lawful neutral

Armor Class 16 (eritokirā armor)

Hit Points 115 (14d8+42)

Speed 40 ft., leap 20 ft.

STR	DEX	CON	INT	WIS	CHA	Dignity	Haitoku
18 (+4)	15 (+2)	16 (+3)	14 (+2)	15 (+2)	13 (+1)	8 (−1)	13 (+1)

Saving Throws Dex +4, Int +4, Wis +4

Skills Acrobatics +4, Athletics +6 (advantage), Culture +1, Insight +4,

Intimidation +3, Perception +4 (sight-based

advantage), Stealth +4 (advantage), Survival +4

Senses darkvision 200 ft., passive Perception 14

Languages Adeddo, Ceram, Soburi

Challenge 4 (1,100 XP)

Brave. Shukettsu gains advantage on saving throws to resist the frightened condition.

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

Dampening Enhancers. Shukettsu possesses cutting-edge prototype augmetics that grant him advantage on Athletics and Stealth checks.

Darksight Goggles. Shukettsu's has advantage on sight-based Wisdom (Perception) checks.

Exhaust. Shukettsu has advantage on checks and saving throws to resist exhaustion.

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

Iyashino Iyashi Injectors (2/short rest).

Shukettsu spends a bonus action activating a feature on his armor, regaining 22 (4d8+4) hit points.

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

Nitrous Dash (Recharge 5-6).

Shukettsu gains a free Dash action.

Prayer Slips (66 total). Kami and tsukumogami have disadvantage on attack rolls made against Shukettsu. By sacrificing a number of prayer slips equal to the level of a spell that has caused him to gain the charmed condition, Shukettsu can end the duration of the spell.



Radio Antennae. Shukettsu automatically detects radio waves and can broadcast his own radio waves to a distance of 15 miles.

ACTIONS

Multiattack. Shukettsu attacks once with his katana and once with his sword arm.

Katana. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) slashing damage.

Sword Arm. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) slashing damage. By spending a bonus action to activate the gearwork within the augmetic, Shukettsu can set the sword arm to vibrate for 1 minute. While vibrating its damage increases by 1d6 and checks made to disarm another creature gain advantage.

KODOMO-TACHI ERITOKIRĀ CHAPTER

CHILDREN OF BATTLE (NEUTRAL)

ART, BALANCE, HISTORY, NATURE, TECHNOLOGY

CHAPTER MASTER: YASEI NO CHŌRŌ

Throughout the militaristic shikome (hobgoblins in Soburin) are various eritokirā chapters, guilds of warriors that take to battle in advanced suits of armor incorporated with augmetics. The Kodomo-Tachi are one of the most prideful eritokirā chapters, claiming to embody the ethos of the independent shikome generals millennia in the past—disciplined soldiers that were not the servants of dragons, but seen as powerful as the dragons themselves. So it is that the Kodomo-Tachi revere history and art in all forms, taking particular pride in the winged serpents arrayed on their sashimono. Their belief is that for any life to exist in Soburin a balance must be struck between nature and technology; unlike other eritokirā warriors the Kodomo-Tachi do not blame humanity for the horrors of the recent past, knowing that such ignorant violence is not unheard of. Emperor Hitoshi's agents and spies have assessed the threat of Shukettsu's lodge, and though they have not been deemed a force for good they are thought to pose relatively little danger compared to the other eritokirā chapters (provided of course that their non-aggressive stance towards the Masuto Empire remains neutral).

Shukettsu is on a fact-finding mission, sent to Shibai to confirm rumors that a merchant headed back to the village carries a relic able to negate the dreaded Mists of Akuma. The shikome does not require the magic item, only to confirm that it truly exists and to negotiate an opportunity for the Kodomo-Tachi's magical experts to study it. Moreover his clan's divinations have hinted at the intrusion of the party, prompting him to seek out and then follow the adventurers as they traveled from Hanashichū Grove. After the PCs have made their first investigation into Rōbai Shita Temple (or at the GM's discretion, on their way inside) Shukettsu attempts to peacefully approach them, seeking to offer his aide in whatever way they think is most useful—keeping watch on the temple, patrolling the town and defending against adeddoni, and the like. Of course if the party accepts his help the Mubō Brothers find out and add it to their false accusations but otherwise the townsfolk simply find any alliance with him to be an odd thing.

The GM can take or leave Shukettsu: if the adventurers are having an easy time of things they might have him take a more *aggressive* stance, but if the party is struggling, fearful of spreading resources too thin, or in need of an extra set of eyes and ears (which can be a means of sifting through the rumors and give the PCs some clues) he is best used as an asset to rather than liability. Even if he isn't immediately included in this adventure when it's deployed at the table, the GM could introduce Shukettsu as an interested (and slightly less aloof) traveler, raider, or go-between for Chapter Master Yasei Nochōrō to further a greater plot.

Regardless of the details of his inclusion, it's best for GMs to employ a light touch with the shikome soldier and eritokirā warriors in general—there are many chapters in Soburin and they are more violent, duplicitous, and tenacious than even the clans ruling over the prefectures. Should one group believe the party has declared loyalty to their enemies, the PCs will have new, dangerous, well-equipped adversaries to contend with!

RÓBAI SHITA TSUKUMOGAMI

There are a wide variety of items throughout the Róbai Shita temple's dungeon and making statistics for each would be redundant. When using a Róbai Shita Tsukumogami the GM should choose one of the following features to add to its statblock:

Constrict and Squeeze. The tsukumogami gains the following attack:

Constrict. *Melee Weapon Attack:* (to hit, reach, and targets as claw attack). *Hit:* as claw attack but bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the creature is restrained, and the tsukumogami can't constrict another target. By spending its bonus action, the tsukumogami can deal its claw attack damage (bludgeoning) to the restrained creature.

Endless Interior. The inside of the tsukumogami leads to an extradimensional space. At the start of its turn if the tsukumogami has grappled a creature of Medium or smaller size, it may spend its action to make an opposed Strength (Athletics) check to restrain its target (escape DC 13). When the tsukumogami starts its turn and has restrained a creature, it may spend its action to swallow the creature. A swallowed creature can only be released when the tsukumogami wills it or dies, though it may make attacks and cast spells targeting the tsukumogami; the swallowed creature has disadvantage on attack rolls and the tsukumogami gains advantage on rolls to resist a swallowed creature's spells. The tsukumogami may choose to target a swallowed creature with its attacks, gaining advantage on its attack rolls and dealing force damage on a successful hit.

Expel Contents. The tsukumogami spends its bonus action expelling junk, trash, old grain, grit, sand, dirt, or other inexpensive substance out at a creature within 10 feet, forcing the to make a DC 13 Dexterity save or gain the blinded condition until the end of the tsukumogami's turn.

Void Flame. The tsukumogami gains the following attack:

Void Flame. *Ranged Weapon Attack:* (to hit as claw attack), range (30/100), one target. *Hit:* 11 (2d6+4) necrotic damage and the target must make a DC 13 Dignity saving throw or gain 1 Haitoku. A creature can only gain Haitoku from void flame (any creature's void flame) once every 24 hours.

Greater Róbai Shita Tsukumogami may also choose from the following:

Enlarged Reach. The reach of all the tsukumogami's attacks increases by 10 feet.

Painful Construction. The tsukumogami may spend its bonus action to make an opposed Strength (Athletics) check to grapple a creature within reach. If the tsukumogami begins its turn grappling a creature, it may spend a bonus action to make an opposed Strength check to restrain the creature, or spend an action to make the check with advantage. Once the tsukumogami has successfully restrained a creature it implements the sinister parts of its construction, forcing its target against spikes, agonizingly stretching their bodies, or bleeding them through iron syringes hidden in manacles (dealing bite damage with a bonus action each turn spent restraining a creature).

LESSER RÓBAI SHITA TSUKUMOGAMI

Small monstrosity (tsukumogami), neutral evil

Armor Class 13 (natural)

Hit Points 80 (13d6+26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	11 (+0)	15 (+2)	12 (+1)

Saving Throws Int +2

Skills Perception +4, Stealth +4

Damage Vulnerabilities acid, fire, lightning, or thunder (GM's discretion)

Damage Resistances cold, necrotic, radiant

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Soburi

Challenge 1 (200 XP)

Haitoku Strike. By spending its bonus action sensing its enemy, the tsukumogami may target the enemy's Dignity score instead of their AC.

Hidden In Plain Sight. Tsukumogami may appear as mundane versions of the objects they once were, hiding in plain sight; DC 17 Wisdom (Perception) check.

Róbai-Shita Tsukumogami. The tsukumogami has one of the features listed in the Róbai-Shita Tsukumogami sidebar.

ACTIONS

Multiattack. The tsukumogami attacks twice.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

MEDIUM RÓBAI SHITA TSUKUMOGAMI

Medium monstrosity (tsukumogami), neutral evil

Armor Class 13 (natural)

Hit Points 107 (13d8+39)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	16 (+3)	12 (+1)	16 (+3)	13 (+1)

Saving Throws Int +3, Cha +3

Skills Athletics +4, Perception +5, Stealth +4

Damage Vulnerabilities acid, fire, lightning, or thunder (GM's discretion)

Damage Resistances cold, necrotic, radiant

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Soburi

Challenge 2 (450 XP)

Haitoku Strike. By spending its bonus action sensing its enemy, the tsukumogami may target the enemy's Dignity score instead of their AC.

Hidden In Plain Sight. Tsukumogami may appear as mundane versions of the objects they once were, hiding in plain sight; DC 18 Wisdom (Perception) check.

Róbai-Shita Tsukumogami. The tsukumogami has one of the features listed in the Róbai-Shita Tsukumogami sidebar.

ACTIONS

Multiattack. The tsukumogami attacks once with its bite and twice with its claw.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) slashing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.



GREATER RÓBAI SHITA TSUKUMOGAMI

Large monstrosity (tsukumogami), neutral evil

Armor Class 13 (natural)

Hit Points 130 (14d10+42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	14 (+2)	17 (+3)	15 (+2)

Saving Throws Dex +5, Int +4, Cha +4

Skills Perception +5, Stealth +5

Damage Vulnerabilities acid, fire, lightning, or thunder (GM's discretion)

Damage Resistances cold, necrotic, radiant

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Soburi

Challenge 3 (700 XP)

Haitoku Strike. By spending its bonus action sensing its enemy, the tsukumogami may target the enemy's Dignity score instead of their AC.

Hidden In Plain Sight. Tsukumogami may appear as mundane versions of the objects they once were, hiding in plain sight; DC 19 Wisdom (Perception) check.

Róbai-Shita Tsukumogami. The tsukumogami has one of the features listed on page 34.

ACTIONS

Multiattack. The tsukumogami attacks once with its bite and twice with its claw.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d12+2) slashing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) slashing damage.

As you look up into the nearby corner of the passageway something seems awry but just as the thought crosses your mind an eye appears on the wall, another in the ceiling, and then a mouth forms between the brick and mortar, split in two by the seam of the square tunnel—the dungeon itself has come alive!

WALL TSUKUMOGAMI

Huge construct, neutral evil

Armor Class 13 (natural)

Hit Points 145 (14d12+42)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	14 (+2)	17 (+3)	15 (+2)

Saving Throws Con +6, Wis +6

Skills Perception +6, Stealth +4

Damage Vulnerabilities acid, thunder

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages Soburi

Challenge 5 (1,800 XP)

Environmental Control. The wall tsukumogami is made from the section of a stone passageway, giving its slam a reach of 30 feet. It is able to grab and swallow up to three creatures at once.

Hidden In Plain Sight. Tsukumogami may appear as mundane versions of the objects they once were, hiding in plain sight; DC 20 Wisdom (Perception) check.

Hollow Interior. The wall tsukumogami takes up a 15-foot span of passageway and can attack creatures inside of it (standing on the floor, between two walls, and the roof—all the wall tsukumogami). A creature inside the hollow of the wall tsukumogami treats it as difficult terrain regardless of features that allow them to ignore difficult terrain.

Magic Resistance. The all tsukumogami has advantage on saving throws against magical effects and spells.

ACTIONS

Multiattack. The wall tsukumogami makes two attacks each round.

Bite. *Melee Weapon Attack:* +7 to hit, reach 30 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Slam. *Melee Weapon Attack:* +7 to hit, reach 30 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage. Instead of dealing damage, the wall tsukumogami may grapple a creature instead (escape DC 14).

Swallow. The wall tsukumogami makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the wall tsukumogami, and it takes 11 (2d6+4) bludgeoning damage at the start of each of the wall tsukumogami's turns (as it is ground between the outside of the monster's body and the actual wall of the dungeon). If the wall tsukumogami takes 15 damage or more on a single turn from a creature inside it, the wall tsukumogami must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the wall tsukumogami. If the wall tsukumogami dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Cannibalistic joy grips this demon's face as it capers and dances through the air as though naught but a leaf on the wind. Verdant tassels flow about it as it zooms to and fro, gusts whipping about it.

FUKŌ

Medium oni, chaotic evil

Armor Class 16 (natural)

Hit Points 115 (16d8+32)

Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +5, Con +4, Int +3

Skills Acrobatics +5, Athletics +4, Perception +4, Stealth +5

Damage Vulnerabilities radiant, thunder; slashing

Damage Resistances lightning, psychic; bludgeoning and piercing damage from nonmagical weapons

Damage Immunities force

Condition Immunities grappled, prone, restrained

Senses darkvision 120 ft., passive Perception 14

Languages Adeddo, Soburi

Challenge 4 (1,100 XP)

Born to the Air. Fukō gains advantage on attack rolls when both it and its target are in the air.

Innate Spellcasting. Fukō's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *thaumaturgy*

3/day each: *fog cloud*, *gust of wind*

1/day each: *gaseous form*, *invisibility*, *stinking cloud*

Unkillable. When it drops to 0 hit points, Fukō disperses into a cloud of invisible gases that disperse into the atmosphere. At the next sundown, it reforms in its resting place (Rōbai Shita Temple) as if it had completed a long rest. Fukō cannot be permanently destroyed. However, if reduced to 0 hit points inside of Rōbai Shita Temple it becomes unbound, restoring all of its hit points and features as it transforms into its new form (which has its own statistics). Once unbound, Fukō cannot return to this form (and if killed reverts to the spirit of Watsuji Shigetoki).

Walking Tornado. Ranged weapon attacks against Fukō are made with disadvantage. A creature may spend its bonus action aiming to negate this feature for a single ranged weapon attack so long as the attack is made immediately after aiming and before moving or taking a reaction.

ACTIONS

Multiattack. Fukō attacks twice.

Baleful Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

Slapping Tassels. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

Thrown Wind. *Ranged Weapon Attack:* +5 to hit, range 50/150, one target. *Hit:* 10 (3d6) force damage.

Whirlwind (Recharge 5-6). Each creature within 15 feet must make a DC 13 Strength saving throw. On a failure, a target takes 9 (2d6+2) bludgeoning damage and is flung up 10 feet away from Fukō in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or takes the same damage and is knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

REACTIONS

Quick Reflexes. Fukō makes 2 reactions each round.

Slapping Tassels. Fukō can make an opportunity attack against a creature that has struck it with a melee weapon attack as long as the creature's reach is 5 feet or less.



What once appeared unnatural and freakish now seems tame as the snarling monster before you rapidly jitters and transforms into a more feral version of what it was. The sharp claws on the end of its fingers have become wicked talons and wavering wild hair has sprouted all over its body, the tassels falling away as their enraged master quickly outpaces their chaotic dance.

FUKŌ UNBOUND

Large oni, chaotic evil

Armor Class 15 (natural)

Hit Points 147 (16d8+64)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	15 (+2)	17 (+3)	18 (+4)

Saving Throws Dex +5, Int +5

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

Damage Vulnerabilities radiant, thunder; slashing from magical weapons

Damage Resistances lightning, psychic; bludgeoning and piercing damage from magical weapons

Damage Immunities force; bludgeoning and piercing damage from nonmagical weapons

Condition Immunities grappled, prone, restrained

Senses darkvision 200 ft., passive Perception 16

Languages Adeddo, Soburi

Challenge 5 (1,800 XP)

Born to the Air. Fukō gains advantage on attack rolls when both it and its target are in the air.

Innate Spellcasting. Fukō's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *thaumaturgy*

3/day each: *fog cloud*, *gust of wind*

1/day each: *gaseous form*, *haste*, *invisibility*, *stinking cloud*

Razor Winds. Each creature that starts its turn within 10 feet of Fukō must succeed on a DC 15 Constitution saving throw. On a failure, the creature takes 7 (2d6) force damage and can't take reactions until the start of its next turn.

Walking Tornado. Ranged weapon attacks against Fukō are made with disadvantage. A creature may spend its bonus action aiming to negate this feature for a single ranged weapon attack so long as the attack is made immediately after aiming and before moving or taking a reaction.

ACTIONS

Multiattack. Fukō attacks twice.

Baleful Fist. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Thrown Wind. *Ranged Weapon Attack:* +5 to hit, range 100/300, one target. *Hit:* 18 (4d8) force damage.

Whirlwind (Recharge 4-6). Each creature within 15 feet must make a DC 15 Strength saving throw. On a failure, a target takes 17 (3d8+4) bludgeoning damage and is flung up 15 feet away from Fukō in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 4 (1d8) bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or takes the same damage and is knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.



Dupliciously dangerous intelligent items are becoming something of a hallmark in *Mists of Akuma* adventure modules and if the GM wishes to include one in the adventure, they should look no further than *Warui*. The sneaky kasa-obake may appear anywhere in Róbai Shita Temple though the best way to introduce it is as the PCs leave the dungeon—it gravitates towards whomever most distinguished themselves while profusely thanking the adventurers for saving it from the dreadful monsters that suddenly inhabited its home.

WARUI

Weapon (club), legendary (requires attunement)

Although Watsuji treated his umbrella with respect and care throughout his life, the foul influence of Akinichoso has warped it into an evil, mischievous creature that cannot wait to betray and doom as many “wielders” as possible.

Warui grants a +2 magical bonus to attack and damage. Instead of dealing damage after successfully hitting a creature with this weapon, the wielder may instead force the target to make a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or gain the charmed condition for 1 hour.

When its wielder attempts to tell a lie or an important truth, *Warui* may choose to force the wielder to make a DC 13 Wisdom saving throw. On a successful save, any hit dice spent to heal during the wielder’s next rest only restore half as many hit points as they should. On a failed save, the wielder blurts out the opposite of what they intended to say (revealing a truth if intending to lie or lying instead of speaking honestly).

Magic Properties. *Warui* grants the following benefits:

- By spending an action you may release the *Warui* to become a kasa-obake tsukumogami (page 161 in *Mists of Akuma* or the free *Mists of Akuma: Tsukumogami PDF*) until it returns to your hand, but otherwise it acts as a magical club.
- When you attack a creature with this weapon and roll a natural 20 on the attack roll, if your target has less than half its maximum hit points you may spend a bonus action to open the *buki kasa-obake*, dealing 21 (6d6) force damage. You may not use this feature again until you have taken a long rest.
- You increase your vertical jump distances by up to 10 feet and horizontal jump distances by up to 20 feet.
- By spending an action and pointing the *buki kasa-obake* at a creature you can see within 60 feet, you force your target to make a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or gain the paralyzed condition for 1d4 rounds. After successfully saving against this effect, a creature is immune to it for 24 hours.
- You may make a DC 15 Intelligence check as an action to learn an obscure piece of myth or lore. You may not use this ability again until you have taken a long rest.
- You are able to cast *feather fall* at will without the need for any components.

Sentience. *Warui* is a sentient neutral evil weapon with an Intelligence of 17, a Wisdom of 15, and a Charisma of 16. It has hearing and darkvision out to a range of 60 feet. The weapon communicates telepathically with its wielder and can speak, read, and understand Adeddo, Draconic, and Soburi.

Personality. *Warui*’s purpose is to bring death to as many fools as it can, preferably after they have egotistically decided that they are worthy of wielding it. The tsukumogami speaks about its wielder with reverence and praise, often interrupting others with proclamations of greatness and esteem. These are of course all lies and *Warui* despises everyone that picks it up (Deception +9).





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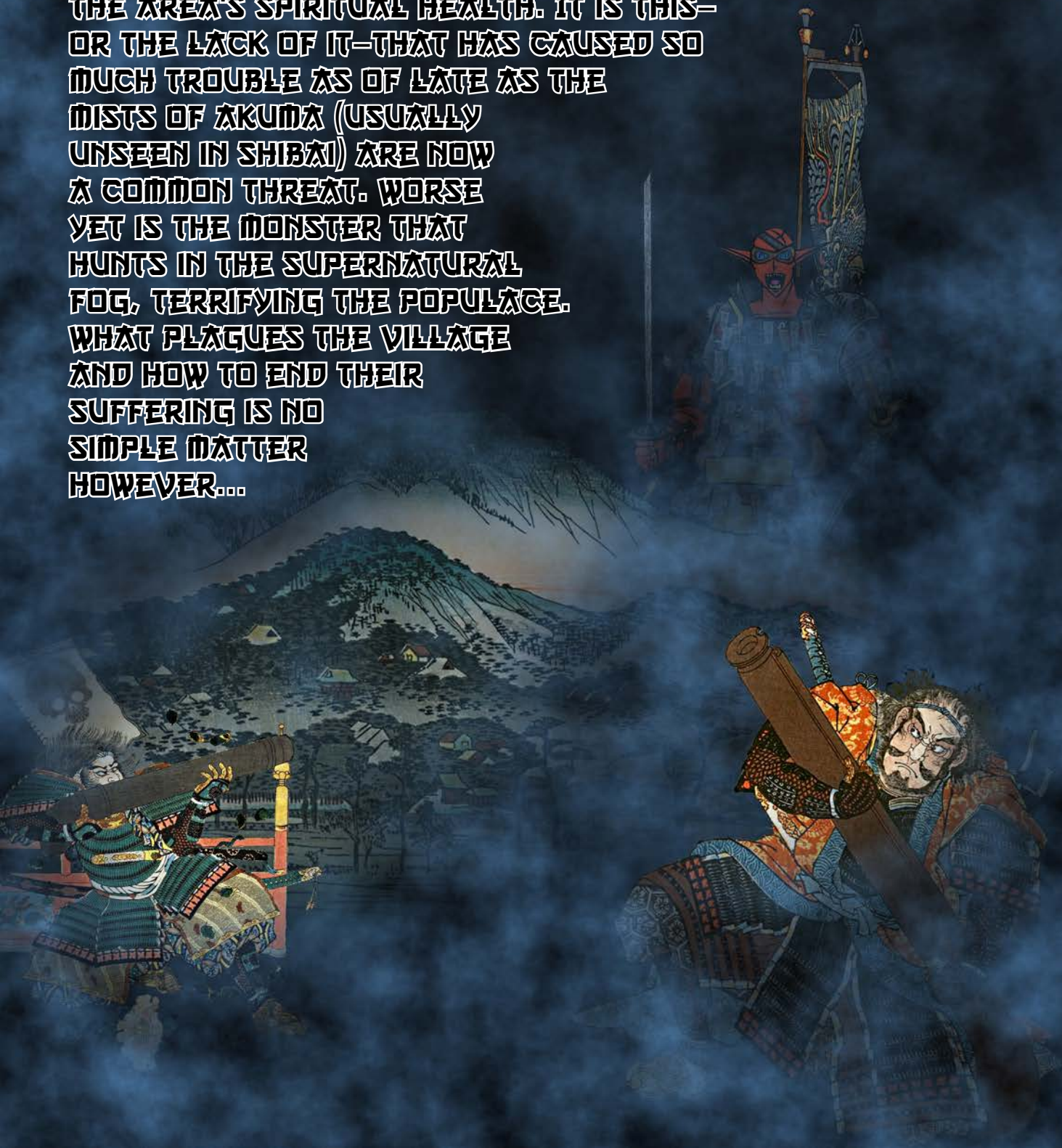
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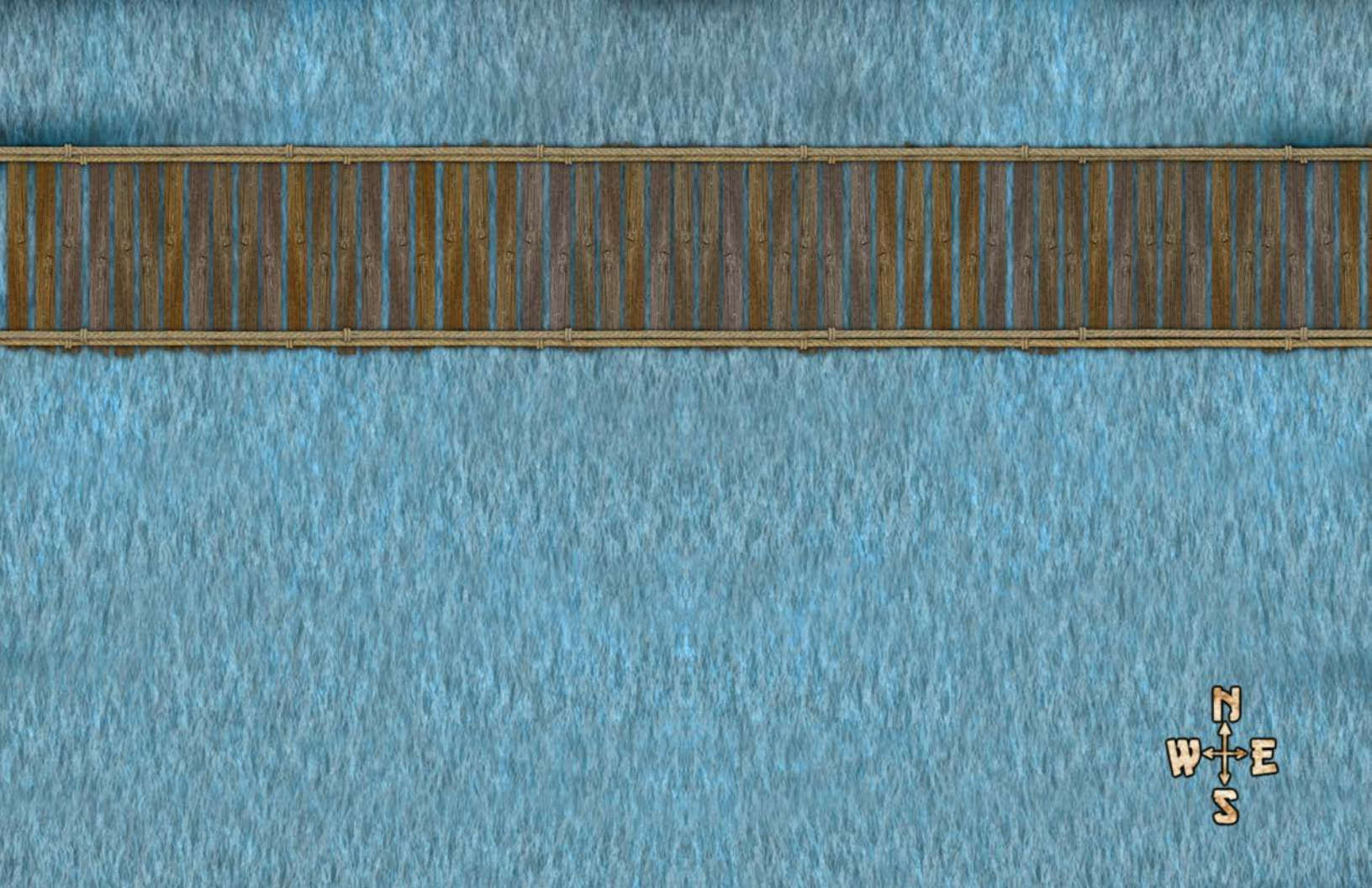
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SOMETHING IS AWRY IN THE TOWN OF SHIBAI...

PERCHED ABOVE ON THE MOUNTAIN UPON WHICH THE VILLAGE RESTS IS RÔBÂI SHITA TEMPLE, AN ANCIENT ANCESTRAL SHRINE TO NATURE AND THE SPIRITS OF THE DEPARTED. FOR CENTURIES ITS PRIESTS HAVE ENDURED, TENDING TO THE FOLK NEARBY AND MAINTAINING THE AREA'S SPIRITUAL HEALTH. IT IS THIS—OR THE LACK OF IT—THAT HAS CAUSED SO MUCH TROUBLE AS OF LATE AS THE MISTS OF AKUMÂ (USUALLY UNSEEN IN SHIBAI) ARE NOW A COMMON THREAT. WORSE YET IS THE MONSTER THAT HUNTS IN THE SUPERNATURAL FOG, TERRIFYING THE POPULACE. WHAT PLAGUES THE VILLAGE AND HOW TO END THEIR SUFFERING IS NO SIMPLE MATTER HOWEVER...



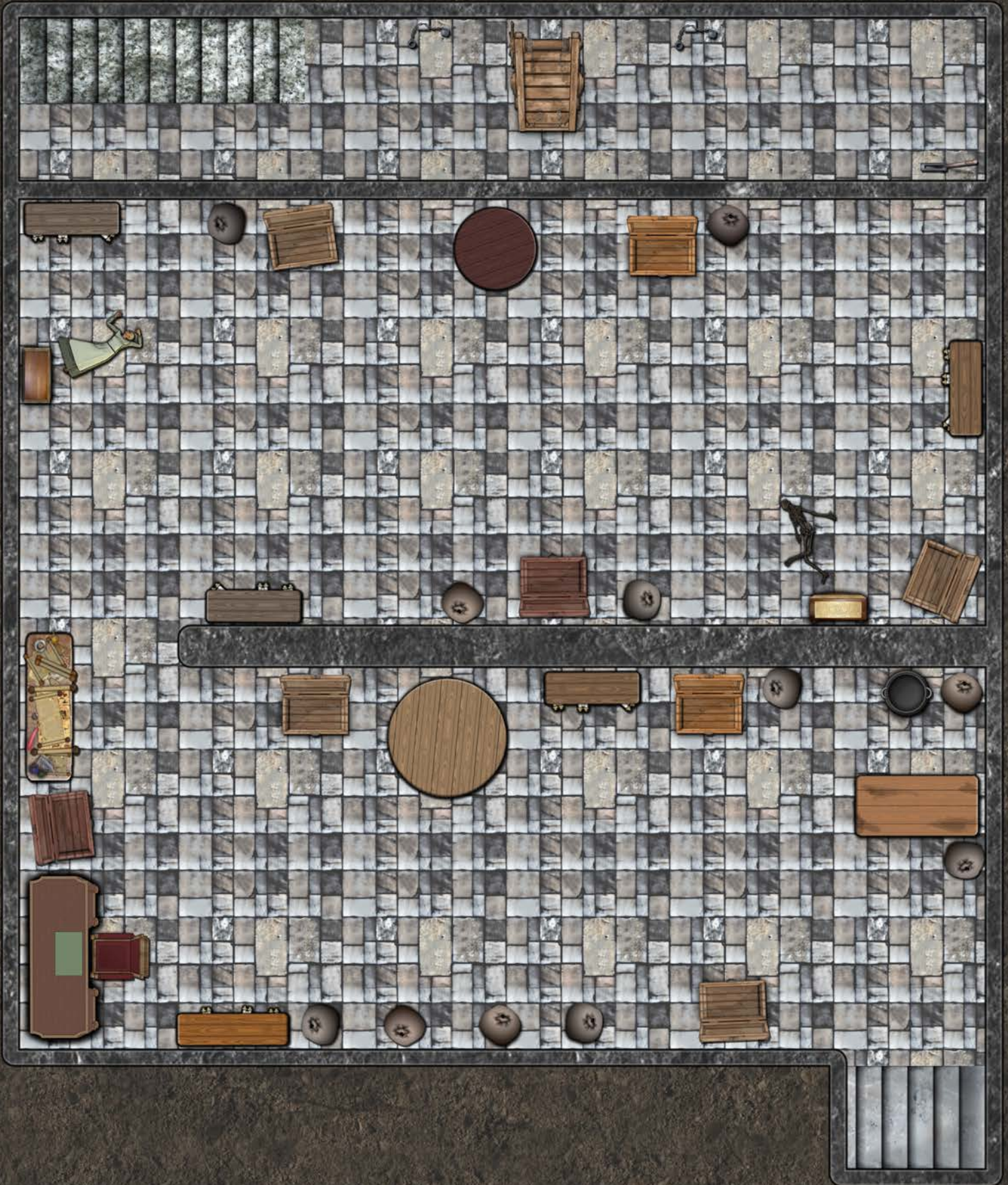


ROBAI SHITA TEMPLE





ROBBI SHITA BASEMENT



ROBAI SHITA DUNGEON





ROBAI SHITA CATACOMBS

