

MISTS OF TAKUMATA



THE YAI SOVEREIGN OF STORMS



MISTS OF 太くも太

A FIFTH EDITION ADVENTURE FOR FOUR TO FIVE PCS OF 7TH-8TH LEVEL

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SUMMARY

Contending with powerful weather while traveling in the wilderness of Soburin, the PCs are suddenly host to an invisible and unwanted guest as they make camp: one of Xiqzoxix, the foul bengoshi of oni warlords. The party are offered great rewards should they travel into the hidden settlement of Tsukisasu to put down a mysterious stranger from the Mists of Akuma that's taken control of the secret town. Obiemashita poses a threat to more than just this mountain however, and the adventurers will likely have to deal with the consequences of the oni's struggle eventually—it is only a matter of when, not if, as with every passing hour the upstart yai sovereign of storms destabilizes the region further as it amasses greater power.

Reaching Tsukisasu is no simple matter and the PCs encounter foul creatures that mean them ill or can offer crucial aid as they climb a nearby mountain, closely following arcane instructions from Xiqzoxix to reveal the mystically shrouded town. Once inside the settlement the party finds a warped village filled by outcast inhumans to make for an unusual place, one driven toward greater madness by the chaotic edicts of a new ruler. To save the village, protect the countryside nearby, and earn their payment the PCs raid Yōna's fortress, defeating creatures enslaved to the yai sovereign's will and destroying the magic circles of power it is using to destabilize the skies before Obiemashita can reach its full potential!

Little do the adventurers know that Xiqzoxix has plans of his own and that the monstrous bengoshi's ultimate goals in Tsukisasu are far from altruistic...

BACKGROUND

The oni warlord Yōna has ruled over a settlement high in one of Soburin's mountains since long before the Ceramians first invaded over a century and a half ago. After seeing the deadly machinery the invaders brought to bear, she did as many of her peers and forged a pact with an imperial dragon to shroud her territory from the foreign military—unlike most of these alliances, the deal Yōna struck with Yamano-Ryōshu persists still and hides the elevated town from discovery. The obscuring shroud left by the powerful sovereign dragon has made the Mists of Akuma a common sight around Tsukisasu and drawn many new monstrous denizens to the settlement, and though this has increased the oni warlord's forces it has also brought along unexpected dangers.

As the most vicious storm in recent history came down onto Tsukisasu a few weeks ago, so too did the Mists of Akuma. A lone figure descended from the very center of the supernatural tempest, striding up to the gates of Yōna's fortress with demands for obedience; the oni warlord was not at all amused. After soundly thrashing the arrogant creature she wrapped her enslaving cord around it, using the enchanted yoke to assert her dominance. The newcomer didn't succumb however and slapped a jade clasp onto the rope that has bent her to its will instead, and the dominated Yōna has declared Obiemashita to be the new ruler of Tsukisasu.

Under its new ruler the settlement has suffered greatly, the oni within growing wilder and more aggressive with each passing day. While the threat of Tsukisasu being found by the Masuto Government poses a great danger, the local monstrous bengoshi fears that worse awaits the entire region should Obiemashita's most recent doings reach fruition—Xiqzoxix has learned that the newcomer is a yai sovereign of storms and that if it is not stopped, it will conjure a tempest so great that even Emperor Hitoshi will be forced to take notice.



RUNNING THE ADVENTURE

The Yai Sovereign of Storms 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 wilderness fiefdoms of oni warlords, 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 *The Yai Sovereign of Storms* 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).

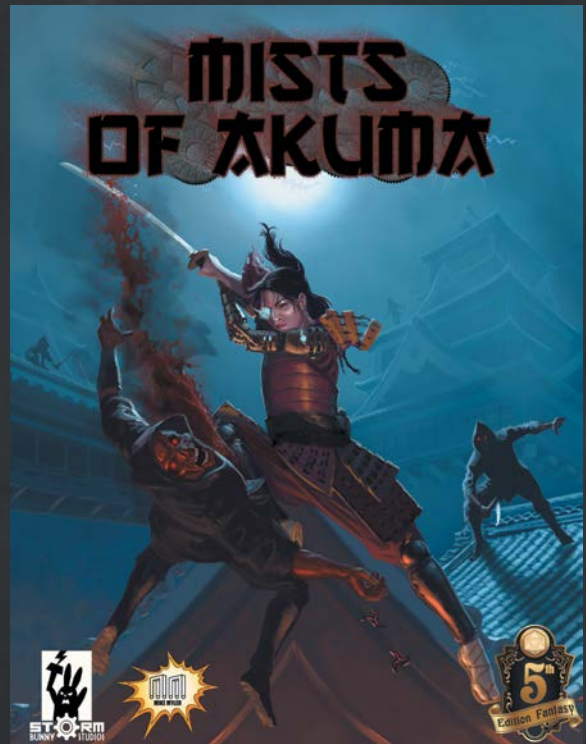
ACT 1: AN UNLIKELY BENGOSHI

When the party are traveling near one of the mountains in Soburin's wilderness and have made camp for a long rest (after a day of travel filled by harrowing storms), choose the most vulnerable PC and read the following:

Finally the rains stop.

The entire day has been filled with dark clouds and heavy precipitation—as was most of last week—and you feel relieved as the night sky opens above to cast pale moonlight onto the camp. Lifting plucked strings begin to fill the air as more of the moon peeks out from the overcast skies and as it grows louder, the source of the haunting melody is nowhere to be seen and the sense of relief dwindles.

4 *Suddenly the music is cut short and _____ feels something restraining them from behind, a sharp force pressed*



against their skin just hard enough that a trickle of wet blood runs down their neck. "Halt!" a voice calls out, the rising mist from the recently stopped rains gradually outlining an immaculately dressed humanoid figure with a freakish mask-like head, a razor-thin garotte wrapped beneath the head of one of your companions. "We wouldn't want anyone to lose their head now would we?"

Though its threatening entrance might suggest otherwise the new arrival to the party's camp means them no harm—it quickly explains that the normal reaction to his kind often necessitates these sorts of extreme negotiating tactics. The trespasser introduces zirsself as Xiqzoxix, a mediator of oni warlords and resident of the settlement of Tsukisasu. A **DC 15 Intelligence (Culture) check** reveals that there are many of these bengoshi-like creatures throughout

Soburin, and that they all answer to Xiqzoxix (though if asked, ze denies it). After the adventurers make it clear that they will not draw blood and at least hear out what ze has to say, ze releases zir captive and tosses a bag with 50 Imperial Pieces as an apology.

Recently (this) Xiqzoxix's home has been taken over by Obiemashita, a creature that emerged from a powerful storm intermingled with the Mists of Akuma. The local oni warlord Yōna attempted to dominate the newcomer but found her powers turned against herself because of a jade clasp he carried, and instead has appointed him as the new ruler of Tsukisasu. His domination of the hidden town has been filled with peril and conflict; one of Obiemashita's first edicts made the formerly oppressed bakemono and shikome to become elite members of society, spreading discontent among the oni that dwell there. With every passing day the usurper grows larger and its rise to greater power seems to coincide with the malevolent weather in the region, and Xiqzoxix believes that ultimately he will cause ruin to come to zir's settlement.

At first he appeared as little more than a feral child, and by the time the oni bengoshi left Tsukisasu it was already as big as an enjin—while another oni warlord might eventually intervene Xiqzoxix believes that a rapid response is required. In exchange for helping restore Yōna to power, the oni bengoshi will personally see to it that the PCs each receive an enchanted gift from the vaults of the town's fortress once she is in control of the fortress once again. Ze adds that they are welcome to refuse this offer, but that if there is one thing it knows for certain, it is that the threat Obiemashita presents will only become greater and more potent the longer he is in control of the hidden city.

☆ DEVILISH DEAL

The oni bengoshi offers up 1,000 Imperial Pieces in exchange for the party's help; once they accept the deal Xiqzoxix reveals that the paths leading to Tsukisasu are shrouded still by ancient magics of the Imperial Dragons, as well as the first thing the adventurers have to do in order to find the hidden settlement: when they next travel they must move 100 paces northward up the slope, throwing a handful of rice behind their shoulders after every 25th step. More importantly once they reach Tsukisasu, the oni bengoshi warns, it is essential they keep their presence unknown to Obiemashita (who has already had several foreigners and dissenters slaughtered for their disobedience). Afterwards Xiqzoxix disappears, the shamisen's strings lilt through the air as ze departs.

When the PCs next look into the bag the oni bengoshi tossed to zir captive they find a few curious items aside from the gold coins—a few sticks of incense and a pin made of ruby. Though the gemstone accessory can be sold for as much as 40 gp, the first adventurer to touch it instantly knows that affixing to Obiemashita's jade clasp will release Yōna from his control. Curious spellcasters that more carefully examine the ruby pin with detect magic and a **DC 19 Intelligence (Arcana) check** realize that it has some kind of enchantment waiting for a trigger of some kind (but not the device's true purpose, to overtake the usurper's bauble rather than destroy it).

☆ MORE NUANCED INTRODUCTION

The Yai Sovereign of Storms introduces Xiqzoxix in the wilderness in order to make the adventure as accessible as possible to GMs but the oni bengoshi is certainly able to move about unhindered inside of settlements or along Soburin's roads. Ze is able to appear as any Small- or Medium-sized race and possesses a suite of abilities to make breaking into or out of a settlement a simple task. The monstrous negotiator could easily take the place of a merchant or noble in the court of a clan lord and should ze come to believe the PCs are particularly competent, Xiqzoxix does not hesitate at all to endanger, kidnap, intimidate, bribe, or coerce whomever ze believes might grant zir leverage over the adventurers. For aggressive, haughty, prideful, and overly confident parties ze uses a more graceful tactic and promises that in addition to their Imperial Pieces that at least one great treasure will find its way into their possession.

ACT 2: TRAVELING TO TSUKISASU

After finishing their long rest the weather turns on the party once again, sending a torrential down-pour onto the region. Though the beginning of the path the PCs need to take to reach Tsukisasu was revealed by Xiqzoxix, they must rely on their wits to make the rest of the journey to the veiled settlement. Moving more than 50 feet in any direction that is not part of the path to Tsukisasu causes the enchantment to reset, meaning the PCs must start from the beginning. If the adventurers have a particularly difficult time figuring out this puzzle, the GM may grant them Intelligence, Wisdom, or Charisma checks to reveal the correct steps to take.

FINDING THE PATH

- First the PCs must take 100 paces northward up the nearby mountain, throwing rice behind them every 25th step. No check is required to notice the rice overwhelmingly flows westward regardless of the prevailing conditions, but adventurers with a **passive Perception of 12 or higher** realize that not only do they join into floating clumps, but that each of these groupings has 40 grains.
- Next the party must take 40 paces westward up the mountain and with every step there is a growing urge to light the incense given to them by the oni bengoshi. This is no simple task in the heavy rains (requiring a **DC 13 Dexterity check**) and once accomplished, the adventurers must succeed on a **DC 15 Wisdom (Perception) check** to track the smoke as it rises into the humid air. PCs that take precautions to protect a large area from rain (perhaps by using a cloak or umbrella) gain advantage on this check. Smoke from the incense floats northward in a long line that is mostly hazy, though not entirely—every few feet it suddenly turns inward sharply at a 60 degree angle before lazily circling toward the north again.
- After taking 60 steps north the PCs are overcome by a strong urge to see blood—their own, an animal's, an enemy's, or a friend's (this does not compel them to action, only instilling the emotion of bloodlust). Any shed blood pools unnaturally towards the nearest tree, disappearing around the trunk. Walking entirely around the tree after the spilled blood (all 360 degrees) reveals the lip of the valley in the mountains and the secret town of Tsukisasu.

FREAKISH ALLIES

The party's ascent up the mountain is not interrupted however, and after throwing the rice they easily overhear the panicking screams of two monstrous inhumans. When the adventurers go to investigate these cries for help, read the following:

Through the trunks of a nearby grove of trees you spy a terrifying sight: an enormous hunched thing as much man as horse, heaving in the muddied earth. Instead of hooves on its front legs there are long, sharp talons slick with blood clearly shorn from the two lesser things fighting it. Both of its overwhelmed foes are dressed as woodsmen but are far from the average lumberjack, each a child of the Mists of Akuma. The larger of the two wields a broken naginata, part of its blade still wedged in the equine monster assaulting them, and the shorter freak scrabbles in the mud for kunai to join the four sticking from its foe's hide. Both the shikome and bakemono bear terrible wounds and it looks like their end is nigh, though any doubts of their desperation evaporate as they call out for aid from kami, tsukumogami, gods, and everything in between.

Jaketto and Shatsu are hunters from Tsukisasu that have angered a tikbalang by chasing down prey in its territory. If the PCs leave these two to die and do not tread off their path northward the oni wanders away with the corpses of the rangers, but a DC 10 Dignity (Culture) check tells the adventurers that even these children of the Mists of Akuma will respect being saved, making them useful allies in the city above. As soon as the party makes themselves a threat (by casting a spell, drawing weapons, or stepping off the path and into the creature's territory) the tikbalang relents its assault on the pair of woodsmen and attacks the PCs (though it has been damaged and only has 90 hit points).

Jaketto. This blessed shikome is a shisho of the Kōteino, an Erītokirā Chapter of warriors with a sect in Tsukisasu. In addition to knowing the modern political climate of Soburin, much about the hidden settlement the PCs are traveling to, and being surprisingly at ease with all the races, the hobgoblin is close friends with the most talented armorer in Tsukisasu (another shikome, the sumisu Sakimasu).

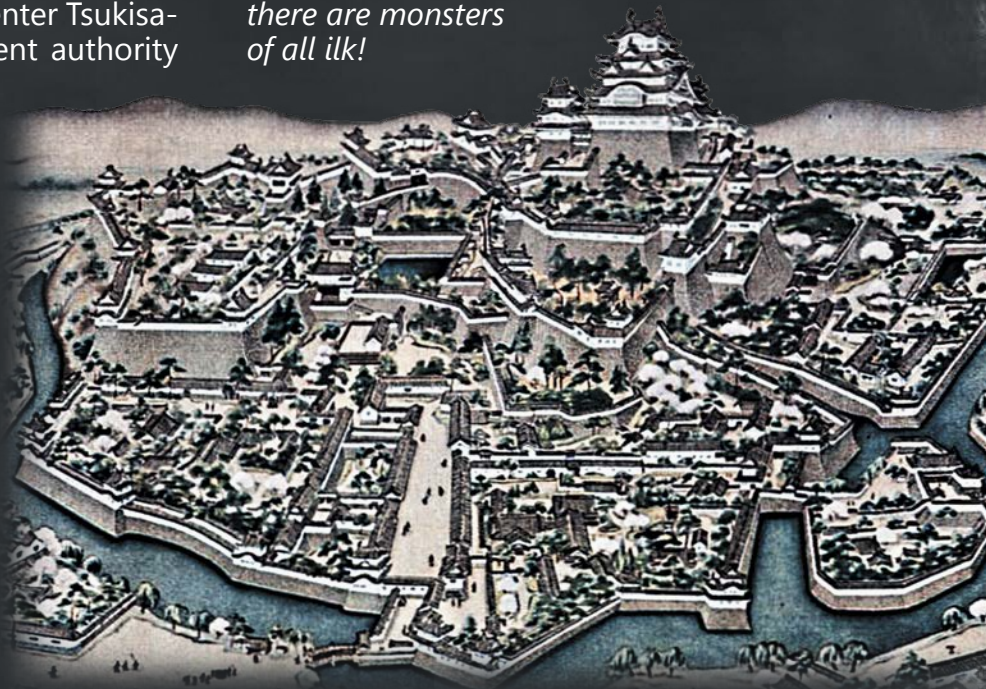
Shatsu. The konchū bakemono Shatsu is little more than a scavenger that travels the mountainside in search of corpses to loot. Sometimes it is quite lucky, and though Kiyohime doesn't act like it the magic item merchant of Tsukisasu is quite fond of the goblin.

Once saved the inhumans are extremely cooperative and earnestly promise never to betray the party. As natives of Tsukisasu the duo do not need to take any special steps to reach the hidden city and as scholarly as Jaketto is, neither knows what the PCs have to do to find the path. After reaching the secret town they are prepared to disguise the adventurers as prisoners, a ruse that will allow the group to enter Tsukisasu without incident given the recent authority granted to their kind.

Leaving the bakemono and shikome to die to the tikbalang's claws has a consequence—a hebinkontorora. The serpentine oni disguises itself as a wounded woman fleeing from a pack of snakes, using the creatures she's summoned to assault the PCs and distract them so she can get in close to attack the party's healer or mage. If the adventurers are accompanied by the pair of rangers however, the hebinkontorora poses no threat and merely passes by them on the road, nodding respectfully to Jaketto and Shatsu.

Read the following when the party follows the spilt blood around the tree, completing their journey on the path to Tsukisasu:

Looking up as you round the tree following after the strangely flowing blood, you are startled to find a secluded highlands valley just as you finish circling the trunk! The vale extends out in a majestic view but the breadth and secrecy of the wide expanse is not what impresses you most; in the center of the rift is a vast city, familiar yet unlike any you've seen before. The dwellings are of the sort only seen in architecture from long ago but decorated with grisly effigies, and rather than soburi walking its streets there are monsters of all ilk!



ACT 3: MONSTROUS JEWEL OF THE MOUNTAINS

Filled with bakemono, mutants, necroji, oni-touched, shikome, and steametics, the hidden settlement sprawls inside of a river delta tucked away in a highland mountain valley further protected by swift rivers and impressive walls. Wondrous and miraculous as it might be the PCs will have some trouble gaining entry without disguises or exceptional stealth; Xiqzoxix warned that discovery could mean their end and it is unlikely that the party are all like the natives. Any adventurer of the other races garners suspicion and investigation from Tsukisasu guards (use the statistics for a [Hobgoblin](#)), though PCs accompanied by Jaketto and Shatsu—both individuals already well known to the city's recently empowered defenders—experience no difficulty getting inside.

Obiemashita has turned the settlement upside down with its edict granting total authority to bakemono and shikome, and though oni are freely wandering the streets of Tsukisasu as they normally do, signs of unrest are everywhere. Jaketto and Shatsu know well enough that eventually the monstrous citizens of the settlement will take retribution and they are eager to do everything in their power to help the PCs free Yōna from the usurper's control. To make matters even worse, recently Obiemashita has showed an ability to control addedo-oni and has replaced the city's guards with the foul undead. The Kōteino Erītokirā Chapter of shikome rarely have the time for leisure and are celebrating with exceptional vigor, frequently starting fights with each other and passersby to entertain themselves.

TSUKISASU

SECRET
CITY OF ONI



HEYCH MACHINESHOP

Bakemono and shikome had been confined to the hidden city's large, squalid tenement buildings for centuries but over the past several weeks they have taken over nearly every dwelling in Tsukisasu. Whether the PCs are traveling alone or with guides, the adventurers soon find out that there's no place for them to lay low other than the abandoned machinshop of a steametic. Heych was a scientist highly valued by Yōna that mysteriously disappeared shortly after Obiemashita took over the settlement, though not before arming several technological security measures in his abode; the defenses have proven effective thus far and make the building stand out from the rest of Tsukisasu, marked by the corpses of

many would-be intruders piled outside of it.

Heych's machinshop is a small, squat tower located in the center of the city and as the PCs come across it, the biggest storm yet suddenly whips into the atmosphere above, sending down hail that deals **1d4 points of bludgeoning damage every round**. Getting out of the city and under the woods around the settlement will take several minutes, the oni throughout the streets take all the available cover from awnings (though some of the toughest specimens simply endure the storm), and there is no shelter for the party other than what they can conjure—aside from the robot's deserted home. The severe weather lasts until the PCs either get into the building or a few minutes after they find cover.

Pragmatic adventurers that choose to use the bakemono and shikome corpses as cover are able to do so but immediately increase their Haitoku score by 1 (lowering their Dignity score by 1). PCs are at disadvantage on Athletics checks to ascend while the storm continues and any that climb or fly up to one of the windows find that they are barred by thick steel plates with airtight seals. Fortunately the traps on the outside of the machinshop have all been exhausted and

Read the following after the PCs have entered Tsukisasu:

There is a sudden commotion in the street as a woman begins arguing loudly with a gang of bakemono. They all draw blades as her neck elongates, her teeth sharpening into the jaws of rokurokubi! In short order the wakizashi-wielding goblins hack away at the oni until her head flies off—taking to the air, cackling! Other monstrous passerby draw blades and argue over offenses imagined or slight, making the tension in the air as thick as a knife.

Should the party try to intervene or try to use the distracting fight as an opportunity to strike an oni citizen, Jaketto and Shatsu strongly discourage it and try to stop the PCs before attention is drawn to their group. Adeddo-oni are quite stupid but have received very specific orders—Obiemashita cleared Tsukisasu of all non-inhumans and any not found in chains are to be slain on sight. The guards travel in groupings of four Adeddo-Oni Hunchlings led by an Adeddo-Oni Samurai; at the start of a fight one of the hunchlings runs off for reinforcements that arrive 3d4 rounds later.

the only obstacle the party faces to get inside is a difficult lock on a reinforced door. The door has an AC of 16 and 30 hit points but it can be bypassed with a **DC 17 Dexterity (Thieves' Tools) check** or **DC 22 Strength check**.

Read the following when the PCs get into the machinshop:

Behind the heavy, thick metal door's entryway is an abattoir devoted to science. Steel stairs and railways ringing the circular laboratory lead to platforms along the wall 15 and 30 feet in the air, above heavy duty tables cluttered with bits and bobs of technology. The second level has rows of book cases filling half the floorspace, and even from the entrance you can spot reflections from large metallic chests in the shadows in the building's uppermost reaches.

The interior of the machinshop (a roughly circular tower 50 feet across and 40 feet high) is open in the middle with two main worktables on each side, a library on the second level, and a resting area on the third. There are three active traps inside of the building; one is located near the only entryway, but the other two can be placed at the GM's discretion.

BULLET STORM TRAP

Mechanical trap

When a creature steps on a hidden pressure plate, guns arrayed in rows nearby fire bullets from hidden compartments that slide open in the surrounding walls.

The firearms are obscured behind small panels colored like the walls; there are many and they all work into the texture of the surroundings, making the DC to spot them 20. A character can notice one of the trap's nearly seamless pressure plates with a successful **DC 20 Intelligence (Investigation) check**. Only thin objects (such as a katana or wakizashi blade) wedged into the seam prevents the trap's activation. Each of the gun housings are protected by inch-thick steel and fire when tampered with (+10 to hit, 1d6 piercing damage) should a creature fail a **DC 20 Thieves' Tools check**.

When more than 10 pounds of weight is placed on the pressure plate, 12 guns fire. Each gun makes a ranged attack with a +10 bonus against a random target within 10 feet of the pressure plate (vision is irrelevant to his attack roll). Should the area lack targets, half the bullets ricochet and make a second attack roll at random targets within 20 feet (these attacks are at disadvantage). A target that is hit takes 3 (1d6) piercing damage.

LIGHTNING LANCE TRAP

Mechanical trap

This trap is activated when a trespasser steps on a seamless panel worked into the floor, triggering a dynamo nearby that sends a blast of electricity arcing between the walls.

The DC to spot the activation plates is 20, and a character can also notice one of the trap's seamless panels with a successful **DC 20 Intelligence (Investigation) check**. Any contact with these sections of the floor trigger the trap, causing the dynamo to release electricity in a 15-foot radius. Each creature in the electricity must make a DC 18 Dexterity saving throw, taking 36 (8d8) lightning damage on a failed save, or half as much damage on a successful one.

Heych took virtually everything of value from the machinshop before leaving but there are four heavy (60 pound), sealed cases in the resting area on the third floor. Each is trapped with the same corrosive countermeasure and the steametic keeps them mostly to kill anyone that makes it inside—a **DC 22 Thieves' Tools check** unlocks a chest, but any failure (or even a point of damage) causes it to explode with pressurized acid that deals 10d6 acid damage to the creature, destroying the object inside (an augmetic of uncommon quality).

HYDRAULIC VAULT TRAP

Mechanical trap

When a creature steps on a hidden pressure plate, the floor beneath them rises rapidly on hydraulic pistons to fling their body into the ceiling 30 feet above, falling swiftly back into place to then send the target falling back to the ground.

A character can notice the trap's nearly seamless pressure plates with a successful **DC 18 Intelligence (Investigation) check** (the DC to spot it is also 18.) Only thin objects (such as a katana or wakizashi blade) wedged into the seam prevents the trap's activation.

When more than 10 pounds of weight is placed on the pressure plate, pistons beneath the ground fire to send the floor in a 15-foot radius shooting upward. Any targets in the area are flung into the ceiling, taking 28 (8d6) bludgeoning damage. A **DC 15 Dexterity saving throw** reduces this damage by half. The raised platform sinks back into the floor immediately, leaving targets to fall 40 feet to take 14 (4d6) bludgeoning damage. A **DC 15 Dexterity (Acrobatics) check** reduces this damage to 10 (3d6) bludgeoning damage.

INVESTIGATING IN TSUKISASU

With a base of operations in Tsukisasu the party can safely take a long rest and, if they are careful, travel about the settlement to find out more about Obiemashita or utilize goods and services—freakish inhuman adventurers can travel freely but other PCs will have to disguise themselves, maintain the charade as prisoners to Jaketto and Shatsu, be incredibly stealthy, or prepared to pay out bribes. While the hidden city most of the amenities of its like in the prefectures, only those listed below are not violently xenophobic (lacking entrances adorned with human corpses).

HALL OF THE VANQUISHED

Many challengers have come to rest control of Tsukisasu away from Yōna but Obiemashita is the first to have any success. The oni warlords, mad samurai, obsessed scientists, foolhardy mages, and righteous priests that have tried are all memorialized here by statues and paintings of the settlement's ruler achieving victory, making it a macabre place made even more morbid when their souls wail at dawn, noon, dusk, and midnight. Creatures inside of the Hall of the Vanquished that hear the supernatural screams make a **DC 15 Wisdom saving throw** or gain disadvantage on Wisdom saving throws for the next 24 hours.

KIYOHIME'S EMPORIUM

The oni-touched mage Kiyohime (use the statistics for an [Archmage](#)) grew up in the Fukushu prefecture and is nostalgic for her homeland, taking a liking to foreigners that find their way to Tsukisasu. In addition to selling the PCs any magic item of Uncommon rarity (roll 1d20 and on a 15 or higher she has one in stock), she reveals that Obiemashita is a yai sovereign of some kind. Kiyohime has not been able to study the usurper closely but she has seen more than one of the legendary oni and is sure of her conviction, even if it isn't as evidenced as most.

Should the PCs have Shatsu with them, Kiyohime has a few magic items of Rare rarity she can offer the party for a fair price (roll 1d20 and on an 18 or higher she has a requested item in stock).

KŌTEINO ERĪTOKIRĀ CHAPTER

Tsukisasu's true danger comes not from the hordes of monsters that Yōna can call to action, but from the hobgoblins that dwell in the settlement. Many of these are simple infantry but not all—some are warriors borne, implacable souls that earn their place among the devoted but wild Kōteino Erītokirā Chapter of

shikome soldiers. They take to the field of battle in powered suits of armor bristling with augmetics, making them truly deadly adversaries that are difficult to stop or even stun much less kill. Fortunately Obiemashita's edicts have sown chaos across their ranks and the reckless nature of the Chapter has led many to drinking in excess, forgetting their duties in cups of sake and leaving far dumber creatures (addedo-oni) to guard the secret city while the usurper still holds the throne.

MARKUS THE MACHINIST

Unlike Heych, the undead necroscientist Markus openly and proudly displays the traps in its shop (there are several and each one is lethal). While the necroji doesn't have any love for the prefectures, it does have great favor for anything that smells like profit. Any augmetic of uncommon quality can be bought here at a steep price (at the GM's discretion) but to sweeten the pot Markus offers to install its products and knows a bit of talk he's heard recently that foreigners would certainly appreciate. It overheard a pair of off-duty drunkards from the Kōteino Erītokirā Chapter talking about Obiemashita, claiming that the usurper has been the cause of the recent storms and using them to grow in power.

SIGNA'S HERBS

Although the prefectures have little love for her kind, Signa the mutant (use the statistics for an Oni) takes pity on humans and other smaller folk; once the PCs have earned her trust (perhaps with a Dignity check or by imparting some faith in her) she is willing to hide the party in her abode. Signa doesn't need to like the adventurers in order to sell her wares, but aside from potions of healing and potions of greater healing there isn't much to offer. Obiemashita has been ordering reagents and herbs from Signa's shop, and with a DC 16 Charisma (Persuasion) check the PCs can convince her to let them hide within the supplies or deliver them as a means to sneak into the fortress.

SUITS OF SAKIMASU

One of the only shikome in Tsukisasu that seems to remember its station is the smith Sakimasu. Still respecting the laws of Yōna (and keen to see her ascend back to rule once more), the Kōteino Erītokirā Chapter's

resident master armorer is willing to sell its wares to the party. Should the PCs have Jaketto with them, Sakimasu is willing to incorporate any augmetics the adventurers might acquire into their armor for a few hundred Imperial Pieces. Utilizing this service means delaying the party's mission for a time but while inside the shikome's shop they are visited by Xiqzoxix, who coalesces the suspicions of the other merchants: Obiemashita is a yai sovereign of storms, and with every new tempest he only grows in power and size!

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.

TEKIHAKAI TEA HOUSE

Persons visiting the most popular drinking establishment in Tsukisasu are warned against bringing any platinum with them—its owner, the gaki Tekihakai, will do everything in his power to immediately consume it. The oni rarely offers food and drink of an equal value but will give lodging to those who are deeply offended, and even offer to allow them to choose whatever dish is offered for the next evening of patrons. Though Tekihakai only offers one type of meal each night, in life he was a truly talented chef (albeit a greedy one) and there are rumors that nobles from the prefectures have snuck into the secret city just to taste the gaki's ironic cuisine. Should he find out that the PCs are interlopers he won't immediately turn them over—provided they can sate his appetite.

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 22)

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

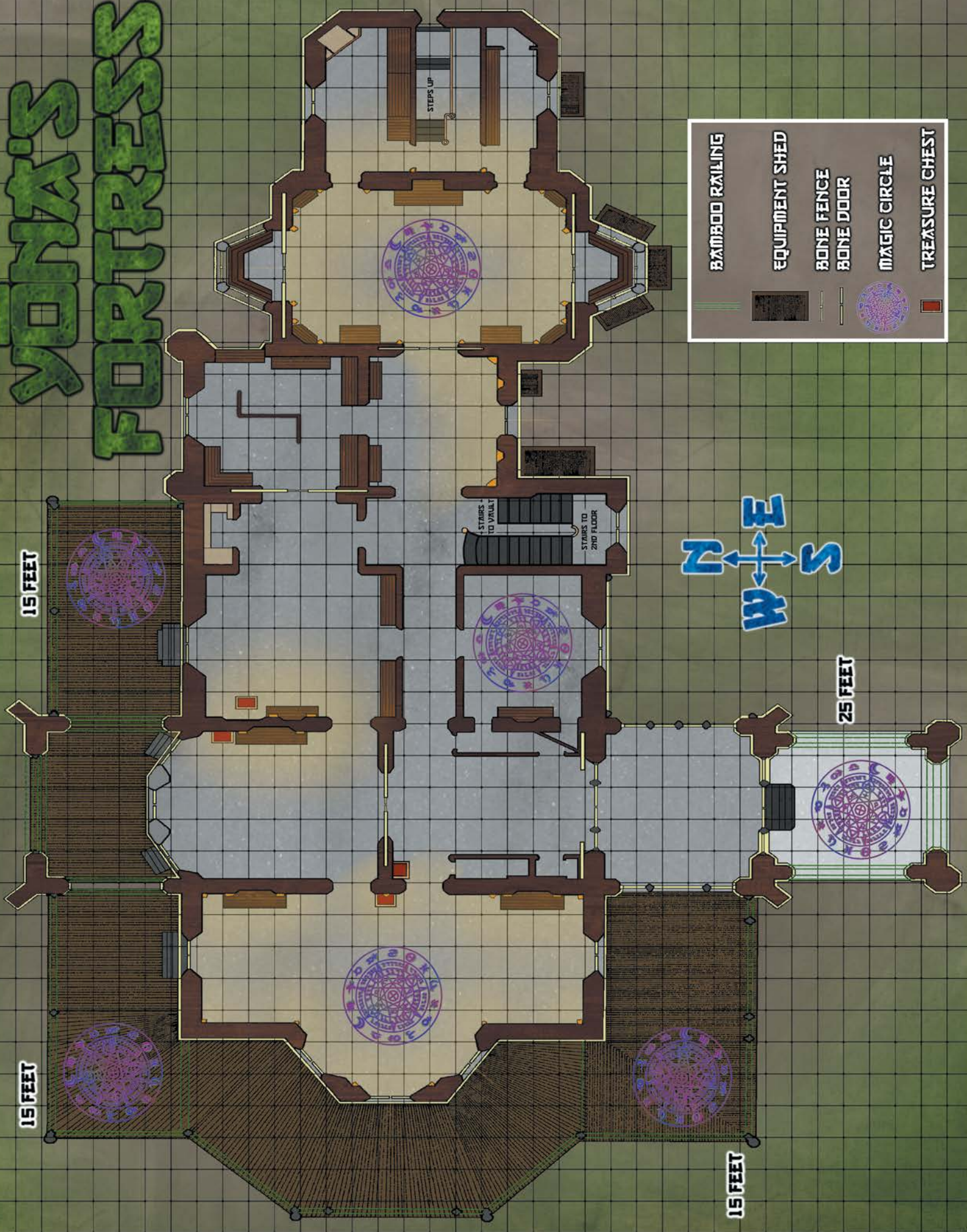
Mild Auditory Effect. A disembodied voice repeats everything you say in a barely audible whisper.

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.

YONKA'S FORTRESS



	BAMBOO RAILING
	EQUIPMENT SHED
	BONE FENCE
	BONE DOOR
	MAGIC CIRCLE
	TREASURE CHEST

15 FEET

15 FEET

25 FEET

15 FEET



ACT 4: RAIDING YŌNA'S FORTRESS

Since taking over Obiemashita has allowed what little order Yōna maintained in her estate to dwindle into chaotic unpredictability—for the most part no guards are posted, coming and going as they please instead (these guards move about in packs identical to those roaming Tsukisasu). The adeddo-oni caper about in an already morbid abode they have turned into a slaughterhouse, decorating the walls with the blood of soburi, inhumans, and even oni. Read the following when the PCs near Yōna's Fortress:

As you come up the rise to the home of Tsukisasu's oni warlord master, the smell of blood fills the air before you see the ruin that's befallen Yōna's Fortress, so profuse that even the falling rain cannot stop it from reaching your nostrils. Storms have shorn off the top of the building to expose the second story to the air, and in between flashing thunder and lightning you spot flashes of a demonic figure capering about. The rest of the castle is a grisly throne to death made of crimson wood and mottled bones morphed together, soaked in blood dripping from the corpses of humans, inhumans, and oni alike.

The lack of proper guards does not leave Yōna's Fortress totally defenseless however, and ancient enchantments placed by the oni warlord persist still.

Bamboo Railings. A **DC 15 Intelligence (Nature) check** identifies that these railings are not normal bamboo, but fell stalks soaked and coated with poison. When a creature makes contact with a bamboo railing or breaks a section (AC 10, 8 hp), it must make a **DC 15 Constitution saving throw** or take 21 (6d6) poison damage and the poisoned condition. The poisoned condition remains until the damage dealt by the bamboo railing is healed.

Bone Boundary. After passing across the boundaries of the bones lining Yōna's Fortress or beyond a set of bone doors, the adventurers must make a **DC 18 Wisdom saving throw** or gain the frightened condition (although they are able to move around freely despite the omnipresent source of their fear). Every five minutes a frightened creature receives another saving throw to resist the effect. Once a creature has resisted this effect, they are immune to it until they next pass over the Bone Boundary around Yōna's Fortress.

Bone Doors. Only speaking the Adeddo or Aklo word for "enter" causes a Bone Door to open. These doorways can be opened with a **DC 19 Strength check** or broken through (AC 16, 20 hp), but either of these options causes a wave of evil to flow outward in 20-foot radius dealing 7 (2d6) necrotic damage to all creature in the area.

Equipment Sheds. These flimsy wooden shacks are filled with the corroded and rusty weapons of the fortress' guards and make for an excellent hiding place for the PCs. When entering an Equipment Shed a creature makes a DC 14 Dexterity saving throw or causes weapons inside to fall, makes a significant amount of noise and taking 10 (3d6) slashing damage.

Treasure Chests. There are four chests arrayed around Yōna's Fortress, each containing a random treasure (uncommon items that are either magic items or augmetics). These are unlocked and have no traps, and as long as the party only opens three of the chests there are no repercussions. The instant the fourth chest is breached however, a Chain Devil bound by Yōna long ago is conjured forth to viciously attack whomever carries the items taken from the treasure chests.

OBIEHASHITA'S MAGIC CIRCLES

The only areas that have dedicated guards are the seven magic circles Obiemashita is using to generate storms that have recently plagued the region, phenomena that are easy to spot once an observer is within throwing distance of Yōna's Fortress (sending elemental energies towards the top of the building). Rather than being protected by the bands of roving guards that sometimes wander the castle, these are under the watchful eyes of either a pair of hiding Adeddo-Oni Ninja (for circles on the inside of the building) or a Monsutāhantā (for circles located outside of the building).

Destroying one of these magic circles requires a **DC 16 Intelligence (Arcana) check** and 6 rounds of concentration (the DC to maintain this concentration when distracted by attacks or weather is 15). A dispel magic also suppresses a magic circle for one day, and destroying the material they are engraved upon also disrupts a magic circle (the decking outside has an AC of 13 and 10 hp, while the marble floors and platform have an



AC of 18 and 20 hp). Whenever the PCs successfully disrupt a magic circle, Obiemashita takes notice and flies down to harry the party with an attack of some kind before retreating, gradually learning the party's tactics, strengths, and weaknesses. Parties that destroy a few of the magic circles can slow the yai sovereign of storm's growth but not stop it, as the magic circles reappear after 24 hours—and the longer they continue this tactic, the more addedo-oni and other monstrous citizens of Tsukisasu will be searching for the adventurers as they rest between assaults.

FACING THE STORM

The roof has been ripped off the top of the second floor of Yōna's Fortress by savage winds, leaving a ragged square of bamboo flooring roughly 80 feet across. Obiemashita dances and capers on the ruined building's impromptu open-air upper level, imbuing power into a funnel fed by the seven below before being unleashed in a maelstrom that rises into the sky and out of sight. Read the following:

Rounding the stairwell you are welcomed by a heavy storm that crackles with lightning, the clouds above fed by wild primal energies a grotesque creature conjures from the aether. Obiemashita stands as tall as three men, ruling the tempest above in a chaotic orchestration as beautiful as it is frenzied, the savagery of its dance ebbing and flowing with booms of thunder. The oni warlord is witness to it all, slumped against the wrecked remains of a wall with her own slaving cord wrapped around her forehead, barely cognizant to the destruction being wrought on her home by this malevolent usurper.

Obiemashita ignores 1 point of damage from attacks and spells during each round for every magic circle still intact. For example if Obiemashita is hit by a weapon attack that does 5 damage and a spell that does 7 damage while all the magic circles below are still intact, it only takes 5 points of damage from the spell and no damage from the weapon attack. In addition, by spending a bonus action on its turn, Obiemashita can grant disadvantage to attack rolls made by one creature for every two remaining magic circles.

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Yōna is on the second level as well but practically catatonic, waylaid by the effects of the supernatural

jade clasp; wary of anyone interfering with its captive, Obiemashita defends her fiercely and should she be freed, slays the oni warlord immediately while she is still weak (AC 14, 100 hit points left). Otherwise the yai sovereign uses its ability to isolate the party, reducing fights to one on one combats where it has a distinct advantage.

Read the following once the PCs have slain the yai sovereign of storms:

Finally, after a harrowing battle atop the exposed stormswept roof of Yōna Fortress, the yai sovereign of storms suffers one too many wounds and falls, screaming

out in pain.

Before its

towering,

freakish

body strikes

the ground

its corpse

breaks

apart into

a violent

red

maelstrom

of blood

turned to

gales and

lightning,

flying

heavenward

to explode

and send

ripples of

energy

across the

darkened

sky. The

clouds

above

dissipate

quickly and the rains falter, and you hear

Obiemashita's rattling death cry fade away on

the winds.

After the combat is over the PCs can safely break the jade clasp (AC 14, 30 hit points) or to use the ruby needle gifted to them by Xiqzoxix. A **DC 16 Wisdom (Insight) check** just before using the ruby needle gives the sensation that doing so will be of great import, but nothing more—not whether something *good* will happen or something *bad*, just that it will certainly effect destiny.



EPILOGUE: MONSTROUS REWARDS

If the adventurers break the jade clasp, read the following:

The jade clasp snapped onto the oni warlord's slaving cord shatters, verdant energies seeping outward in a fine mist. Yōna's eyes snap to attention and she gazes around her, a look of shock and surprise flashing across her monstrously beautiful face before it is replaced by a stern frown. As she weakly stands up she pays down her robes and says, "this is unseemly. I am Yōna the Bloodletter, Oni Warlord and Master of Tsukisasu. Welcome to my home."

If the adventurers use the ruby needle, read the following:

The instant that the ruby pin touches the jade clasp they fuse together, igniting in a violent flash of fell blue light that erupts into a fire that consumes the oni warlord! Yōna screams out in pain as it destroys her utterly, leaving nothing behind but a pile of ash. It is suddenly kicked out into the dying winds as Xiqzoxix appears, clapping lightly. "Most excellent! Most excellent indeed! Allow me to formally welcome you to my home and, as harbingers of its new order of rule, extend to you every hospitality Tsukisasu has to offer."

Regardless of who becomes ruler of Tsukisasu, the adventurers are rewarded for destroying Obiemashita just as the oni bengoshi promised. Both Yōna and Xiqzoxix allow the PCs to take an oni gem (which functions like an elemental gem except that it summons a hebikontorōra, monsutāhantā, or tikbalang) or one magic item of rare rarity from the vault beneath the fortress. Alternatively, they can force one of the hidden city's citizens to forfeit an item to the party if the adventurers want something in Kiyohime's, Markus', or Sakimasu's shop (or a desire to deprive an oni of something as revenge). Though given leave to choose anything they like from the vaults beneath Yōna's Fortress, their host warns them that the sword enshrined there is not to be touched or disturbed in any way.

Though both the oni bengoshi and oni warlord give the PCs as long as a week as protected guests before they are thrown out, only Yōna is polite about it—Xiqzoxix tries to have them assassinated or imprisoned instead. After they've reached the rim of the valley and once Tsukisasu is gone from sight, the PCs are unable to return. Even correctly undertaking the same exact steps fails to uncover the hidden city, and any spells cast to teleport there have a 80% chance of automatically failing.

A MOST PECULIAR BLADE

In her basement vault Yōna the oni warlord holds many treasures but one towers above all others in rarity and power: the *Katana of Rizushi Kantaro*. For over a century now the millennia-old blade has been contained inside her fortress and the weapon thirsts to let blood once more—its hunger has given it a sense for corruption, making it able to coerce and influence the darkness within those souls that observe it in Yōna's vault.

Any PC with a *Haitoku* score of 15 or higher that sees the *Katana of Rizushi Kantaro* must make a **DC 20 Wisdom saving throw** or be compelled to carefully inspect the blade (though not touch it) for at least a minute. Should more than one adventurer fail their saving throw none willingly concede ownership of the weapon to anyone but themselves, arguing nearly to the point of violence (or even letting blood). When a compelled PC deals damage to another compelled PC everyone currently under the influence of the *Katana of Rizushi Kantaro* (except for the PC that dealt damage first) makes a second **DC 20 Wisdom saving throw**, immediately renouncing their claim to the blade on a failed save. Once a PC acquires the *Katana of Rizushi Kantaro* (page 26) it stops compelling the adventurers (aside from its wielder).

Should the entire party resist the *Katana of Rizushi Kantaro* the weapon expends its stored energy to sprout arms and legs, changing into a *tsukumogami* and attacking them for their insolence! When destroyed it loses its sentience and extra properties, becoming a magical katana with a +1 bonus to attack and damage.

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 – 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 11) 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

ONI BENGOSHI: XIQZOXIX

Medium monstrosity (oni), any evil

Armor Class 18 (natural)

Hit Points 150 (20d8+60)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	17 (+3)	16 (+3)	17 (+3)	20 (+5)

Skills Athletics +7, Deception +9, Insight +7, Perception +7, Persuasion +9, Stealth +9, Survival +7

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Adeddo, Aklo, Draconic, Soburi

Challenge 12 (200 XP)

Enchanting Gaze. As a bonus action the oni bengoshi can set its sights on a creature it can see within 100 feet. The target makes a DC 17 Charisma saving throw or gains the charmed condition for 1 hour. Each time the target takes damage, it makes a new Charisma saving throw. If the saving throw succeeds, they are no longer charmed. After successfully saving against this effect a creature cannot be charmed by the oni bengoshi for 24 hours.

Invisible Attacker. As a bonus action, an oni bengoshi can become invisible. This invisibility lasts until the oni bengoshi makes an attack or ten minutes have passed.

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

Minions (1/Combat). Oni bengoshi are always accompanied by lesser oni bound to their will. As a bonus action, the oni bengoshi may mentally summon 2d4 bakemono (use the statistics for [Goblins](#)) or shikome (use the statistics for [Hobgoblins](#)) that appear within 200 feet in 1d4 rounds.

Regeneration. The oni bengoshi regains 10 hit points at the start of its turn if it has at least 1 hit point.

Shapechanger. As a bonus action, the oni bengoshi can assume the form of any humanoid of Medium or Small size. It receives advantage on Charisma (Disguise) checks and creatures are at disadvantage to see through its disguise. This change does not modify the oni bengoshi's statistics or hit points, only its appearance.

Sneak Attack (1/Turn). The oni bengoshi deals an extra 28 (8d6) 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 oni bengoshi that isn't incapacitated and the oni bengoshi doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The oni bengoshi makes three razor whip attacks.

Razor Whip. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12+5) magical slashing damage.

Xiqzoxix wandered from out of the Mists of Akuma shortly after the corrupting fog reappeared, coming from another plane of existence not unlike Ceramia before its destruction—a [place ruled over by hypercorporations in deadly games of intrigue and subterfuge](#). The oni immediately felt at home in Soburin and began gathering more like themselves, using oni magicians to seek out more Xiqzoxix across the dimensions. Now there are dozens of them wandering the prefectures, impersonating true bengoshi and sowing discord with every band of adventurers tricked by the false imperial functionaries.



HEBIKONTORŌRA

Medium monstrosity (oni), neutral evil

Armor Class 16 (natural)

Hit Points 68 (8d8+32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	14 (+2)

Saving Throws Int +4, Cha +5

Skills Acrobatics +6, Deception +5, Perception +6, Sleight of Hand +6, Stealth +6

Damage Vulnerabilities cold

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Aklo, Soburi

Challenge 6 (2,300 XP)

Armed Serpent. As a bonus action, the hebikontorōra can transform its arms into serpents or back.

Change Shape. As an action, the hebikontorōra polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the hebikontorōra's choice). In a new form, the hebikontorōra retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Enchanting Gaze. As a bonus action, the hebikontorōra can gaze at a creature it can see within 100 feet. The target makes a DC 14 Charisma saving throw or gains the charmed condition for 3 rounds. At the end of each of its turns, the charmed creature can make a saving throw to remove the condition. After successfully saving against this effect a creature cannot be charmed by the hebikontorōra for 24 hours.

Poison Sense. The hebikontorōra is always under the effects of a detect poison and disease spell, save that it only detects poison and only in objects or creatures the hebikontorōra can see.

Snakespeaker (1/Day). Hebikontorōra are always accompanied by serpents. By spending a bonus action calling them with its mind, the hebikontorōra may summon 2d6 [Poisonous Snakes](#) or 1d4 [Giant Poisonous Snakes](#) that appear within 50 feet at the end of the round.

ACTIONS

Multiattack. The hebikontorōra makes two unarmed strike and snake arm attacks in any combination.

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

Snake Arm. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 4 (1d8+2) piercing damage plus 7 (2d6) poison damage. Creatures that take this poison damage make a DC 15 Constitution saving throw or gain the poisoned condition until the poison damage is healed.

Hebikontorōra were once only a threat in the jungles and forests of the southern prefectures but after the Kengen Occupation the cold-blooded predators have been seen as far north as Kirai. Able to seamlessly blend in with society, these oni use their natural beauty, cunning, and mystical powers to work themselves into positions of power (even swaying the minds of clan lords). None are certain how these horrors originate but there are countless legends—some say that the corpses of forlorn lovers that take their own lives shed their skin to become hebikontorōra, or that they are what becomes of reptiles that die in the Mists of Akuma. Where they come from is usually of little consequence however as they slaughter whomever suspects them of duplicity before their true nature can be revealed, fleeing to a new settlement to wreak havoc once more.



TIKBALANG

Large monstrosity (oni), chaotic evil

Armor Class 17 (natural)

Hit Points 152 (16d10+64)

Speed 40 ft., climb 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	19 (+4)	11 (+0)	16 (+3)	18 (+4)

Saving Throws Dex +7, Int +4

Skills Deception +8, Insight +7, Perception +11, Stealth +7, Survival +7

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 21

Languages Aklo, Sylvan

Challenge 9 (5,000 XP)

Change Shape. The tikbalang magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the tikbalang's choice). In a new form, the tikbalang retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

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

Spellcasting. A tikbalang is a 9th-level spellcaster that uses Charisma as its spellcasting ability (spell save DC 16; +8 to hit with spell attacks). Tikbalang have the following spells prepared from the wizard's spell list:

Cantrips: *minor illusion*

1st level (4 slots): *comprehend languages, silent image*

2nd level (3 slots): *invisibility*

3rd level (3 slots): *major image*

4th level (2 slots): *greater invisibility*

Innate Spellcasting. The tikbalang's innate spellcasting ability is Charisma (spell save DC 16). The tikbalang can innately cast the following spells, requiring no material components:

1/day each: *mirage arcane, maze*

ACTIONS

Multiattack. The tikbalang casts one spell and makes one bite attack and two claw attacks, or it makes six spine attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

Spine. *Ranged Weapon Attack:* +7 to hit, range (120/240), one target. *Hit:* 10 (2d6+3) piercing damage.

Long ago tikbalang were guardians of the forests and jungles in southern Soburin but the Kengen Occupation's destruction of so much of the continent's wilderness has turned these mystical creatures into nearly feral, deranged beasts. The oni use their magic to confuse and confound travelers that near their territory, attempting to drive prey mad with illusions before striking (usually by leaping from beneath a bridge, charging from within a thatch of bamboo, or dropping from the branches of a tree).



TEKHAKAI, GAKI CHEF

Medium undead (oni), neutral evil

Armor Class 16 (natural)

Hit Points 90 (12d8+36)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	13 (+1)	15 (+2)	20 (+5)

Saving Throws Dex +6, Int +4, Wis +5

Skills Investigation +4, Perception +5, Stealth +6, Survival +5

Damage Vulnerabilities cold, fire

Damage Resistances psychic

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Soburi

Challenge 6 (2,300 XP)

Aversion to Sun and Moon. A gaki takes 1d4 fire damage every round it is exposed to the light of a full moon. It takes 1d4 cold damage every round it is exposed to direct sunlight.

Compulsive Hunger. Though it does not need to eat, a gaki is consumed with an endless hunger and believes that it might return to its mortal form or achieve peace should it consume the right combination of drink, food, and flesh. A gaki that finds a corpse or is offered flowers, food, holy water, or wine must succeed at a DC 15 Wisdom saving throw or spend the next turn trying to consume it. The gaki's narrow neck prevents it from swallowing more than a tiny amount and it gives up after 1 round of attempting to do so. A gaki that consumes holy water in this way is not harmed by it.

Spellcasting. Gaki are 6th-level spellcasters that use Charisma as their spellcasting ability (spell save DC 16; +8 to hit with spell attacks). Gaki have the following spells prepared from the wizard's spell list and are able to cast them without the need for any components:

Cantrip: *minor illusion*

1st level (5 slots): *disguise self*

2nd level (5 slots): *invisibility*

ACTIONS

Multiattack. The gaki uses its frightful presence then makes two bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) piercing damage. A living creature that takes 10 or more damage takes an additional 3 points of damage at the end of each of its turns. This bleeding damage continues until the living creature receives a DC 15 Wisdom (Medicine) check as an action or otherwise recovers hit points.

Frightful Presence. Each creature of the gaki's choice that is within 60 ft. and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the gaki's frightful presence for the next 24 hours.

Greedy and avaricious souls that fail to find peace in the afterlife never truly leave Soburin, their spirits instead transforming into insatiable oni. Unsurprisingly gaki are one of the most common types of monsters to prey on the prefectures, wandering throughout ruins and the wilderness in a constant search to sate their unending appetite. Though they can be cunning predators gaki are not able to think much further than their next meal, eating as much as possible (engorging their elongated necks) before relenting. These oni are often found in the company of gashadokuro finding comfort in the collective hunger embodying the massive skeletons, and when gathered in concert gaki can be surprisingly clever about organizing a meal that will assuage the appetite of themselves and their larger ally.



ADEDDO-ONI

The Mists of Akuma change people (page 11), 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 SAMURAI

Medium undead (oni), chaotic evil

Armor Class 20 (natural, o-yoroi)

Hit Points 52 (8d8+16)

Speed 50 ft. (quadruple all jump distances)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	4 (-3)	11 (+0)	15 (+2)

Saving Throws Int +0

Damage Vulnerabilities radiant

Damage Resistances cold

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 10 (sees through fog or mist)

Languages Adeddo

Challenge 5 (1,800 XP)

Regeneration. The adeddo-oni samurai regains 5 hit points at the start of its turn if it has at least 1 hit point and is not in sunlight.

ACTIONS

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

Katana. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) magical slashing damage if wielded in two hands, 7 (1d8+3) magical slashing damage if wielded in one hand.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range (100/400), one target. *Hit:* 6 (1d10+1) magical piercing damage.

REACTIONS

Parry. The adeddo-oni samurai adds 2 to its AC against one melee attack that would hit it. To do so, the adeddo-oni samurai must see the attacker and be wielding a melee weapon.

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.



MONSUTĀHANTĀ

Medium monstrosity (oni), any evil

Armor Class 15

Hit Points 90 (12d8+36)

Speed 50 ft. (quadruple all jump distances)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	17 (+3)	15 (+2)	19 (+4)	14 (+2)

Saving Throws Dex +8, Con +6, Int +5, Cha +5

Skills Acrobatics +8, Perception +7, Stealth +8, Survival +7

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Adeddo, Aklo, Soburi

Challenge 7 (2,900 XP)

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

Existential Strike. The Monsutāhantā is able to make melee attacks against targets it can see within 100 feet as though it were adjacent. This does not increase the reach of the Monsutāhantā's weapon attacks.

Flowing Form. The Monsutāhantā can take the Dodge action as a bonus action. When using this ability, the Monsutāhantā can make two reactions before the beginning of its next turn.

ACTIONS

Multiattack. The Monsutāhantā makes three bleeding katana attacks.

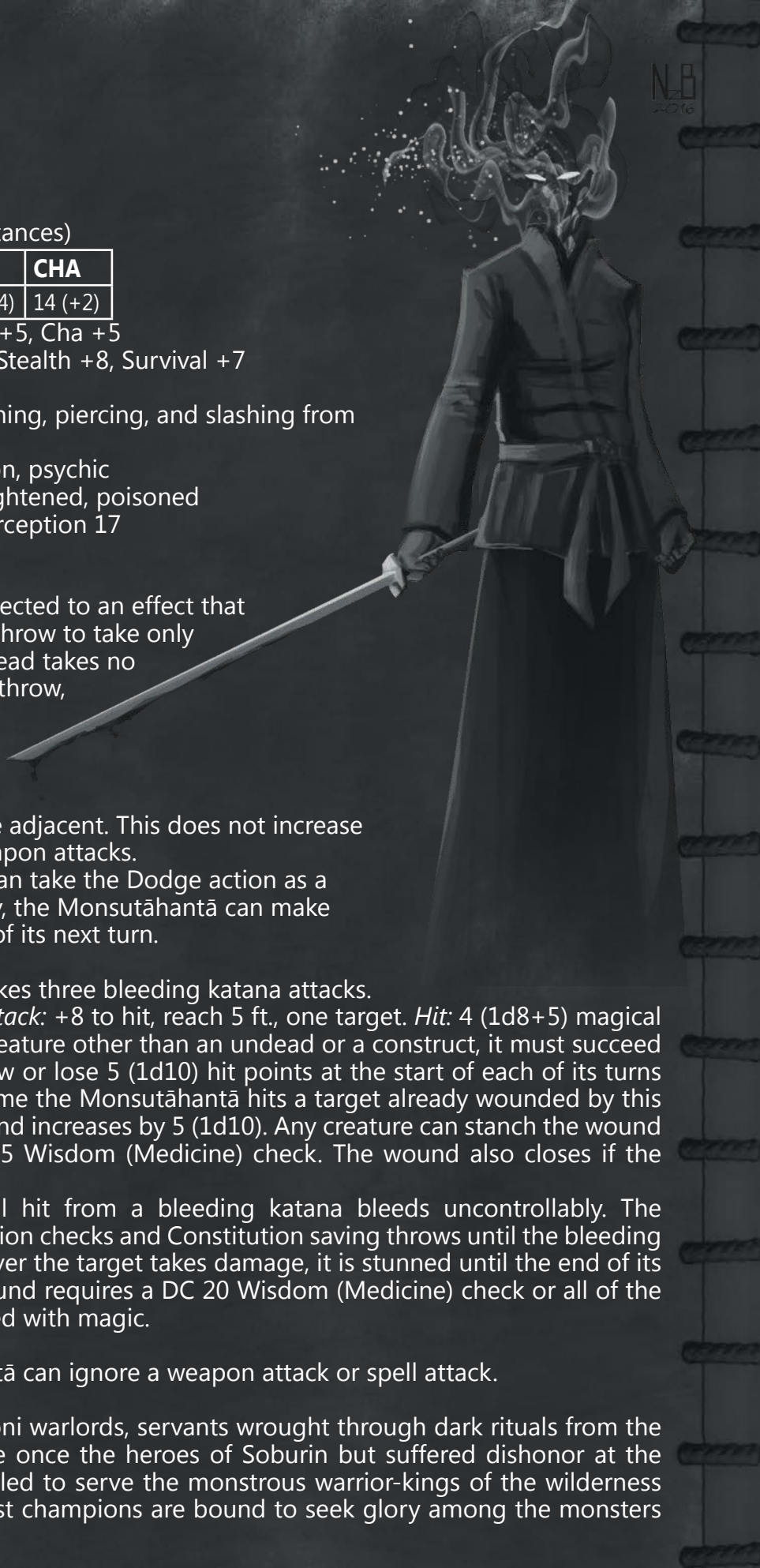
Bleeding Katana. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 4 (1d8+5) magical slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 15 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns as the unholy wounds bleed. Each time the Monsutāhantā hits a target already wounded by this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can stanch the wound as an action with a successful DC 15 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

A target that takes a critical hit from a bleeding katana bleeds uncontrollably. The target has disadvantage on Constitution checks and Constitution saving throws until the bleeding wound is healed. In addition, whenever the target takes damage, it is stunned until the end of its next turn. Stanching a critical hit wound requires a DC 20 Wisdom (Medicine) check or all of the damage from the wound to be healed with magic.

REACTIONS

Incredible Dodge. The Monsutāhantā can ignore a weapon attack or spell attack.

Monsutāhantā are the enforcers of oni warlords, servants wrought through dark rituals from the souls of powerful warriors that were once the heroes of Soburin but suffered dishonor at the hands of their descendants. Compelled to serve the monstrous warrior-kings of the wilderness that conjured them, these lost champions are bound to seek glory among the monsters they once hunted.



OBIMASHITA, YAI SOVEREIGN OF STORMS

Huge monstrosity (oni), neutral evil

Armor Class 17 (2 natural)

Hit Points 230 (20d12+100)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	13 (+1)	15 (+2)	20 (+5)

Skills Athletics +8, Insight +8, Perception +8, Stealth +9

Damage Resistances necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities thunder

Condition Immunities deafened, frightened, poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Addedo, Aklo, Ropa, Soburi, telepathy 200 ft.

Challenge 9 (5,000 XP)

Ancient Knowledge. Obiemashita gains its proficiency bonus (+6) to Intelligence ability checks and has advantage on Intelligence ability checks.

Elemental Embodiment of Storms. Obiemashita can cast *control weather* without the need for components or concentration. Spells attacks that use verbal components are at disadvantage against Obiemashita.

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

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

ACTIONS

Multiattack. Obiemashita makes any combination of three sandā stick and thunderous bursts attacks each turn.

Sandā Stick. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target.

Hit: 8 (1d8+4) bludgeoning, piercing, or slashing damage plus 9 (2d8) thunder damage. The target must make a DC 16 Constitution saving throw or gain the deafened condition for one round.

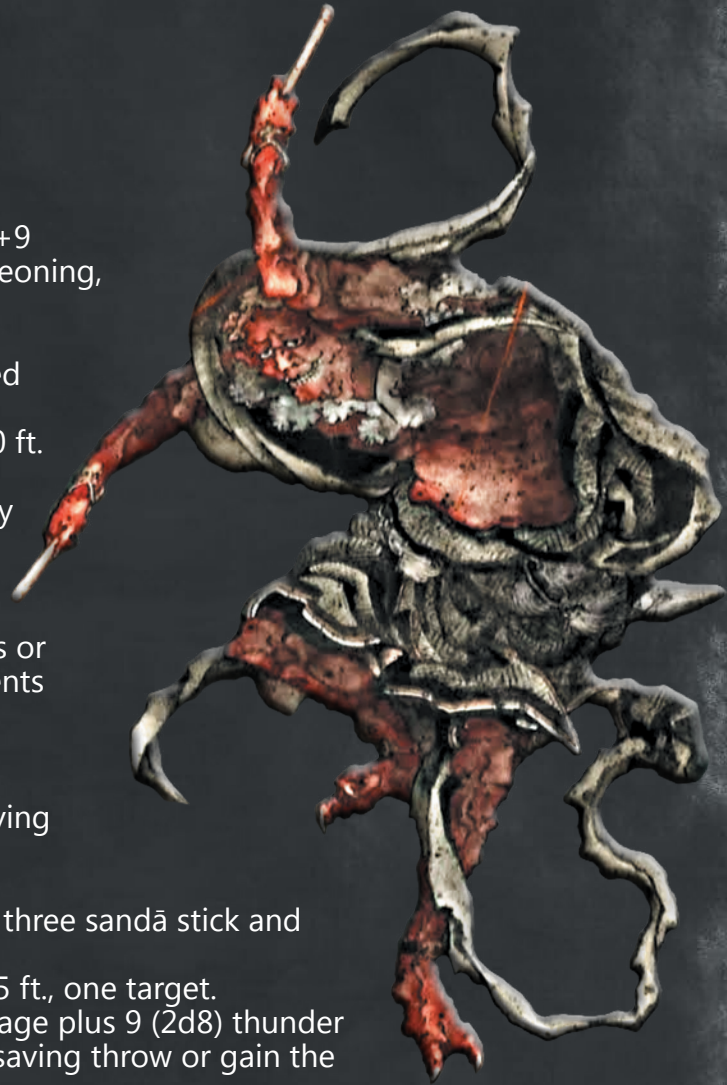
Thunderous Burst. *Ranged Weapon Attack:* +9 to hit, range (100/500), one target. *Hit:* 19 (3d12) thunder damage. The target must make a DC 16 Strength check or be pushed 20 feet away from Obiemashita.

LEGENDARY ACTION

Obiemashita can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Obiemashita regains spent legendary actions at the start of its turn.

- **Cacophonous Whisper.** Obiemashita chooses one creature it can see within 200 feet. The target's mind is flooded with the yai sovereign of storm's telepathic screams, granting the deafened condition for one round.
- **Lightning Step.** Obiemashita moves to a space it can see within 50 feet.
- **Thunder Cloud (Costs 2 Actions).** Obiemashita chooses a spot within 50 feet, filling a 15-foot radius circle around it with booming thunder that deals 3d12 thunder damage to all objects and creatures inside the area of effect. Creatures make a DC 16 Dexterity saving throw or gain the deafened and prone conditions, or take half as much damage on a successful save and suffer no conditions.

Yai sovereigns are powerful oni that have lived for millennia, attaining such a mastery over the elemental forces that they embody the world's primal energies. Obiemashita is not a fully realized yai sovereign of storms quite yet, causing tempests and storms that grant it greater power, and so long as the adventurers can bring it low quickly Soburin will have one less ancient oni to contend with.



KATANA OF RIZUSHI KANTARO

Wondrous item, artifact (requires attunement)

This weapon was once held by a rival philosopher that reviled his peer, the celebrated thinker Dao-Jaifeng, and carried so much spite for him that his hatred has continued well past death. The *Katana of Rizushi Kantaro* is a magic, sentient katana that grants a +3 bonus to attack and damage rolls made with it. It scores a critical hit on a roll of 19 or 20, and deals an extra 1d10 slashing damage to oni.

If the sword isn't bathed in blood within 1 minute of being drawn from its scabbard, its wielder must make a DC 15 Charisma saving throw. On a successful save, the wielder takes 3d6 psychic damage. On a failed save, the wielder is dominated by the sword, as if by the *dominate monster* spell, and the sword demands that it be bathed in blood. The spell effect ends when the sword's demand is met.

The *Katana of Rizushi Kantaro* is also a tsukumogami and is able to act under its own free will unless its wielder succeeds on a DC 18 Dignity saving throw.

Random Properties. The *Katana of Rizushi Kantaro* has the following random properties:

- While attuned to the artifact, you gain proficiency in Culture.
- While attuned to the artifact, you can't be charmed or frightened.
- While attuned to the artifact, you must eat and drink six times the normal amount each day.
- When you become attuned to the artifact, you become amnesiac (you know who you are and retain racial traits and class features, but don't recognize other people or remember anything before acquiring the artifact).

Spirit of Rizushi. While the sword is on your person, you add a d10 to your initiative at the start of every combat.

In addition, when you use an action to attack with the sword, you can transfer some or all of its attack bonus to your Armor Class instead. The adjusted bonuses remain in effect until the start of your next turn.

Spells. While the sword is on your person, you can use an action to cast one of the following spells (spell save DC 18) from it: *call lightning*, *divine word*, or *finger of death*. Once you use the sword to cast a spell, you can't cast that spell again from it until the next twilight.

Sentience. The *Katana of Rizushi Kantaro* is a sentient chaotic evil weapon with an Intelligence of 15, a Wisdom of 15, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet. The weapon communicates telepathically with its wielder and can speak, read, and understand Soburi.

Personality. The sword's purpose is to bring ruination on all those who practiced the teachings of the dead philosopher Dao-Jaifeng, ultimately destroying everything that would make his memory last in Soburin.

Destroying the Sword. After being defeated in combat, the soul of a true believer of Dao-Jaifeng must sacrifice itself to counteract the evil essence inside the *Katana of Rizushi Kantaro*.

KATANA OF RIZUSHI KANTARO

Small monstrosity (takara tsukumogami), chaotic evil

Armor Class 17 (3 natural)

Hit Points 97 (15d6+45)

Speed fly 40 ft. (hover)

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

Saving Throws Int +5, Wis +5

Skills Insight +5, Perception +5, Stealth +7

Senses darkvision 120 ft., passive Perception 15

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison, psychic

Condition Immunities exhaustion, poisoned

Languages Soburi

Challenge 7 (2,900 XP)

Sentient Artifact. The takara tsukumogami gains all the benefits it can grant to a creature wielding it.

Spiteful Charm. One humanoid the takara tsukumogami can see within 30 feet of it must succeed on a DC 14 Charisma saving throw or be magically compelled to betrayal for 1 round, attacking one of its allies to the best of its ability. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this takara tsukumogami's Spiteful Charm for the next minute. The takara tsukumogami can only affect one target with this ability at a time. Immunity to the charmed condition grants advantage on saving throws to resist this effect.

ACTIONS

Multiattack. Each turn the takara tsukumogami uses spiteful charm and makes two bladed attacks.

Bladed. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d6+7) magical slashing damage.



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Jaye Sonia

Clinton Boomer, Will Cooper, Adam Daigle, Stephen DiPesa, Joshua Kitchens, Ben McFarland, and Mike Myler

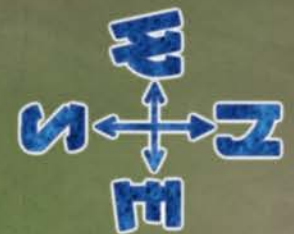


15 FEET

15 FEET

25 FEET

15 FEET



	BAMBOO RAILING
	EQUIPMENT SHED
	BONE FENCE
	BONE DOOR
	MAGIC CIRCLE
	TREASURE CHEST

STAIRS TO 2ND FLOOR

STAIRS TO VAULT

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STORM
BUNNY STUDIOS



A SECRET CITY OF MONSTERS. A FOUL ONI BENGOSHI. AND A SHARED FOE...

STRANGE STORMS HAVE BEEN WRACKING THE REGION AND AS THE ADVENTURERS TRY TO REST IN THE UNFORGIVING WILDERNESS, A STRANGE CREATURE APPROACHES THEM WITH AN OFFER THEY CANNOT TRULY REFUSE—THEY MUST TRAVEL TO A SECRET CITY OF ONI, RAID A MONSTROUS WARLORD'S FORTRESS, AND FACE AN ANCIENT FOE, BUT SHOULD THEY SUCCEED THOUSANDS OF LIVES WILL BE SAVED AND THE REWARDS WILL BE GREAT INDEED.

IF THEY SURVIVE.

