

MISTS OF 太極



CURSED SOUL OF THE SCORPION SAMURAI



MISTS OF AKUMA

CURSED SOUL OF THE SCORPION SAMURAI

A FIFTH EDITION ADVENTURE FOR 4 TO 6 PCs OF 7TH LEVEL


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ADVENTURE BACKGROUND

A scourge has recently fallen upon the house of Lord Gabiru Fuson as his family's servants began disappearing, one slain in the street by a fallen hero known as the Scorpion Samurai in a widely-talked of murder that has sparked a wave of public dissent and ridicule. The dishonored adopted son of Lord Gabiru has evaded authorities for years but the tide of blood his sword washes onto Soburin is growing ever higher—the adventurers are called upon by the Fuson bengoshi Yukari Nishioka in secret, brought into service to strike down the murderous brigand in an ambush she has set on Shōjiki Island. As they lay in wait however a local outcast brings information to light that reveals there may be other bait in the village of Shinjitsu...

The PCs begin the adventure in the inland mountain-abutting village of Yukinokyū in the northern border of the Kizuato Prefecture. A Sky Runner brings them a message from a bengoshi, but not one representing the local government—it is an herbal master from Fuson that orders them to travel to Fūmiyutakana in the coastal town of Kakasu. Secrecy is of the greatest importance and the adventurers must not be detected entering into the prefecture, bid to travel through Hidaretei Pass in the mountains (a journey with lethal, hungry obstacles) and to leave no traces of their destination. At the settlement's only restaurant her contact gives them directions on where to meet her in person and by the bubbling moonlit waters of Seishinbyō Falls, Yukari Nishioka explains the need for so much secrecy, the great rewards that await them, and what she requires: the death of Hinjuku Nagaro, the Scorpion Samurai.

Hinjuku is thought to be using magic to gain power enough to take vengeance on Lord Gabiru for expelling him from Fuson, sacrificing those who he believes wronged him when he was cast out of the prefecture to fuel his ritual.

Yukari has gathered three of those she expects the Scorpion Samurai to strike down (all servants as the nobles that are in danger are waiting things out in safe houses) and means for the party to kill him when he goes to strike, but there is much neither knows about the situation in Shinjitsu.

The murdered love of Hinjuku persists as a pennangalen and they have a foul plot to deprive from Lord Gabiru of his youngest daughter, the one he has most come to love since Kozue's passing (a girl named Chijimatsu). What's more the herbal master has realized too late that Hinjuku Nagaro grew up on Shōjiki Island and many of its denizens remain loyal to the Scorpion Samurai. Only Sadow Matsuyo, a local outcast, has seen the monstrous Kozue and witnessed the murderous brigand fleeing from the village, able to warn the PCs of their presence and possibly lead the adventurers to the ne'er-do-wells in Ikatteiru Cave. Once Yukari's bait have all died or the party tracks Hinjuku back to his lair they must quickly defeat the wyrmling sea dragon Okottaken—otherwise instead of preventing the brutal murder of Chijimatsu they must avenge her grisly death.

BEGINNING THE ADVENTURE

To begin the *Cursed Soul of the Scorpion Samurai* the adventurers merely need to be in the village of Yukinokyū in the Kizuato Prefecture. Here are a few suggestions for how the GM might lure the PCs there or provide a backdrop the party can connect with:

- The PCs are recently traveling down from the southwestern mountains, the strange spring weather forcing their route to the settlement.
- Su-Yosai is a sacred city for the tengu to travel and if a bird folk is among the adventurers, they may be making good on their races' tradition of taking a pilgrimage to the nearby settlement during their lifetime.
- Soburin's southern mountain ranges are home to many wise hermits and ancient temples that hold esoteric knowledge behind their walls—information one of the PCs may have need for.
- One of the adventurers has an ally laying low in Yukinokyū and received word that there's a rumor about some lucrative work for anyone with mettle and reputation.
- The party has recently run afoul of the law and are keeping are avoiding authorities after a recent mishap.

RUNNING THE ADVENTURE

Cursed Soul of the Scorpion Samurai 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 *Cursed Soul of the Scorpion Samurai* 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.



HINJUKU'S POISONED SOUL

The tale of Hinjuku Nagaro is not one for the meek of heart.

Longtime residents of the Fuson Prefecture and masters of the local craft, Hinjuku's parents took great offense to the occupying ceramians demanding they work their arts on behalf of an uncaring army and protested as they were moved from the island village of Shinjitsu to Xanzogaku to better serve their foreign masters. The demand for Sugai and Demura's tinctures was great, and when they discovered that the oppressors were using their potions within the Soburin lands and not from afar, they immediately began to concoct subtly poisoned batches to weaken the Kengen Occupation's forces. Eventually their duplicity came to light but there was no court to try them; the Nagaros were dragged out into the streets of Fuson's capital and summarily shot by ceramian soldiers in a public display witnessed by many—including the orphaned Hinjuku.

As they were beloved by the community for their generosity and kindness word of Demura and Sugai's murder spread quickly and when it reached the ears of Lord Gabiru Fuson, he found just the thing to win much needed public support. In a widely-publicized act of mercy the young orphan was adopted by the Fuson noble family, brought from the dreadful slums of Xanzogaku to its finest estate and treated as one of Lord Gabiru's own. In a supportive environment and wanting for nothing, Hinjuku proved to be an exceptional student that both excelled in all paths of learning, mastering scrolls quickly and possessing a natural talent with blades.

Even before reaching adulthood Hinjuku had rightfully earned his place as one of Fuson's most talented samurai, besting more experienced opponents in tournaments with a casual ease and distinctive, vicious style of attack. It was his strange manner of fighting that begat a most popular rumor—that he, a scion of the noble family ruling over the prefecture—was the warrior that donned fearsome scorpion armor to strike vengeance against the ceramians (making him wildly popular with the public). Though devoted and loyal he kept a secret from Lord Gabiru—since his adoption he had been deeply in love with the favored daughter Lady Kozue Fuson. They kept a secret romance that lasted for years until in a heated moment of youthful rebellion in one of Xanzogaku's finest restaurants, she screamed of her scandalous affair with the family's foster son.

Lord Gabiru was furious beyond words.

Kozue was immediately sent to Seinaru in Sukochi Prefecture (far from her forbidden lovers' reach) to train in the ways of the yamabushi. What became of Hinjuku was far worse however; his title was stripped from him, he was banished from Lord Gabiru's lands, and a mark of death for Soburin's criminal underworld followed him wherever he traveled (with a fine bounty offered by an enigmatic noble that drew many an assassin).

Soon after the Scorpion Samurai was seen no longer in Fuson but all over Soburin as he destroyed his reputation, transforming from a hero of the resistance to the Kengen Occupation into a mercenary thug. The reward for killing or capturing Hinjuku—revealed now to all as the Scorpion Samurai—became public after Hitoshi's Rebellion finally saw the ceramian oppressors thrown down from power, but even in the time of peace that followed no one proved able to claim it.

Six years ago Hinjuku had finally had enough, breaking into the fortified temple holding his beloved and slaughtering a handful of guards to make good on their escape. It seemed as though fate would deny their love once more however and many witnessed an arrow strike her as they fled into the wilderness, impaling her skull and by all accounts killing her outright. The Scorpion Samurai knelt in her pooling blood, the crimson flowing up into his armor and sword, casting him in baleful evil flames as he killed another dozen warriors before leaving with Kozue's dead body in his arms.

For a time Hinjuku—both his public persona and the disgraced Scorpion Samurai—became a myth, talked of only by nostalgic soburi with too much sake in their guts. The reward for his capture never abated but Lord Gabiru and the public allowed him to drift from their thoughts and into obscurity in the reverie before the ancient Mists of Akuma returned. Then two years ago the noble's servants began to disappear.

At first these missing persons were of little importance—apprentice scribes, a handmaiden, a court functionary—but recently the Scorpion Samurai became a much talked of persona in Fuson once more, brutally slaying a respected guard named Mukuro Tsuji in the streets of Detchtagi. When three more guards that served with Mukuro were murdered in the night long after, rumors of Hinjuku's vengeful return began to spread once again and Lord Gabiru has taken it as a personal affront; not only has this adopted whelp scorned what was given, he has taken a noble daughter from the Fuson family and spilled the blood of many of its servants. The court's wisest counsel believes that the Scorpion Samurai is performing a ritual to empower himself but the depravity and depths to which he has gone to achieve his revenge are far greater.

The black taint on Hinjuku's soul mixed with his unbreakable bond of love for Kozue and mutual hatred for Lord Gabiru, and as the fell flames faded from his body they transformed her lifeless corpse into a monstrous form. Now a penanggalan and well at home with foul oni she sought out dark secrets to enact cruel revenge on her father, and over the years they finally concocted a foul plan that will surely wound him—taking the innocent soul of his youngest daughter Chijimatsu. To achieve their goal they have struck a bargain with a wyrmling sea dragon named Okottaken and with its help unless they are stopped, the Scorpion Samurai will become powerful enough to storm into Xanzogaku to exact bloody revenge on Lord Gabiru and sacrifice his favorite child in one despicable stroke.

ACT 1: INFILTRATING FUSON PREFECTURE

It is an unusually warm spring in Soburin. Read the following to begin the adventure:

You find yourselves in a shaded village in the north of Kizuato Prefecture, a ramshackle place named Yukinokyū, yet despite being so remote this small settlement is extremely diverse and suffers almost no strife from normally incompatible peoples. In the span of a day you have seen a pyon, two necroji, a mutant, three steamectics, a kappa, two umibo, and even a mujina hengeyokai—proving that the badger folk aren't entirely extinct. Any instinct to find more

about this curiosity seems ill-advised however as it seems that everyone here keeps to themselves, minding their business and avoiding loose talk.

When the PCs are in the village's only tea house (Nagu's Ice Box) or buying provisions in Yukinokyū's small market, a Sky Runner (one of the servants common to the prefecture's bengoshi) delivers a scroll to them and though it bears the seal Kizuato, inside of it the emblem for Fuson is stamped alongside this message:

The reason for secrecy remains unclear the directive should not be taken lightly—it is well known that those who fail one of Fuson's herbal masters usually meet an early death by way of poison. Fast-thawing snow caps may make the route treacherous and anyone the party asks reveals as much (and of course want to know why they would travel that way). A successful DC 15 Intelligence (Investigation) check or DC 16 Charisma (Persuasion) check discovers that a trio of ogres live in Hidaretei Pass and control all of that territory, allowing the PCs to prepare for the (likely) inevitable combat.

Good day to you, soburi and otherwise. By virtue of the decree by Emperor Hitoshi, I—a bengoshi of Fuson—summon you to the town of Kakasu. Once there seek out Fūmiyutakana, but make haste and be wary as the secrecy of this request must remain utterly unknown to anyone but yourselves. Great rewards await you but danger as well;



may the ancestors bless your travels. Take Hidaretei Pass and be swift.

—Herbal Master 17



REACHING HIDARETEI PASS

Crossing over the mountains requires at least four days of overland travel but every morning one member of the party can attempt to hasten their trek with a DC 16 Survival (Wisdom) check, doubling the distance they journey in a single day (effectively halving their travel time to a minimum of two days). Each day the PCs have a 50% chance of a mountain encounter but when they do not, the fast-melting snow becomes their obstacle. Roll 1d4 to determine which of the following environmental encounters the PCs must overcome. It is possible to predict environmental encounters with a DC 16 Wisdom (Survival) check but when doing so the party's overland speed is halved.

Falling Ice. Fierce winds have knocked melting icicles from the mountain's peaks, carrying them down the mountainside to crash below dealing 2d8 bludgeoning and piercing damage. Creatures that make a DC 14 Dexterity saving throw take half damage. Any creature that takes 5 or more damage from falling ice is knocked from the mountainside, falling 30 feet (taking 3d6 bludgeoning damage upon landing).

Microstorm. Pockets of pressure cause a spontaneous microstorm to whip down the mountain, hitting the adventurers as they are halfway through a stretch of climbing. The remaining distance to be traveled is 150 feet from the lead creature in a gradual horizontal ascent. The first round as sprinklings of water begin to fall, the DC of Strength (Athletics) checks to stay on the wall is 8, or 11 to move at half speed. For every 2 rounds afterward the DC to remain on the wall increases by +1 and the DC to continue moving increases by +2. A spring storm lasts for 2d4+1 rounds.

Sinking Crevasse. While traveling up a hill the creatures' weight shifts a shelf of ice over an air pocket, breaking it open in a crevice that widens to swallow up everything nearby! The first round a sinking crevasse is activated the unlucky creature that triggers it (roll randomly to determine which) makes a DC 18 Dexterity saving throw or falls into the air pocket, dropping 1d4 × 10 feet (taking 1d6 bludgeoning damage upon landing for every 10 feet fallen). Any adjacent creatures make this saving throw with advantage. Failing by 5 or more means an adjacent creature also falls, but otherwise they grab onto

MOUNTAIN ENCOUNTERS DG

- 1—[Giant Goat](#) (CR ½), 2—[Harpy](#) (CR 1),
- 3—[Adeddo-Oni Ninja](#) (CR 3; page 30),
- 4—[Basilisk](#) (CR 3), 5—[Manticore](#) (CR 3),
- 6—[Troll](#) (CR 5)

the edges of the crevice and can climb up on their turn with a DC 13 Strength (Athletics) check. At the end of the round, if any creature is within 10 feet of the sinking crevasse's edge it expands 5 feet in every direction, widening the hole and dropping any clinging creatures inside. A creature in the bottom of a sinking crevasse must dig their way out in a process that generally takes an hour.

Snow Slide. Sunlight glancing off the top of a snowy incline has shifted, rolling chunks down the mountain and triggering more tides of white to roil downhill. Creatures able to brace themselves against the terrain (using a boulder or tree) make a DC 15 Strength saving throw and freestanding creatures make a DC 16 Dexterity saving throw. Failure causes a creature to take 3d4 cold and bludgeoning damage and gain the grappled condition as it rolls down the hill with the snow, traveling 60 feet each round until it regains its footing. Each round a rolling creature makes a DC 12 Dexterity saving throw to stop. After rolling for 2 rounds, each round there is a 50% chance a creature is buried in the snow. A buried creature gains the restrained condition and takes 1d4 cold damage each round until it succeeds a DC 13 Strength (Athletics) check to climb and wriggle out.

Once the PCs have made it halfway through their journey they reach Hidaretei Pass. Read the following:

In the distance before you cut into the rock face along the rising mountains is a castle made of ice. Fearsome white statues of lions, dragons, and terrifying oni line the approach to it, jutting out from the stone walls like gargoyles. Their hollow eyes are unblemished by snow and you feel as though the ancient sculptures could be watching you, the howling of the winds growing slightly when you stare back.



A hermit of the mountains looks down from their peak onto the accursed Hidaretei Pass.

FORGING TRAVEL PAPERS

If the PCs choose not to take Hidaretei Pass their route may be less fraught by danger (GMs should include at least one encounter with the Mists of Akuma to keep things lively) but there are still obstacles that will block their path. Ports, roadways, and borders between prefectures are all subject to strict security revolving around travel papers dispensed by the Masuto Empire and getting through these without raising any suspicions will require the adventurers to be exceptionally stealthy or clever.

Forgeries. Crafting false travel papers requires the forger to know the symbols for their embarkation and destination in order to make an Intelligence check. Guards use their passive Perception to recognize the forgery, or roll an Intelligence (Investigation) check if they scrutinize it carefully.

Ryokōsai. Every clan has an allotted number of functionaries dispersed throughout their settlements devoted solely to checking, making, and tracking travel papers. The PCs might find one in Kizuato Prefecture to bribe for documents on the sly or steal from their supply of materials to make a better forgery (gaining advantage on the check).

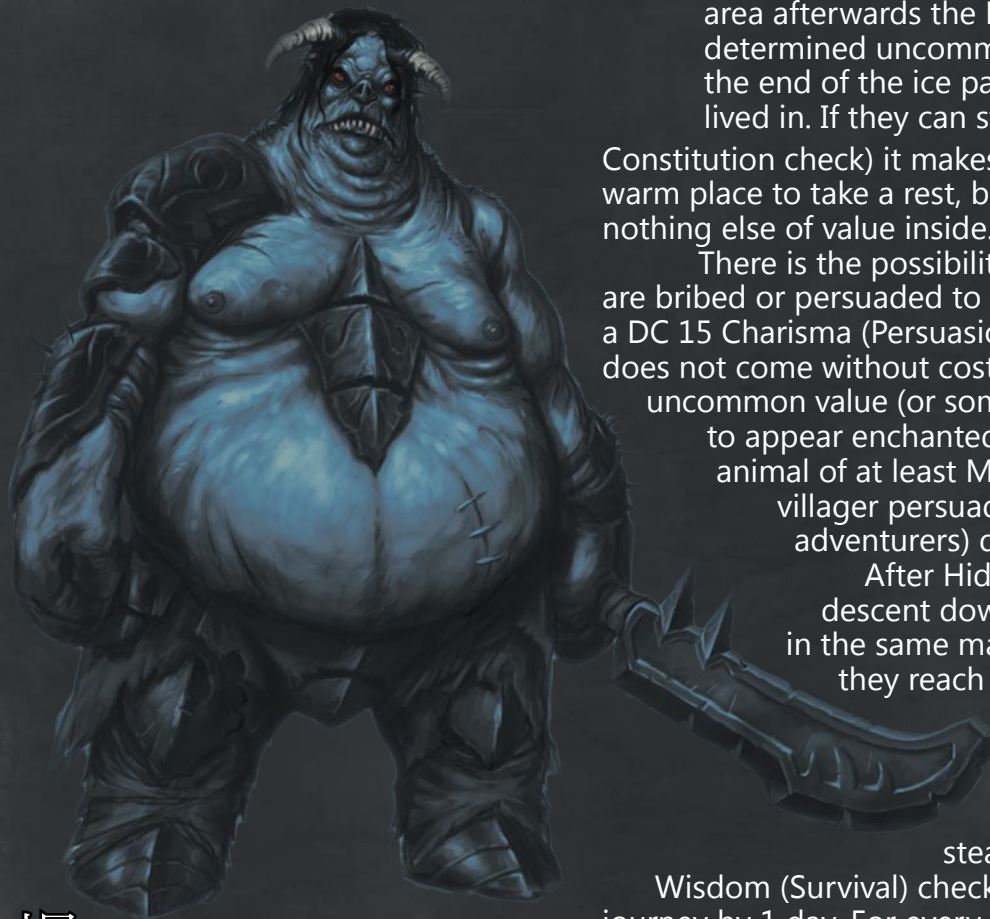
Seals. These durable metallic or gemstone tokens are extremely valuable, minted by the treasurer of the imperial family. Possession of a forged seal is a crime punishable by death.

Stamps. Every clan has its own stamp with variations for every season, altering slightly with every year that passes. Travel papers with expired stamps are immediately destroyed (though many people save them "as souvenirs", frequently altering the documents later for sale on the black market.)

The mountains rise steeply to the east and west, making ascent practically impossible and forcing the PCs to either turn back (likely angering the herbal master that sent for them) or face the [ogre](#) masters of this place. When the party moves forward (even if they are stealthy or invisible) the heads of the creatures on the icy walls howl balefully, alerting Burūto, Mōretsuna, and Yabanhito. This howling still occurs if all the statues are destroyed (AC 12, 20 hp, immune to cold, double damage from fire) from afar but it takes 1d4 rounds to become loud enough to alert the masters of this place.

Read the following:

The howl of the winds increases to an unnatural roar as the statues arrayed around Hidaretei Pass snarl, their menacing faces contorting with rage. Angry hoots bellow from the ice palace above as white-skinned ogres appear in its doorway, clad in piecemeal armor made from the bloodied suits of dead trespassers and wielding massive, wicked blades in their hands. Two of the monsters leap down either side of the stairs as the biggest of them bounds directly down the steps at you, its face contorted with hatred!



These ogres are not typical and have the following changes:

- They are protected by suits of piecemeal armor that increase their AC to 14.
- They have adapted to the harsh climate, gaining resistance to cold.
- They are able to traverse the terrain quickly, taking no damage from jumping down a distance of 40 feet or less and gaining a climb speed of 25 feet.
- The massive greatswords they wield deal 3d6+4 slashing damage.
- Burūto, Mōretsuna, and Yabanhito have each rigged a part of Hidaretei Pass so that with one strong strike, a cascade of ice, rocks, and snow fall onto an area (of 10 feet by 15 feet) that is adjacent to the sides of the canyon and within 40 feet.
- When combat begins, the hollows of any destroyed statues start blowing out gusts of air in 15-ft. cones. Any ranged attack rolls made in a wind cone are at disadvantage and these areas count as difficult terrain.
- Their challenge rating is increased to 3.

The ogres do not flee if engaged in combat and fight until slain. Searching the area afterwards the PCs find one randomly determined uncommon magic item in a lair at the end of the ice palace their dead enemies lived in. If they can stand the smell (a DC 10

Constitution check) it makes for a safe and surprisingly warm place to take a rest, but otherwise there is nothing else of value inside.

There is the possibility of course that the ogres are bribed or persuaded to allow the PCs to pass with a DC 15 Charisma (Persuasion) check. This stay of arms does not come without cost however—a magic item of uncommon value (or something magically disguised to appear enchanted), 150 gold, a freshly killed animal of at least Medium size (or an unlucky villager persuaded to journey with the adventurers) does the trick.

After Hidaretei Pass the adventurers' descent down the mountain continues in the same manner as their ascent. When they reach Fuson's forests it will take 3 days of travel to reach the town of Kakasu on foot though at the GM's discretion the PCs might steal horses or make a DC 18

Wisdom (Survival) check to hasten this step of the journey by 1 day. For every day spent traveling through the woods, the party has a 75% chance of an encounter.

HADARETEL PASS



ACT 2: YUKARI'S MISSION

When the party arrives in Kakasu their timing could not be worse—the Mists of Akuma loom from the woods behind them! Read the following:

Your approach to Kakasu is met with clamor and panic—but not for you. Looking back to the forests you see the dark blue hues of the Mists of Akuma seeping through the foliage and swiftly roiling toward you! In the distance you see the townsfolk rushing into their homes, throwing their doors closed with daggers and cookware wielded in hand.

The adventurers must make three successful DC 14 Strength (Athletics) checks (gaining a +1 bonus for every 10 feet faster their speed is past 30 feet) to outrun the supernatural haze, otherwise they are caught in it for one round per failed check. Once inside the settlement's borders the local townsfolk bar their doors to the PCs (requiring a DC 16 Strength or DC 15 Thieves Tools' check to get inside) and the only direction the party can reliably go is up onto the rooftops. Either way a pack of adeddo-oni—twelve adeddo-oni hunchlings (page 29), five adeddo-oni ninja (page 30), and one adeddo-oni samurai (page 30)—spread out around Kakasu to wreak havoc and murder. Read the following:

Gruesome figures emerge from the Mists of Akuma, leaping through the fog and cackling with glee as they hack at Kakasu and anything living they can find within it. The monsters fan out across the town, drawn to the sounds of slaughter—when a cry of pain goes out they swarm towards it until choruses of horrified screams ring across the settlement.

FOREST ENCOUNTERS D12

- 1—1d4 [Giant Rats](#) (CR 1/8)
- 2—1d4 [Poisonous Snakes](#) (CR 1/8)
- 3—1d4 [Giant Bats](#) (CR 1/4)
- 4—1d4 [Giant Wolf Spiders](#) (CR 1/4)
- 5—[Brown Bear](#) (CR 1)
- 6—[Giant Spider](#) (CR 1)
- 7—[Tiger](#) (CR 1)
- 8—Adeddo-Oni Hunchlings (CR 2; page 29),
- 9—[Ettercap](#) (CR 2)
- 10—[Giant Boar](#) (CR 2)
- 11—Ki Spirit (CR 2; *Mists of Akuma* page 148)
- 12—[Shambling Mound](#) (CR 5)



Adventurers that slay the adeddo-oni increase their Dignity score by 2 (lowering their Haitoku score by 2) but in the event they hide or flee into the sea to avoid the monsters, they increase their Haitoku score by 2 (lowering their Dignity score by 2) and any Charisma checks they make against common citizens of the town have disadvantage. After 1d4 minutes the Mists of Akuma dissipate, leaving Kakasu in a brief state of shock before life returns to normal in an hour's time.

Roofs of Kakasu. The tiled businesses, homes, and markets in southwest Kakasu are two story buildings with roofs that are 25 feet above the ground. All of the other buildings in the town (aside from the 15 foot tall market in the northeast) are made from wood, thatch, or a combination of the two with roofs that are either 10 or 15 feet high (50% chance). The GM may choose to instead have the darkest houses 12 feet tall, tan houses 13 feet tall, and amber houses 15 feet tall. Climbing up to the roof of a building in Kakasu requires a DC 9 Strength (Athletics) check; on a failure the creature wastes half its movement speed and on a result of 4 or less it also goes prone.

FINDING FŪMIYUTAKANA

Now that the PCs have reached Kakasu they must find "Fūmiyutakana". Unfortunately the herbal master's note did not include any more details than this name but the adventurers can't just go blindly asking locals for information because that would certainly violate her order for secrecy—at least not without disguising themselves and asking slyly. Should they fail to conceal their identities (by wearing an insufficient or shoddy disguise) or motives (by failing Charisma checks or asking the wrong type of person), a rumor circulates of strange travelers looking for Fūmiyutakana and the PCs' encounter with the [oni](#) Koroshimasu occurs before they are able to meet with the herbal master rather than afterward.

Fūmiyutakana is, of course, a restaurant near the town's port. If the party has too much trouble figuring out how to subversively find this out, the GM can let them dangle for a little while before having the PC with the highest passive Perception notice the establishment's signage as they walk nearby it. When the adventurers go inside, read the following:

The lush red timber used to build this restaurant must be decades old, its luster long gone, but the scent of food from inside is more than alluring enough to compensate. In the building's foyer you are greeted by a doddering old man, his skin covered in lumps, tumors, and warts that make it hard to tell if his eyes are closed or not. He seems to see you just fine however and waves you forward, keenly gazing at you in a fashion that makes you feel as if you are being evaluated. All the same he seats you in a comfortable booth in the dining room, far from the other customers, then bids you a good meal and goes back to his tasks.

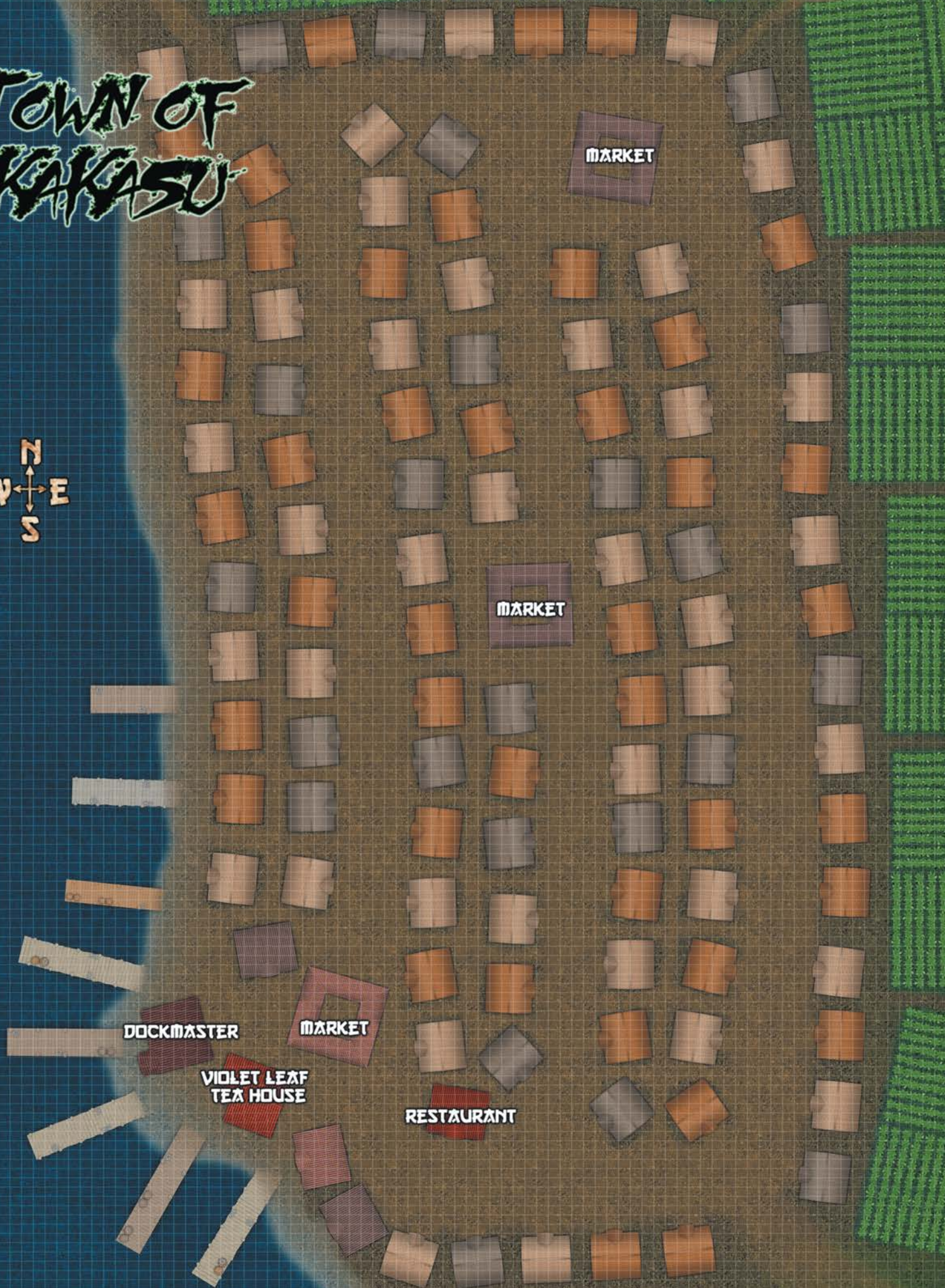
The adventurers have no opportunity for pleasantries and shortly after being seated, plates of unbidden food are brought out to them. PCs that make a DC 16 Wisdom (Insight) check or DC 13 Dignity (Culture) check realize that this scenario is a test—failing to show the appropriate manners while in the restaurant will most certainly displease the herbal master that sent them here and possibly even make them ineligible for the job! GMs should ask in detail how the adventurers go about eating their meal, the way they address the restaurant's staff, what they do when disposing of their dishes and chopsticks, and their general demeanor inside of Fūmiyutakana. PCs that fail to act appropriately can still salvage some face with a DC 10 Dignity check, but otherwise the entire party has disadvantage on Wisdom and Charisma checks made against the herbal master Yukari Nishioka.

NEW SKILL: CULTURE

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

Eating. When toasting, one taps the table twice (not their glass). Leaving chopsticks in an empty bowl signifies death and is a sign that the patron has no intent on returning. One samples all available dishes at a meal and leaves a small bit of food on their plate as a sign of gratitude to the host's graciousness. Perhaps most importantly at events that include a meal, talking about business before the food is finished is taboo.

TOWN OF KAKASU



MARKET

MARKET

DOCKMASTER

MARKET

VIOLET LEAF
TEA HOUSE

RESTAURANT

So long as the party does not make an embarrassing public spectacle of themselves at the end of the meal the old man brings steaming bamboo trays of fried sesame dumplings; in the bottom of one of them lay a map. It depicts a trail drawn from Kakasu leading into the woods to the southeast, ending in a destination roughly 22 miles away (about half a day's travel) marked as Seishinbyō Falls.

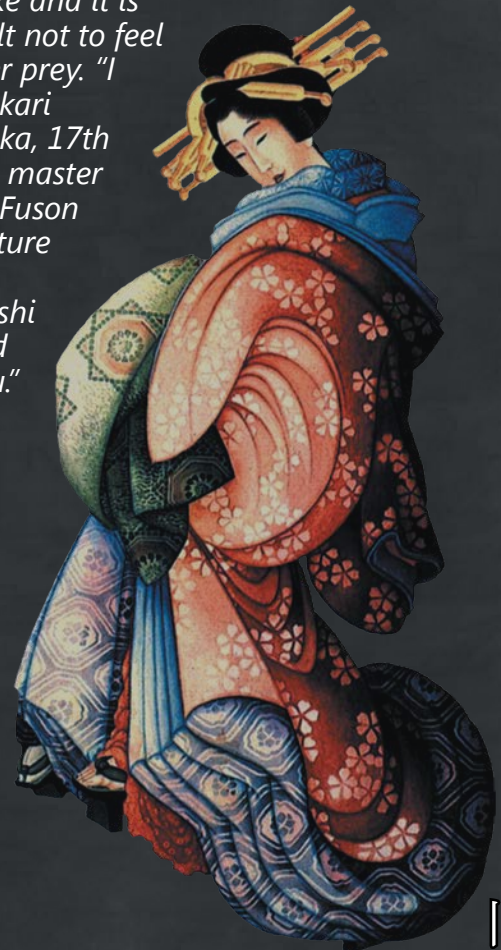
MEETING THE HERBAL MASTER

The GM may decide to include an *adeddo-oni* attack (as the Mists of Akuma were recently in the area) or if the party wasn't smart about gathering information in town the *oni* Koroshimasu assaults them. Otherwise PCs have one more random encounter from the Forest Threats list before reaching the Fuson *bengoshi*'s meeting place.

Following the map from the Fūmiyutakana restaurant eventually leads you to a truly amazing sight. Rounding the corner of a rooted wall of dirt you are greeted to a waterfall dropping from high above, landing serenely into a pool flanked on each side by an identical array of trees, branches, and leaves! The unnatural duplication is both shocking to the senses but alluring and you feel a deep sense of peace here, wondering—perhaps for the first time—that maybe all of Soburin is not yet lost.

The herbal master Yukari Nishioka is hiding in wait as the adventurers reach Seishinbyō Falls, made invisible by one of her concoctions and keen to observe these potential servants of the Empire while they are unaware of being watched. When the most dramatic possible moment for her introduction arrives (as one of the adventurers complains about her lateness, for example) she speaks, alerting everyone to her presence. Read the following:

*"You are much like I expected," a confident woman says, speaking from everywhere and nowhere all at once, her voice echoing off the walls, "it is a good thing I was raised to anticipate disappointment. Better yet that I handle it well, though I do hope you do not disappoint me further." Materializing from the air on the shore of the pool the Seishinbyō waterfall drops into is a stern-faced woman of middle age, her jet-black hair tied into a tight bun atop her head and traced with gray strands. She wears an elegant red kimono and carries vibrant blue and green sashes around her torso yet despite her splendid appearance and pleasant voice, the way she looks at you reminds you of a carnivore about to strike and it is difficult not to feel like her prey. "I am Yukari Nishioka, 17th herbal master of the Fuson Prefecture and *bengoshi* to Lord Gabiru."*



No matter how well the PCs have performed her tasks thus far Yukari treats them with the same disdain, but she is professional and curt after her sudden introduction. Not keen to waste any more time she quickly tells them the following:

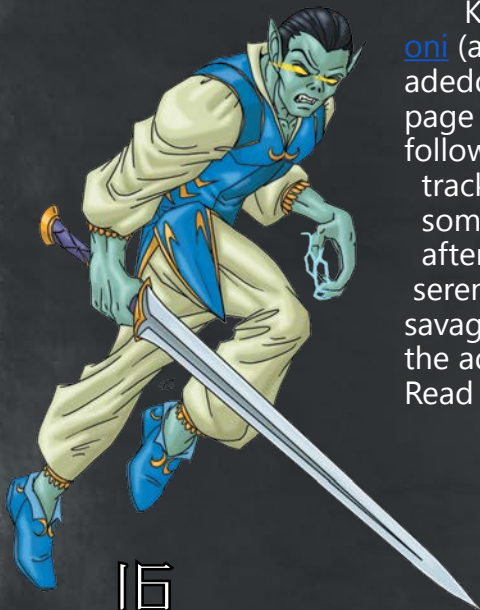
- Cursory investigations revealed to the herbal master that the disappearances and murders of former Fuson family servants (15 as of yet) were all individuals that played a role, be it great or small, in the banishment of Hinjuku Nagaro—the infamous Scorpion Samurai—and stripping of his title 13 years ago.
 - It is believed he is the person responsible. The reward for his capture or death has been increased to 5,000 Imperial pieces.
- Those Hinjuku may yet attack are hidden and protected though a DC 16 Wisdom (Insight) check gives the PCs an impression that only the nobles are really being attended to.
 - The few the bengoshi intends to use as bait (all servants) are all enjoying the hospitality of Lord Gabiru Fuson, treated to vacations in the village of Shinjitsu on Shōjiki Island.
- The Scorpion Samurai must be stopped and in addition to receiving his bounty, Yukari is prepared to deliver an additional 1,000 gold to the party, as well as travel papers to go wherever they wish in Soburin.
 - Hinjuku is performing some kind of vengeful blood ritual that will grant him dark and ancient power at the cost of his soul—more than enough to storm Fuson’s capital to take his vengeance on Lord Gabiru.
- There is evidence that Hinjuku has allies among Fuson’s warriors and some among the Scorpion Ninjas (her prefecture’s most reliable soldiers) cannot be trusted, so the only aid she is able to provide is the trap she has set for him and three *potions of greater healing* (restoring 4d4+4 hit points) and a 500 gold advance.
 - This also makes the continued need for secrecy paramount—should the Scorpion Samurai realize that Yukari has set a trap for him in Shinjitsu (perhaps even from one of her servants) he may never go there no matter how appetizing the bait she uses (Kishimoto Nichiren, Okawa Hoshi, and Kiyama Tanosuke) might be.
 - Swiftly getting to the island is also of great importance as the bait has been in Shinjitsu long enough for Hinjuku to hear about it. She tells the party not to charter a boat however; few people visit Shōjiki Island on purpose but shipwrecks are not uncommon, and as survivors of a crashed vessel the adventurers’ sudden arrival will not raise any eyebrows from the locals.

Yukari is willing to answer a few queries for the PCs questions but after they’ve asked half a dozen or more, she questions their competency and says that her next reply will be her last—after all, time is ever a bengoshi’s enemy. She turns invisible again and disappears from Seishinbyō Falls, not seen again by the adventurers until the epilogue of this module.

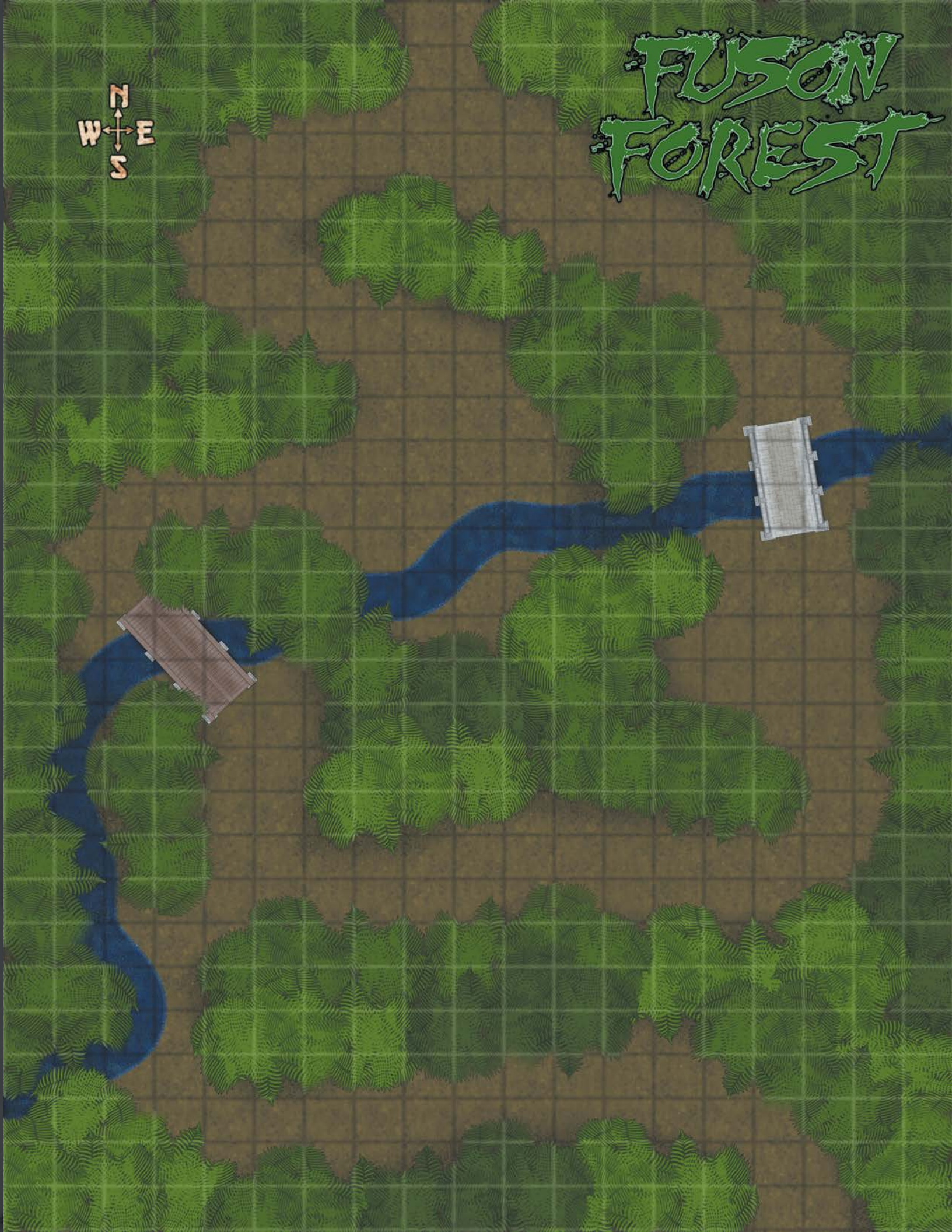
Koroshimasu the [oni](#) (alongside three [adeddo-oni](#) ninja, page 30) has been following and tracking Yukari for some time and after they leave the serene waterfall, savagely attacks the adventurers. Read the following:

The peaceful rustling of the wind through the blossoming branches of Fuson’s bamboo forests is suddenly cut in twain as a high pitched keen splits through the air. Jumping into sight from behind the stalks around you are three red-skinned [adeddo-oni](#) swathed in tightly-fit robes soaked in blood, their swords drawn—but they are not alone. Clad in garish blue silk is a monstrous figure with an enormous blade in one hand, its ghostly skin as disturbing as its deadly claws and the energy sparking from its eyes.

The [adeddo-oni](#) and Koroshimasu hide themselves in the foliage or under the water of the stream running through the Fuson Forest map, ambushing the party and flanking PCs crossing one of the two bridges. Once defeated the monster is willing to reveal that its assault has paid a blood debt to the Scorpion Samurai, only telling that it was to attack anyone this herbal master hires but nothing else about Hinjuku. A PC that wins a successful opposed Charisma (Deception) check can get Koroshimasu to slip however—speaking of a second conspirator working with Hinjuku—but it does not reveal more information than that, asking either for death or freedom but if nothing else an end to hearing mortals drone and prattle on.



FUSON FOREST



Fuson Foliage. Throughout the combat the adeddo-oni ninja and their oni leader use the terrain to their advantage, disappearing into the bamboo to reappear flanking an enemy. Squares covered in bamboo are difficult terrain and any creature inside of one gains three-quarters cover from adjacent creatures. A creature with two bamboo squares between itself and an attacker gains total cover. Dealing 10 or more damage to a bamboo square reduces it to grant half cover from adjacent creature and three-quarters cover otherwise. Dealing 15 or more damage to a bamboo square destroys it and it no longer grants any cover.

It takes a half day of travel to return to Kakasu and if the party left for Seishinbyō Falls in the morning, the sun is setting on the horizon or has already gone down—the perfect time to begin the miles long trip to Shōjiki Island. While the bengoshi Yukari suggests they simply swim, the PCs may not be keen on a twilight dip in dangerous waters—especially as they will have an encounter from the Aquatic Threats list halfway through the journey.

By Boat. PCs that defy the herbal master's directions and take a boat are likely to bring themselves to Hinjuku's attention. Hiring a vessel to travel to the island costs 15 gold and reveals their presence even if they are disguised—the only exception being if they use magic to turn invisible for the entire half hour voyage. By the time they arrive in Shinjitsu the first of the Scorpion Samurai's intended victims is already dead and the second is in combat as the Mists of Akuma fall on the village.

Dragged by Raft. Several of Soburin's races possess a swim speed and this makes the half hour journey to Shōjiki Island much easier for the party. PCs not naturally able to traverse water so easily (if they lack access to magic enough to do so) can be dragged on a raft by their allies, though that will leave them compromised in combat. At the start of its turn a creature on a raft makes a DC 9 Dexterity (Acrobatics) check or goes prone.

Stealing a Boat. Literally taking a boat has its own potential problems and as she specifically told them to be discreet, a DC 13 Charisma (Persuasion) check later on will be required for the Fuson bengoshi to turn the eye of the law away from the party should their theft be detected. If word gets out around town that a boat has been stolen, Hinjuku moves to act and is in combat with his first target as the PCs arrive in Shinjitsu and the Mists of Akuma fall on the village. Otherwise a DC 8 Vehicle (water) check or DC 13 Intelligence check takes the party to Shōjiki Island without issue (aside from the aquatic encounter) inside of an hour. Failure on this check delays the party by 1d4 hours, leaves them to be consumed by the Mists of Akuma on the open sea (for 1d4 minutes), and when they do arrive in Shinjitsu the first of the Scorpion Samurai's victims is already dead.

Swimming. Adventurers that lack a swim speed need to make six DC 11 Strength (Athletics) checks to make the entire journey. For every failed check, the creature gains 1 level of exhaustion. A creature with a swim speed is able to grant advantage to one creature per check. Swimming takes 1 hour and leaves all of Hinjuku's targets alive although the Mists of Akuma arrive to Shōjiki Island soon after the PCs.

AQUATIC ENCOUNTERS DG

- 1—1d4 [Reef Sharks](#) (CR ½), 2—1d4 [Sahuagin](#) (CR ½),
3—[Hunter Shark](#) (CR 2), 4—[Merrow](#) (CR 2),
5—[Sea Hag](#) (CR 2), 6—[Giant Shark](#) (CR 5)



ACT 3: TRAP IN SHINJITSU

There are two things the party should quickly realize once they reach Shinjitsu: this is the hometown of the Scorpion Samurai Hinjuku Nagaro and (under most circumstances) the Mists of Akuma are right behind them! Only 1d4 minutes after the PCs reach the shore, make port, or disembark a ship, the ancient fogs fall onto the tiny seaside village. If the party wasn't already treated to the supernatural haze on the open water, a total of 13 adeddo-oni hunchlings, 5 adeddo-oni ninja, and 1 adeddo-oni samurai attack Shinjitsu as the Mists of Akuma roils across the settlement. Read the following:

The shoddy seaside village before you is slowly springing to life, shouts warning of the descending Mists of Akuma sending the rustic locals into a panic. As the first of them sights the supernatural haze swiftly encroaching from the darkness you hear the citizens of Shinjitsu calling out for someone

to save them: Hinjuku the Scorpion Samurai. Leaping out from the evil fog one of the monstrous ninjas slams its sword into the shoulder of a fisherman too slow to make it to cover—if you don't act now to save him, his will be the first of many deaths this night.

People bar their doors to the adventurers (requiring DC 16 Strength checks or DC 15 Thieves Tools' checks to get inside) leaving the PCs to fight on the rooftops. GMs should remind the party of the inherent dilemma in this encounter—they must remain covert in the village to perform their mission but innocent lives will be lost if they do not aggressively counterattack.

Forcing Entry into Shelter. The villagers of Shinjitsu will not instantly attack a PC that forces themselves into their home but they certainly are not kindly to them. An adventurer must make a DC 12 Dignity check and DC 8 Charisma (Persuasion) check or the residents of a business or home actively try to force them out after seeing their equipment, recognizing someone experienced in combat. Failure on the Dignity check forces disadvantage on the Charisma check.

Either way if a PC gives their name, their cover is blown and Hinjuku strikes his first target that night as the adventurers sleep.

Immediate Response. Taking the fight to the adeddo-oni brings the adventurers to the attention of Hinjuku who otherwise does not participate, spurring him to murder Kishimoto Nichiren as the town panics. A DC 18 Wisdom (Perception) check brings this to the attention of the PCs as the chef cries out about his attacker but they arrive shortly after his corpse falls to the ground and must chase after the Scorpion Samurai (see the Shinjitsu's Hero sidebar).

Every member of the party that fights off adeddo-oni gains advantage on Charisma checks with villagers and increases their Dignity by 2 (lowering their Haitoku score by 2). Taking the time to put on a disguise or properly obscure themselves (and their accoutrements) takes a minute and reduces the Dignity increase to 1.

Tactical Retreat. The soundest response for the adventurers to take is to hide, fortify defensive positions, and fight off the adeddo-oni as they come. This course of action leaves villagers dead but the PCs' obscurity remains intact and Hinjuku does not strike at his first target until the next evening.





MARKET

TIDE'S REST
TEA HOUSE

MAYOR'S
HOUSE

SHINWITSU VILLAGE

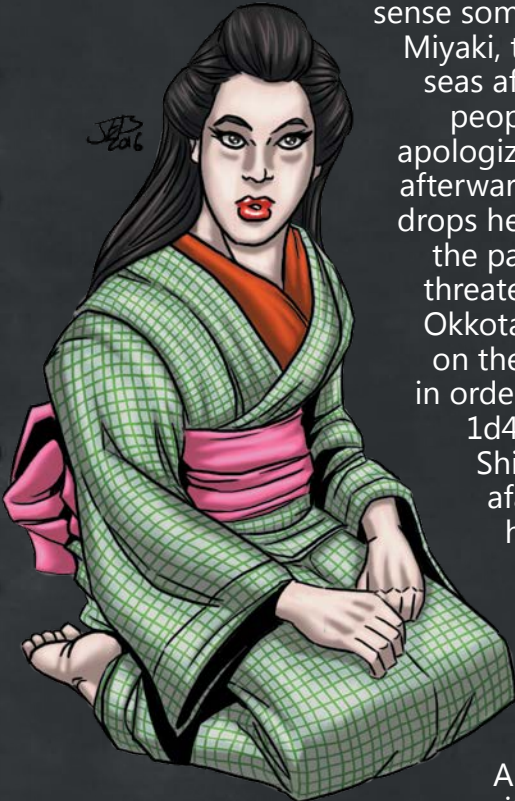


TOWNSFOLK OF SHINJITSU

The GM should invent some commoners—a local government functionary, fishermen, traders, and the like—as the PCs' interactions demand but there are individuals of importance on Shōjiki Island.

Kudo Chisato runs the Tide's Rest tea house—the only drinking establishment in Shinjitsu—and though she has only recently inherited the place from her parents (transformed by the Mists of Akuma) she is efficient, keeps fair prices, and tolerates little chaos within her business.

Kokiro Risoru only appears if the adventurers manage to truly imperil Hinjuku during one of his attacks. She is a recent arrival in Shinjitsu and works in the Tide's Rest tea house as a server in the evenings, carefully watching and studying the party to identify how great of a threat they pose to her master plans. PCs that make a DC 20 Wisdom (Insight) check while in her presence sense something about her is off, but she simply claims that her home is Miyaki, the island prefecture that recently reappeared in the southern seas after centuries of being absent from Soburin—the ways of her people are much like the soburi but slightly different. "Kokiro" apologizes profusely but recuses herself immediately afterward and flees to Ikatteiru Cave where Kozue drops her disguise and counsels Hinjuku to kill the party on sight. If she feels particularly threatened by the PCs, she may even spur Okkotaken into joining a nighttime assault on the village before attempting the ritual in order to gauge their true mettle or send 1d4 manananggal to spread panic in Shinjitsu as she stops feeding from afar and looks for meals closer to home.

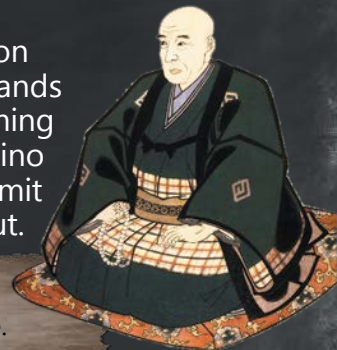


Sadow is a hermit that lives on the other side of the island from Shinjitsu, ostracized by society for being an oni-touched—cursed from birth with the corruption of the Mists of Akuma and orphaned (and though neither knows it, Hinjuku's brother).



The samurai is bellicose, distrustful, and taciturn but has been noticing strange happenings and even seen the head of a woman floating towards Ikatteiru Cave. Each time the PCs encounter Hinjuku (regardless of whether they are too late to save his victim), the day afterward there is a cumulative 30% chance that they see Sadow lurking nearby, watching them carefully. A DC 13 Charisma (Persuasion) check or DC 16 Charisma (Intimidation) check convinces the outcast to speak with the PCs, revealing what little he's learned and leading them to the climactic encounter of *Cursed Soul of the Scorpion Samurai*.

Uchino Sumio is the mayor of Shinjitsu and renowned as a man with an iron will (1st level monk with a Wisdom of 18 and an Insight bonus of +6). He understands that Hinjuku is not to be trusted and probably bad for his village but the overwhelming majority of its residents love the Scorpion Samurai. If the PCs have befriended Uchino and not met Sadow by the time the 2nd victim is dead, the mayor suggests the hermit has never had any love for the fugitive mercenary and that they should seek him out.



SHINJITSU'S HERO

The Scorpion Samurai was raised in Shinjitsu and its people still believe him to be a heroic figure. If it looks like the PCs are about to catch Hinjuku, villagers get in their way and try to grapple them. When the GM is prepared for the climax of the adventure if the party hasn't found their way to Ikatteiru Cave, loyal Scorpion Ninjas intervene (and are summarily brutally slain) if he is getting away too quickly.

GAMES OF SCORPION AND MOUSE

Regardless of the circumstances of the adventurers' arrival in Shinjitsu, the Scorpion Samurai should still have at least one individual to slay in the village. The order of his victims is at the discretion of the GM but the NPC the party is most likely to warm to should be saved for last.

Yukari's Bait. These three servants of the Fuson family mistakenly believe that they are vacationing in Shinjitsu at his expense as a reward for their good work over the years.

Kishimoto Nichiren is a chef that catered to Lord Gabiru the day Hinjuku was banished. He is quite taken with the market's fish stands and spends most of his days picking out the perfect specimen for a lavishly cooked dinner.

Miyaka Tanosuke is a local tax collector that bore witness to Hinjuku's title being stripped, foolishly whispering to a nearby confidant with her amusement as he was dragged from the estate in dishonor. Unlike the other bait, she is paranoid and suspicious of being attacked. Miyaka remains locked in her quarters near the mayor's home except for once every day at noon when she ventures out to acquire food.

Okawa Hoshi played the musical accompaniment in Lord Gabiru's court the day that Hinjuku was banished and Kozue sent away. She prefers to stay in the Tide's Rest tea house and ply her trade, enjoying the attention the villagers of Shinjitsu pay her and drowning her evenings in sake.

THE SCORPION STRIKES

Hinjuku only attacks at night and never more than one target in the same evening. He cannot be bribed, coerced, intimidated, persuaded, or otherwise convinced to do anything but kill his intended victim. When the Scorpion Samurai slays Kishimoto, Miyaka, or Okawa (or when someone else slays them and he is within 10 feet) he regains all hit points and is relieved of any conditions.

First Attack. If the PCs blew their cover this target is already dead; move on to the Second Attack. Otherwise the Scorpion Samurai does not know that his victim has defenders and brazenly rushes in, quickly slaying them but then fleeing before the party can attack him en masse (see the Shinjitsu's Hero sidebar).

Second Attack. Hopefully the party has not bungled things so badly that two victims are dead, but if that's the case move on to the Third Attack. Aware that he is not assaulting a defenseless target, the Scorpion Samurai brings allies of his own. When the adventurers engage Hinjuku two Scorpion Ninjas (page 33) appear from hiding and target the PCs attacking him, allowing him to escape. If a member of the party gives chase, once they exit the city 3 adeddo-oni ninja appear between them and the Scorpion Samurai.

Third Attack. Hinjuku is about to acquire the power he seeks—his sea dragon ally Okkoken has acquired Lord Gabiru's favorite and youngest daughter Chijimatsu, and Kozue is preparing Ikatteiru Cave for the ritual to tear out her soul. The Scorpion Samurai is reckless and savage in his pursuit through the rainy night, even going so far as to slaughter any villagers in his way; this time PCs chasing after Hinjuku are not slowed by the denizens of Shinjitsu, his tracks are easy to follow, and they lead to the end of this module.

EARLY ARRIVALS

Should the PCs discover Ikatteiru Cave and attack before Hinjuku kills his third target, Okkoken arrives with Chijimatsu in the middle of the combat and all hell breaks loose. The dragon and Scorpion Samurai focus on keeping the adventurers away from Kozue, attempting to allow the penanggalen to hastily perform the ritual to evict her soul and only engaging the party if it seems they have the upper hand. Okkoken retreats at 40 hit points and Kozue flees when reduced to 20 hit points, but Hinjuku fights until he is killed. The ritual is delayed until the sea dragon can get the girl inside of the cave, but even if her soul is saved Chijimatsu will have learned of everything her father has done to her older sister and the family's estranged adopted son (losing the love of bond and trust she once shared with him). If the 20th victim is not yet dead by the time the PCs reach here, Sadow—Hinjuku's long lost brother—intervenes to help the party and quickly provides the life force to activate Hinjuku's various advantages (realizing in his death throes the terrible resemblance the two share).

HORROR IN IKATTEIRU CAVE

This encounter marks the end of *Cursed Soul of the Scorpion Samurai* and is meant to be very difficult. If all of Hinjuku's victims are dead by the time the PCs arrive are not able to follow him inside immediately and will hear Chijimatsu's cries for help as the Scorpion Samurai's draconic ally strikes from the water, delaying them until they are able to defeat the wyrmling known as Okkotaken. Read the following:

The keening screams of a child in distress echoes off the waves and grow clearer and louder as you approach the rocky shore. Something fearsome shrieks back and the little girl's cries change into pitiful whimpers that mix with the softly crashing surf to spread a sense of desperation across the sand.

The evil here is palpable and you can feel it in the very air—as well as the sensation that you are being watched.

Allow the PCs a moment to prepare themselves or to approach the entrance to Ikatteiru Cave before the sea dragon Okkotaken attacks. Read the following:

The sea suddenly begins to swell and roil as in the distance you make out a wave growing in height, the surf expanding all across the water until it forms into the fearsome shape of a snapping dragon's head. To your horror an actual creature emerges, a fearsome sea dragon that lunges towards you with breathtaking speed!

Beginning the Ritual. From the moment this battle begins Chijimatsu's soul has 5 rounds to remain in her body before Kozue finishes the first half of the ritual and rips it out. Hinjuku is assisting with the dark magic but when Okkotaken is reduced to less than 100 hit points, he explodes from the cavern and joins the battle at the beginning of the following round. The sea dragon flees when reduced to 30 hit points or less but the disgraced Scorpion Samurai fights to the death, but killing his 20th victim has imbued Hinjuku with considerable power.

- Hinjuku's Haitoku score increases to 24 (granting a +1 bonus to Strength and Dexterity, a –1 penalty to Charisma, and ignoring the first points of 3 damage from attacks and spells)
- When using the Haitoku ability score to resist death he has a total +7 bonus and advantage on the saving throw.

Completing the Ritual. With the young girl's soul in hand Kozue begins to draw on the stored energies taken from the other men and women Hinjuku has murdered, focusing them through his sword.

- The Scorpion Samurai's attacks deal an extra 1d4 necrotic and 1d4 psychic damage.
- These both increase by +1d4 each round for 5 rounds until the ritual is complete, at which point Chijimatsu's soulless body withers into a decayed corpse and he transforms.
- Kozue never stops conducting the ritual, leaving her body to complete it while her head detaches when dropped below half her hit points. The penanggalen fends off her attackers before continuing her fell work but each round she does so, the ritual is delayed half a round (minimum 1 round).

When transformed Hinjuku regains all of hit points and acquires the features, resistances, and immunities of an oni warlord (*Mists of Akuma* page 89). Fortunately so long as Kozue has not been destroyed, they have no interest in the party and flee—if combat continues the transformed warrior beats the PCs unconscious, takes anything of value, scars them for life, and leaves them to die. Adventurers that have destroyed the penanggalen find that the empowered Scorpion Samurai is more than their match and must either retreat or be slain.



IKATTEIRU CAVE



EPILOGUE: A FAMILY WOUNDED ONCE MORE

No matter how a surviving party fares in *Cursed Soul of the Scorpion Samurai*, Lord Gabiru and the rest of the Fuson family suffer a painful loss. Yukari Nishioka delivers the full reward promised to the adventurers and depending on how closely the PCs followed her directions—including their intent—they may or may not be welcome in her prefecture any longer. There are also other concerns that may come up later on in the campaign.

Kuzoe's Ire. While the penanggalen did not truly care for Hinjuku any longer (devoid of any emotions other than cruelty), she becomes obsessed with torturing the adventurers for denying her the exquisite revenge she so meticulously planned for Lord Gabiru. She remains on the periphery, attempting to anticipate where the PCs will travel next and sabotaging settlements with her manananggal servants.

Sea Dragon's Vengeance. Okkotaken had plans for Chijimatsu's soul and if for whatever reason it is not delivered to him, his wrath is fierce and tenacious. The sea dragon waits for the party to leave Shōjiki Island and attacks them on the water, attempting to wreck their vessel and drown the adventurers one by one. Any survivors have a 15% chance of encountering Okkotaken whenever they take to the sea or ocean until either they or the dragon are dead.

The Scorpion's Tail. There was another secret party to Hinjuku and Kozue's scheme—his enchanted odachi played a part as well. The sword itself is both evil and intelligent but incredibly subtle, reaching out to its new master at first only in dreams until an interest is taken in the dark secrets it whispers in the night. Once its wielder begins questioning what fell powers could be at their beck and call its soothing voice emerges while they are conscious, guiding them to the places and monsters they must deal with to utilize Soburin's most despicable magics.

SCORPION'S TAIL

Weapon (odachi), legendary (requires attunement)

When Hinjuku earned his right to be called a samurai, he chose the odachi—a sword for only the mightiest of warriors—and over the decades he has slain scores of men and women as well as numerous monsters. His transformation in Seinaru empowered the blade, giving it potent magic abilities and true sentience.

The *Scorpion's Tail* (a heavy two-handed martial weapon that deals 2d8 slashing damage and requires a bonus action to unsheathe) scores a critical hit on a roll of 19 or 20 and grants a +1 magical bonus to attack and damage.

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.

Magic Properties. The *Scorpion's Tail* grants the following benefits:

- You are able to increase your Haitoku score indefinitely without transformation or loss of Dignity while wielding it.
- You are able to Dash as a bonus action 3 times (recharging uses on a short rest).
- You increase your vertical jump distances by up to 10 feet and horizontal jump distances by up to 20 feet.



- You are able to suppress a condition as a free action once per turn by taking damage (2d6 blinded, 2d4 charmed, 3d4 deafened, 1d8 frightened, 1d8 grappled, 3d6 paralyzed, 3d6 petrified, 1d10 stunned). If you suppress the condition longer than its duration, it is negated.
- You may increase your Haitoku by 1 to spend hit dice to heal as a standard action at double the normal cost (for example at the cost of 4 hit dice you regain 2 hit dice worth of hit points).
- You are able to cast *pass without trace* twice a week without the need for components or concentration.

Sentience. The *Scorpion's Tail* is a sentient neutral evil weapon with an Intelligence of 17, a Wisdom of 17, and a Charisma of 18. It has hearing and darkvision out to a range of 90 feet. The weapon communicates telepathically with its wielder and can speak, read, and understand Adeddo, Aklo, Draconic, Soburi and Undercommon.

Personality. The sword's purpose is to bring evil into Soburin, teaching those who wield it the darkest and most evil secrets ever known to the world. The *Scorpion's Tail* utterly despises goodness and nobility, taking particular delight when it can manipulate events that cast these people down before destroying them.



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 26), 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.

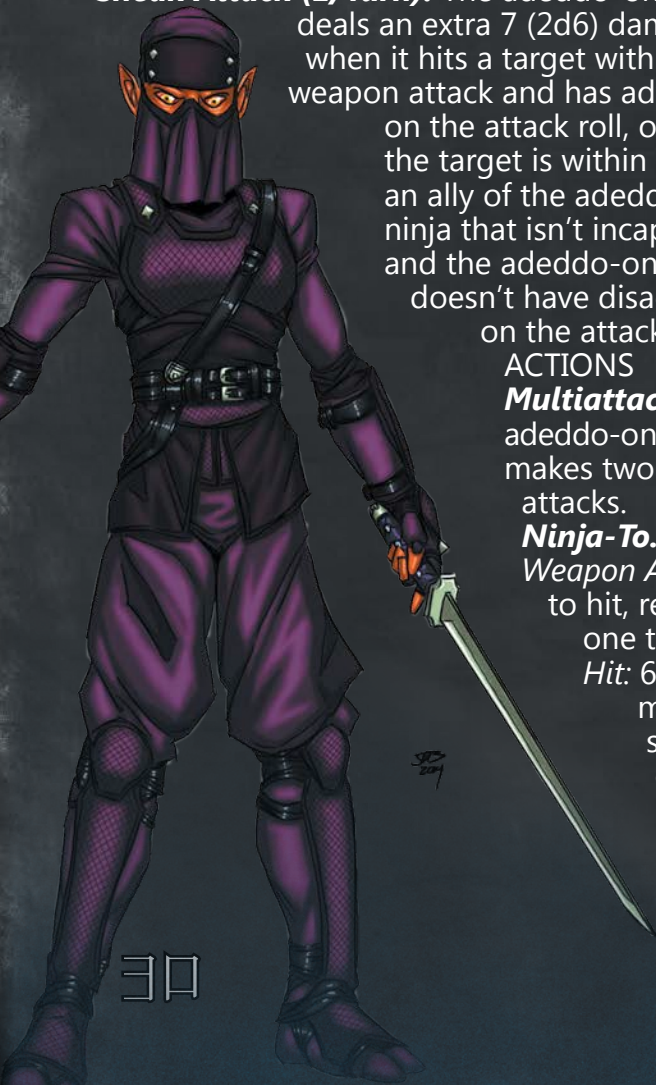
Regeneration. The adeddo-oni ninja regains 3 hit points at the start of its turn if it has at least 1 hit point and is not in sunlight.

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.



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.

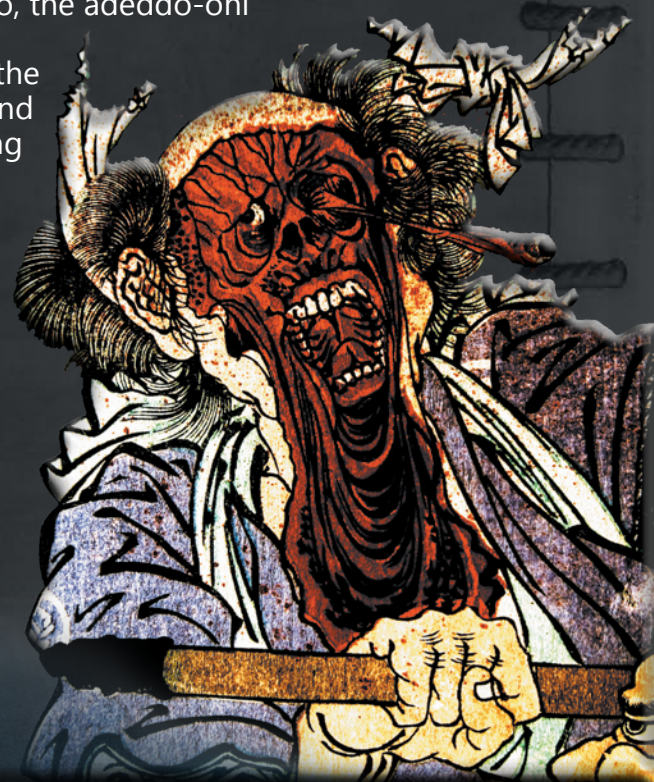
Katana. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) magical slashing damage if wielded in two hands, 7 (1d8+3) magical slashing damage if wielded in one hand.

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.



HINJUKU NAGARO, THE SCORPION SAMURAI

Medium humanoid (soburi), neutral evil

Armor Class 17 (spectral armor)

Hit Points 102 (12d8+48)

Speed 45 ft. (55 ft. in combat, +10 ft. vertical jumps, +20 ft. horizontal jumps)

| STR | DEX | CON | INT | WIS | CHA | Dignity | Haitoku |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 18 (+4) | 18 (+4) | 15 (+2) | 14 (+2) | 15 (+2) | 16 (+3) | 20 (+5) |

Saving Throws all (proficiency bonus +3)

Skills Athletics +6, Deception +5, Intimidation +5, Perception +5, Stealth +7, Survival +5

Damage Resistances necrotic, poison, psychic

Senses darkvision 60 ft., passive Perception 15

Languages Adeddo, Aklo, Soburi, Undercommon

Challenge 6 (2,300 XP)

Extraordinary Haitoku. Hinjuku gains a +10 ft. bonus to speed in combat, but suffers disadvantage on Dignity ability checks. When he draws a blade and is prepared to shed the blood of his enemies, Hinjuku becomes covered in a suit of spectral red armor (with scorpion imagery) that increases his AC by 3. Even when he is at rest, his eyes smolder with crimson power and he speaks with a voice that resembles a chorus of the dead.

Magic Talent. Hinjuku is able to cast the *vicious mockery* cantrip with only somatic components using Charisma as his spellcasting attribute.

Scorpion Strike (1/Turn). Hinjuku may choose a melee weapon attack to become a scorpion strike. On a successful hit, he deals an additional 10 (3d6) psychic damage.

Scorpion's Tail. Hinjuku is in possession of a powerful sentient sword, the *Scorpion's Tail*, granting him the following benefits.

- Hinjuku scores a critical hit on a roll of 19 or 20.
- Hinjuku can increase his Haitoku score without transformation or loss of Dignity while wielding it.
- Hinjuku is able to Dash as a bonus action 3 times (recharging uses on a short rest).
- Hinjuku's jump distances increase by 10 feet (vertically) and 20 feet (horizontally).
- Hinjuku is able to suppress a condition as a free action once per turn by taking damage (2d6 blinded, 2d4 charmed, 3d4 deafened, 1d8 frightened, 1d8 grappled, 3d6 paralyzed, 3d6 petrified, 1d10 stunned). If he suppresses the condition longer than its duration, it is negated.
- Hinjuku may increase his Haitoku by 1 to spend hit dice to heal as a standard action at double the normal cost.
- Hinjuku is able to cast *pass without trace* twice a week without the need for components or concentration.

ACTIONS

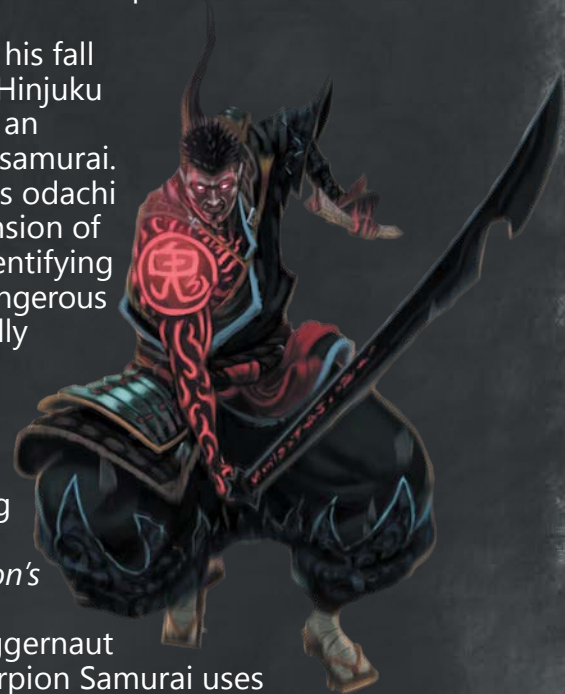
Multiattack. Hinjuku attacks twice.
Scorpion's Tail (Odachi). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 13 (2d8+4) magical slashing damage. When Hinjuku scores a critical hit that incapacitates an opponent, he may make another attack against an adjacent target.

REACTIONS

Parry Arrow. Hinjuku strikes a ranged weapon attack that would hit him or an adjacent creature from the air, reducing its damage by 13 (2d8+4).

Reactive Parry. Hinjuku adds 3 to his AC against one melee attack that would hit it. To do so, he must see the attacker and be wielding a melee weapon.

Even before his fall from virtue Hinjuku Nagaro was an exceptional samurai. He wields his odachi like an extension of his body, identifying the most dangerous threat (usually spellcasters) and eliminating his enemies with cunning efficiency. With *Scorpion's Tail* he is a veritable juggernaut and the Scorpion Samurai uses his intense speed and powerful blows to accomplish his goals and abscond without delay.



KOZUE FUSON THE PENANGGALAN

Medium monstrosity (oni), chaotic evil

Armor Class 16 (natural)

Hit Points 75 (10d8+30)

Speed 30 ft.; fly 50 ft. while detached from body (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 20 (+5) | 17 (+3) | 17 (+3) | 18 (+4) | 20 (+5) |

Saving Throws Con +6, Int +6, Wis +7

Skills Arcana +6, Deception +8, Insight +7, Intimidation +8, Investigation +6, Nature +6, Perception +7, Persuasion +8, Religion +6, Stealth +8, Survival +7

Damage Vulnerabilities radiant

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities acid, necrotic, poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Aklo, Adeddo, Draconic, Soburi, Undercommon

Challenge 6 (2,300 XP)

Innate Spellcasting. The penanggalan's innate spellcasting ability is Charisma (spell save DC 16, spell attack +8). The penanggalan can innately cast the following spells, requiring no material components:

At Will: *acid splash*, *mage hand*, *minor illusion*, *prestidigitation*, *true strike*

2/day each: *charm person*, *detect magic*, *protection from evil and good*

1/day each: *invisibility* (as 3rd-level spell), *misty step*, *ray of enfeeblement*

Light Sensitivity. The penanggalan has disadvantage on attack rolls and Wisdom (Perception) checks made in sunlight.

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

Separate. During the day, the penanggalan has the same appearance as it did in life. At night it can detach its head and entrails as an action. The penanggalan's physical, hollow body exists as dead flesh but it can still control it by spending a bonus action on its turn to cause the body to take an action.

The body does not regenerate and can be destroyed if it takes 96 hit points worth of damage.

Before the penanggalan can return to its body, it must soak its entrails in vinegar for 1 hour—it can then reattach to its body, at which point any damage done to the body immediately heals (damage the head suffered remains). When the penanggalan's body is destroyed it cannot make a new one but is otherwise unharmed. When the penanggalan wears its body, it cannot use its entrails attack or fly speed but it does not suffer from light sensitivity.

ACTIONS

Multiattack. The penanggalan makes one unarmed strike and bite attack or if its head is detached it makes one bite attack and one entrails attack.



Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) bludgeoning damage. Instead of dealing damage, it can grapple the target (escape DC 17).

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the penanggalen, incapacitated, or restrained. *Hit:* 8 (1d8 + 4) magical piercing damage. The penanggalen regains hit points equal to the damage it deals with this attack. A humanoid slain by the penanggalen's bite rises the following night as a mananggal ([vampire spawn](#) without the forbiddance, harmed by running water, or stake to the heart vampire weaknesses) under the penanggalen's control.

Entrails. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8+4) magical bludgeoning damage. Instead of dealing this damage, she can grapple the target (escape DC 17). Any creature that touches the penanggalen's entrails must make a DC 16 Constitution saving throw or take 7 (2d6) acid damage and 7 (2d6) necrotic damage.

Penanggalen are vampiric oni that walk in their mortal guise during the day—detaching their heads at night to prey on the flesh of the living, strangling prey with their innards before sucking the blood from a victim's body. These monstrosities are transformed into oni by their will—spellcasters (most often women) seeking revenge or driven to madness can undergo the rituals to become penanggalen, and evil anomalies can spawn one as well. The change must be of the creature's volition and means abandoning love, good will, and all other emotions save from cruelty and the satisfaction it brings. In order to rejuvenate its body, a penanggalen must soak its entrails in a vat of vinegar for 1 hour to shrink its bloated guts (after which it can slide back into its body). The body of a penanggalen that is slain while detached turns to odorous mold that cannot be burned by acid.

SCORPION NINJA

Medium humanoid (human), any lawful

Armor Class 15 (studded leather)

Hit Points 45 (6d8+18)

Speed 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 16 (+3) | 16 (+3) | 8 (-1) | 14 (+2) | 8 (-1) |

Saving Throws Dex +5, Con +5

Skills Acrobatics +5, Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 12

Languages Soburi, Undercommon

Challenge 4 (1,100 XP)

Poison Strikes. As a bonus action, the Scorpion Ninja can poison his kunai or shuriken. Next round, any time the Scorpion Ninja's weapon attacks deal damage, the target must make a DC 13 Constitution saving throw or take 14 (4d6) poison damage.

ACTIONS

Multiattack. The Scorpion Ninja makes two katana attacks, or up to three shuriken or kunai attacks in any combination.

Katana. *Melee Weapon Attack:* +5 to hit, one target. *Hit:* 7 (1d8+3) slashing damage.

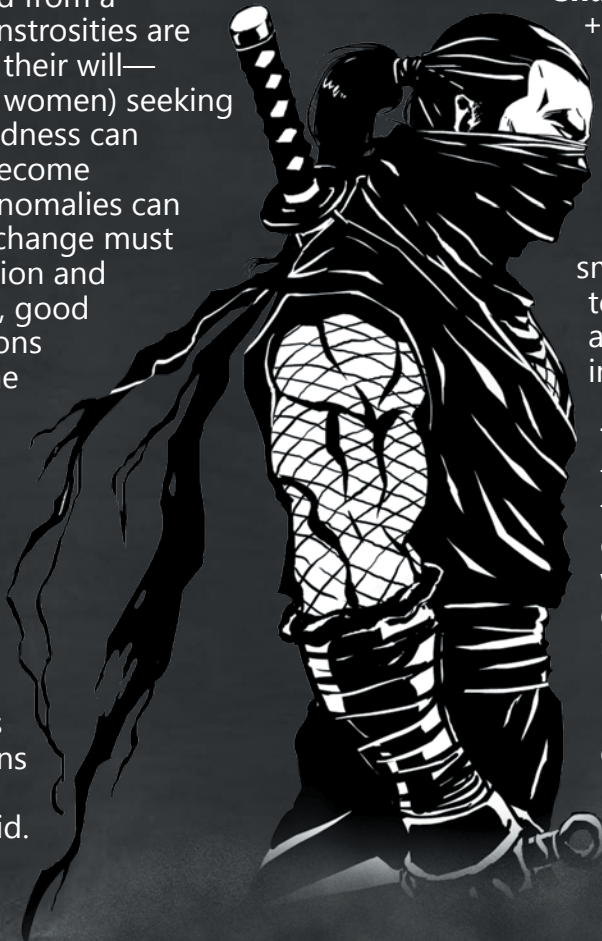
Kunai. *Melee or Ranged Weapon Attack.* +5|+5 to hit, range (30/80), one target. *Hit:* 5 piercing damage.

Shuriken. *Ranged Weapon Attack:* +5|+5 to hit, range (20/50), one target. *Hit:* 4 slashing damage.

REACTIONS

Counter Throw. If a Scorpion Ninja would be knocked prone by an adjacent opponent of the same size or smaller, he can spend a reaction to ignore being knocked prone and knock the opponent prone instead.

Though they spread rumors that they are hengeyokai themselves, the Scorpion Ninja of Fuson are simply monks who regularly ingest small doses of poison so as to build up immunities to the most powerful weaponry the prefecture has at its command.





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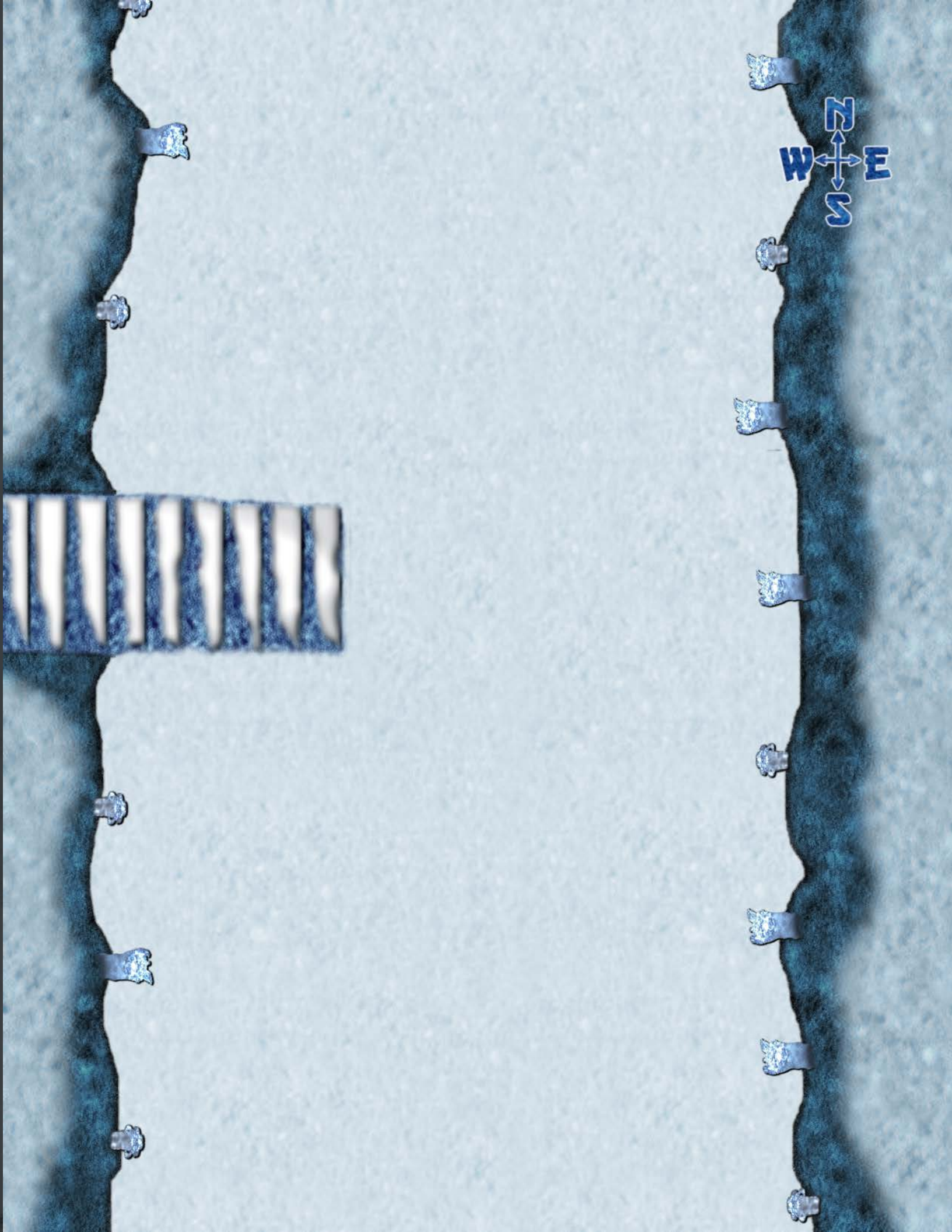


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VIOLET LEAF
TEA HOUSE

RESTAURANT



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W + E
S





MARKET

**TIDE'S REST
TEA HOUSE**

**MAYOR'S
HOUSE**



SHINJITSU VILLAGE





THE SCORPION SAMURAI HAS BECOME LEGENDARY IN THE LANDS OF SOBURIN, LAUDED BY SOME FOR HIS HEROICS AGAINST THE KENGEN OCCUPATION YET CURSED BY MANY FOR HIS BARBARISM AND VIOLENT NATURE AFTERWARD. RUMORS THAT HE HAS RETURNED ARE CROSSING THE COUNTRYSIDE AND A GREAT REWARD AWAITS THOSE ABLE TO CAPTURE OR KILL HIM, BUT THE DEADLY SWORDSMAN MAY PROVE MUCH HARDER TO COLLECT ON THAN ANYONE EXPECTS...

