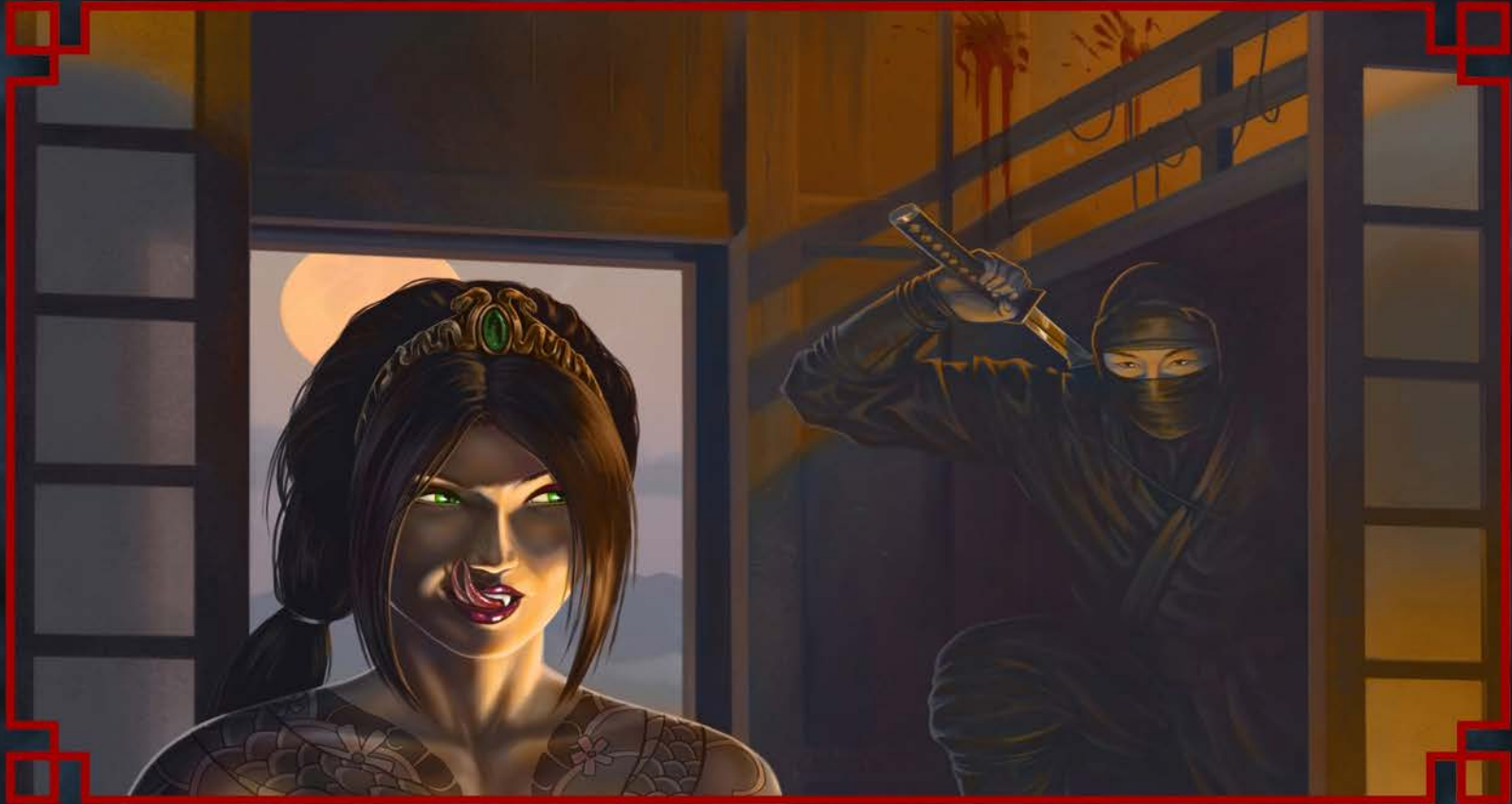


MISTS OF TAKUMATA



FANGS OF REVENGE



MISTS OF AKUMA

FANGS OF REVENGE

A FIFTH EDITION ADVENTURE FOR 1 TO 6 PCS OF 6TH-7TH LEVEL

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BACKGROUND

The PCs are bid to join the court of Lord Eidaru Hakaisuru in the city of Samon, summoned there by a missive from a Talon of the Hawk. The bengoshi will not be present to meet the adventurers but the letter (which carries great authority, including a death sentence should it be ignored) bids them to seek out the city's master for further instructions on a task deemed most dire. To flush out the saboteurs in the settlement the nearby Fudōsoge Sniper known as 9th Arrow has ordered for deputies to be acquired from outside of its borders so that they might better infiltrate the Fang, a group of workers that have gathered together to rebel against the powers that be, starting trouble in Samon and disrupting the city's important industry.

What the adventurers stumble upon is a far more dire threat to the region and indeed, all of Soburin. Half a millennia in the past the Gekido Clan were infiltrated and suborned by the deadliest variety of hengeyokai: hebi. The snake folk were all but rooted out of the family's servants by Lady Jikiri Gekido over three hundred years ago, ending their influence over the prefecture, but a thirst for vengeance remained. In an attempt to win back the honor lost to him after a disastrous duel against a Hakaisuru warrior, Umesaka Utamara absconded from Chishi with a scroll containing the suspected names and locations of all the hebi in Soburin, giving the document to the ceramian General Beauregard Castrith with hopes it would lead to the serpentine shapechangers' eradication. The Kengen Occupation attempted to capture a few hebi but their lethality quickly led to the genocide that Umesaka hoped for, though his family's honor was still brutally wounded.

Or so it seemed.

The snake folk that survived banded together into a powerful cult of secrecy that evaded the invaders for over a century and a half, bolstering their numbers with lesser offspring mixed with the blood of humans. Now that the prefectures are gripped by the chaos of the Mists of Akuma the hebi hengeyokai are exiting the shadows to reign supreme among the shapeshifters of Soburin once more—starting with taking their vengeance and destroying the Utamara line. Only two more remain, an old war hero named Marusaka and his niece Kiri hiding in the capital of Hakaisuru (where no one would expect to find him) and though few know it, the role the girl plays in the struggles of the hebi is far greater than any of her ancestors and more than one kind of hengeyokai seek to acquire her for their own gain.

RUNNING THE ADVENTURE

Fangs of Revenge 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 *Fangs of Revenge* 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).



CHARACTERS

HUMAN NPCs

- **9th Arrow (Female soburi elite soldier; see Fudōsoge Sniper in the Codex chapter)**

Role: Agitator and commander of the local Fudōsoge Snipers

Disposition: Dismissive and secretive

9th Arrow is the master commander of Hawkspire and was the initial impetus for a bengoshi to organize an investigation into Samon. She suspects Besko Earthknuckle of inciting rebellion with the Fangs and seeks justification to kill her, belying Lieutenant Toyoruma from blaming and executing Magdo (something sure to inflame the fires of insurrection).



- **Harold Itrikasu (Male ceramian inventor; [Commoner with advantage on checks related to technology](#))**

Role: Local outcast with a secret

Disposition: Polite but withholding and distant

As a foreign-borne citizen (descended from ceramians), Harold is still ostracized by the town despite living there his entire life. For all that he is still a master hikōsen builder and valued by the local government, but if they were to find out he supports the Fang rebels that might change very quickly (though his secret relationship with 9th Arrow might save him from execution).

- **Kiri Utamara (Female soburi priestess; [Acolyte](#))**

Role: Last of the Utamara line wanted by factions in Samon

Disposition: Quiet and composed

Kiri is a young yamabushi unknowingly bestowed with great ancestral power as she is the very last Utamara to walk the lands of Soburin. Several kinds of hengeyokai seek to capture her, using the power of her essence to restore their kin, but the Fang rebels are hiding her at the behest of her uncle Marusaka.



- **Lieutenant Nishihara Toyoruma (Male soburi soldier; [Knight](#))**

Role: Unfulfilled local commander of the Hakaisuru army

Disposition: Impatient and boorish

Though he is publicly the highest-ranking military officer in Samon, Nishihara is a thuggish idiot and warhawk that blames all of the town's problems on the Gekido Clan. He wants to root through every house to undo any rebellion, murdering the presumed leader of the Fangs, but his authority is limited by 9th Arrow (much to his frustration).

- **Lord Eidaru Hakaisuru (Male soburi noble; [Cultist](#))**

Role: Lesser noble of the Hakaisuru Clan punished to govern Samon and black smoke addict

Disposition: Disinterested and overprivileged

Eidaru is a lesser cousin of Lady Chujiang that dishonored himself in her court in Shageki; he knows that there are rumors of hibe in the town but doesn't believe it, disregarding them as myths, "drummed up by black smoke addicts" and he is far more concerned of a potential workers strike led by the group of malcontents known as the Fangs.



- **Marusaka Utamara (Male soburi war hero; [Gladiator](#))**

Role: Old warrior from Gekido hiding his niece in Samon

Disposition: Defensive and paranoid

A veteran of many battles, Marusaka saw the dangers threatening his kin too late and hurriedly rushed his niece to hide in Samon in the Hakaisuru Prefecture, home to his ancestral nemeses. He has called upon an old friend for help and was put into contact with the Fang rebels, who hide his last living relative as he tries to secure secret passage out of the settlement on the railroad.

- **Miyako Tazuki (Male soburi businessman; [Commoner with advantage on Deception, Insight, and Persuasion checks](#))**

Role: Local head for the Tazuki Rail Company

Disposition: Marginalizing and suspicious

At the behest of his consort Xishani, when the most powerful



businessman in Samon was approached by Marusaka Utamara (seeking clandestine passage) he took the old warrior hostage. He has no idea that his lover is an oni sewing chaos in the town, nor does he realize she tortures his captive daily trying to find out where Kiri Utamara has been hidden.

- **Seimaru Fudo (Female soburi businesswoman; [Commoner](#))**

Role: Owner of the most popular tea house in Samon

Disposition: Polite but guarded

Seimaru is extremely proud of her family's heritage and suffers no threats to their millennia-old business, refusing to take sides in any conflicts in Samon. She has several sons and nephews that enforce the neutrality of their hotel and tea house, making certain it is a safe place for everyone in the settlement to visit regardless of feuds or politics.



- **Tabata Jotaro (Male soburi businessman; [Cultist](#))**

Role: Disliked Overseer at Tazuki Manufacturing

Disposition: Obsessive and serious

The boss of Tazuki Manufacturing has few friends in Samon and receives even less sympathy from the rest of the town. He has been approached by Hyan and agreed to work with the kitsune because she promises to reveal who the true leader of the Fangs is along with evidence enough to have the insurrectionist arrested, even willing to kill him, so long as she receives Kiri Utamara in return.



INHUMAN NPCs

- **Besko Earthknuckle (Female enjin laborer; see [Factory Worker in the Codex](#))**

Role: Ape folk factory worker and true leader of the Fang rebels hiding Kiri Utamara

Disposition: Modest and protective

Besko is convinced that something drastic needs to happen to make life equitable for her fellow factory workers and to that end she has formed the Fangs, a group of rebels devoted to making life equitable for the laborers in Samon. A mutual friend put her in contact with Marusaka Utamara and being protective she agreed to hide the girl while he seeks passage for them out of the town, seeking out allies to render aid to the enjin's plight.

- **Hōron Zuruyi (Female nezumi hengeyokai thief; see [Hengeyokai Ninja in the Codex](#))**

Role: Rat folk thief looking for Kiri Utamara

Disposition: Opportunistic and sneaky

Seers in Yokuba foresaw the events leading to Kiri Utamara becoming the last of her familial line and the eavesdropping Hōron quickly moved to acquire her for herself to sell to the highest bidder.

- **Hyan Kishi (Female kitsune hengeyokai ninja; see [Hengeyokai Ninja in the Codex](#))**

Role: Fox folk ninja looking for Kiri Utamara

Disposition: Altruistic and mysterious

This kitsune foresaw Kiri's plight in a dream and seeks the the girl so that upon the last of the Utamara's natural death her soul can be absorbed into Soburin to empower the kitsune to their former glory—provided that Kiri never reproduces and dies of natural causes.

- **Juyin Tsubuto (Male usagi hengeyokai archer; see [Hengeyokai Ninja in the Codex](#))**

Role: Rabbit folk looking for Kiri Utamara

Disposition: Aloof and flighty

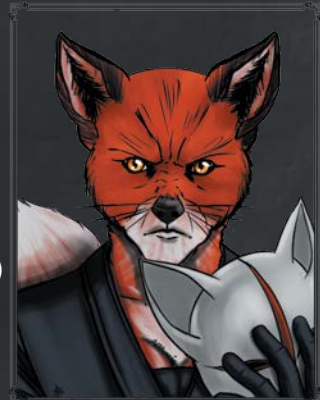
During a night of drinking in Mokuteki the thief Hōron Zuruyi bragged about how capturing Kiri Utamara was going to bring her great wealth—and why. With a bit of research the usagi realized she might be right and seeks to capture the last of the Utamara line to pulp her, making an alchemical potion that will increase the fertility of any other rabbit hengeyokai that consume it.

- **Magdo (Male mutant laborer)**

Role: Factory worker and false leader of the Fang rebels

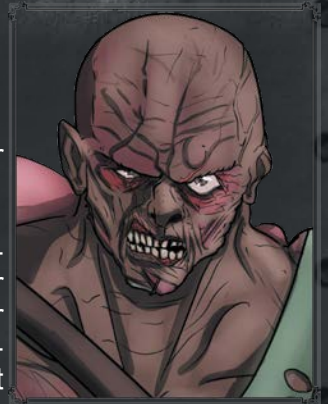
Disposition: Boorish and braggadocious

Many people have started to look up to Magdo and though he isn't sure why, he doesn't mind the attention and respect. Most of the town suspect



he is the leader of the Fang but the mutants still hasn't realized it; he is just loud and stupid and hard to ignore, particularly when complaining about work.

- **Yuro-Sa Lilyfire (Female pyon alchemist; [Cult Sorcerer](#))**
Role: Frog folk potion master and rumormonger looking for Kiri Utamara
Disposition: Haughty and talkative
It wasn't long before the hengeyokai searching for Kiri Utamara came to the attention of the owner of Samon's premier rumormill and the frog folk potion brewer has thrown in her lot with Juyin Tsaboto. She is confident that some of the special girl's body won't be needed by the usagi and that any bit of such a person would do much to empower her potions.



HEBI NPCs

Note: The GM should share the other portraits of NPCs with the adventurers, it is recommended that serpentine characters are kept from the party's notice until the reptilian presence in Samon is discovered. At the GM's discretion, hebi thugs may use Hengeyokai Ninja statistics.

- **Fu Xi (Genderfluid hebi hengeyokai thug; [Cult Fanatic](#))**
Role: A lesser hebi looking for Kiri Utamara, the blunt tool of the true hebi Nūwa
Disposition: Direct and intimidating
Fu Xi is a snake folk henchman that takes a very thuggish approach to zir work, trying to capture Kiri Utamara on behalf of zir master Nūwa by using intimidation and stealth to find and coerce the Fangs (tactics that have led zir to pursue the rebel group but not much else).

- **Jittar-Yi (Genderfluid hebi hengeyokai thug; [Spy](#))**
Role: A lesser hebi looking for Kiri Utamara, the subtle tool of the true hebi Wajdet
Disposition: Coy and curious
Jittar-Yi is a snake folk that has insinuated zirself among the workers of Kazuki Manufacturing, slowly infiltrating the rebel group the Fangs (enough that ze knows the group is hiding Kiri Utamara, whom zir master Wajdet desperately wants).

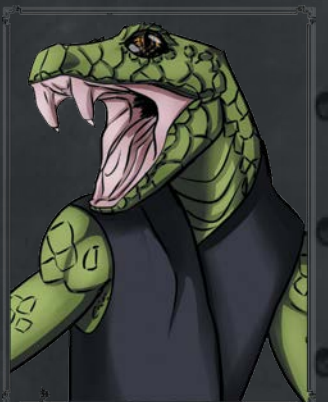
- **Nūwa (Genderfluid true hebi hengeyokai mastermind; see [True Hebi in the Codex](#))**
Role: A true hebi hiding outside of Samon looking for Kiri Utamara
Disposition: Angry and impatient

Nūwa is a true hebi that wants to capture Kiri, posing as Yagi Kageyasu (a traveling gambler and gangster running games for the local labor force) using brutal and savage tactics that have served zir well in the past two centuries of hiding beneath the Kengen Occupation.

- **Ohta Keisaru (Genderfluid hebi hengeyokai saboteur; [Veteran](#) with advantage on Deception checks)**
Role: Lesser hebi insinuated into Samon, searching for Kiri
Disposition: Charismatic and well-mannered
Ohta is a snake folk that has lived in the town for some time, disguised as a comely weapons merchant well-known to and well-liked by the citizenry. "She" works for both Fu Xi and Nūwa, but zir truest allegiances and loyalties are with zirself and no other.
- **Wajdet (Genderfluid true hebi hengeyokai mastermind; see [True Hebi in the Codex](#))**
Role: A true hebi lurking in Samon looking for Kiri Utamara
Disposition: Careful and clever
Wajdet is trying to capture Kiri from within the town, impersonating a young noble woman (Iwai Hazumi) to curry the favor of the elite while zir servant Jittar-Yi infiltrates the Fangs.

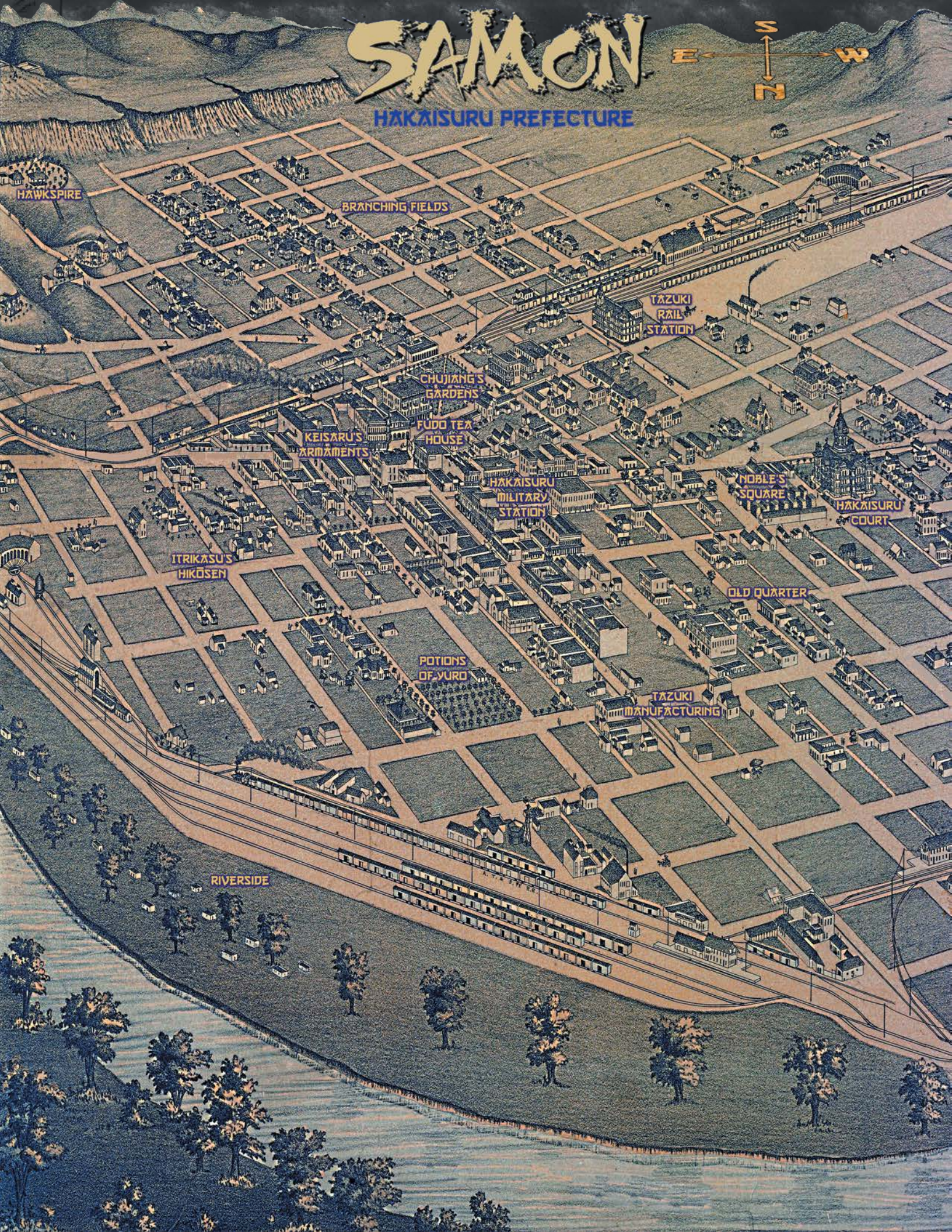
- **Xishani (Female oni ne'er-do-well; see [Hebikontorōra in the Codex](#))**
Role: An oni that has tricked a local businessman into having her as a consort
Disposition: Deceptive and inquisitive

Xishani is a reckless in pursuit of Kiri, hoping that the true hebi will make her one of them. She is the most likely to give away serpentine folk's presence, though her place in Samon is well-insulated by the powerful Miyako Tazuki.



SAMON

HAKAISURU PREFECTURE



HAWKSPIRE

BRANCHING FIELDS

TAZUKI RAIL STATION

CHUJIANG'S GARDENS

KEISARU'S ARMAMENTS

FUDO TEA HOUSE

HAKAISURU MILITARY STATION

NOBLE'S SQUARE

HAKAISURU COURT

ITRIKASU'S HIKOSEN

OLD QUARTER

POTIONS OF YURO

TAZUKI MANUFACTURING

RIVERSIDE

THE CITY OF SAMON

Samon is a city with a feature unseen in most areas of Soburin: a working system of railroads. Between the wealth of the Tazuki family and the support of the Fudōsoge Snipers (with their nearby training facility of Hawkspire), Lady Chujiang was convinced that it would be acceptable to have such technology so long as it was newly manufactured and utilized to serve her clan, carrying their agents swiftly from one end of the prefecture to another. All of it has been a deception by the upstart nobles of the city, a way to both spit in the face of the weakness exhibited by Emperor Hitoshi and a means to swiftly deploy a swathe of agents to dispatch their hated rivals the Gekido in a wave of floating death atop hikosen rapidly carried across Soburin by rail.

The great resentment the nobles of Samon hold for Emperor Hitoshi is not unwarranted—at the beginning of his rebellion 10 years ago the settlement was utterly decimated, its docks completely destroyed to prevent the Kengen Occupation from easily supplying their forces in northern Soburin. Still under foreigner control the entire city was rebuilt in the style and fashion of Ceramia, and what industry survived the end of the conflict has been converted for use by the Tazuki Rail Company. There are other facets of technology to be found (including firearms) but the kyūseishu poles that run along the length of track laid down by the Tazuki Rail Company carry electricity enough to power lightning lanterns that encircle the city, offering some measure of safety for those who can reach and climb them fast enough to avoid the Mists of Akuma when the corrupting fog falls on Samon.

BRANCHING FIELDS

This area of the city is home to the newly immigrated laborers for the Tazuki Rail Company, many of them inhumans. Ostensibly it is a nicer area of the settlement but lately the presence of Hakaisuru soldiers on patrol here have increased, only further exacerbating the unrest gripping Samon and making it a hotbed for new recruits to the Fangs (which in turn prompts Lieutenant Toyoruma to send more troops to frequent its streets).

CHUJIANG'S GARDENS

Lady Chujiang Hakaisuru herself came to visit Samon shortly after the end of Hitoshi's Rebellion to oversee the workings of the Tazuki Rail Company before giving their efforts her blessing. In honor of her visit the former master of the city, Lord Goto, attempted to further curry her favor by building a fine garden in her honor. She had him slain in its center after publicly shaming him for his sympathy to the Kengen Occupation, ensuring that the town's populace remember whom their masters are and that they only dabble in heretical technology by her good graces.

FUDO TEA HOUSE

The Fudo Tea House has been in operation for many centuries, established during the Ichizoku Wars in Soburin's distant past and run by its family. What was once a small eatery has become a sprawling hotel, so treasured by the invading soldiers and native soburi alike that it was one of the few buildings to survive the decimation of Hitoshi's Rebellion. Its current keeper, Seimaru Fudo, does not tolerate any kind of trouble however and she works hard to keep her tea house from erupting in violence or becoming the target of the military's ire.



HAKAISURU COURT

Unlike most noble courts the inner domain

of Lord Eidaru Hakaisuru is housed in a very modern building constructed over the remnants of its once stately traditional manor. There is the common squabbling and feuding between lords to be found within the basic functionaries of the Masuto government here but most appalling is the brazen disdain those within show for the Emperor, openly mocking Hitoshi Masuto and vocally deriding his edicts.

HAKAISURU MILITARY STATION

Ostensibly the protectors of Samon, the troops and officers serving under disgruntled Lieutenant Nishihara Toyoruma work from the former site of the ceramian military presence during the Kengen Occupation. It would make for an excellent fortification were it not for the dozens of prisoners held within cells inside, a cyclical process that neither seems to turn up dissenters or discourage others from heeding their cause. No prisoner has yet managed to leave without being bid to do so—it is a veritable fortress and its hawkish minder enforces strict discipline to ensure his troops are always at the ready for battle.

HAWKSPIRE

This military outpost overlooking Samon appears to be nothing more than a simple, tall structure from which scouts can spot the Mists of Akuma coming, able to ring a large bell to warn the town to seek shelter. In actuality it plays an even more important role, acting as a training area for the Fudōsoge Snipers under the tutelage of 9th Arrow. Few of the town's citizens know the true role Hawkspire plays and those that do are very quiet regarding the elite warriors of the prefecture, knowing all too well what rewards await those with too loose of a tongue in Hakaisuru.

ITRIKASU'S HIKŌSEN

In addition to allowing Samon to keep the Tazuki Rail Company, the master of Haikaisuru has given Harold Itrikasu the right to fashion aircraft in the town (and for those in the know, keeping a steady supply of

equipment and parts for the Fudōsoge Snipers in Hawkspire). As the establishment owned by the ceramian with the highest station of respect in the settlement it is a locus for foreigner-borne travelers seeking work, shelter, or help.

KEISARU'S ARMAMENTS

Everyone in the settlement thinks well of the owner of this armaments shop, selling armor, blades, firearms, tools, and all kinds of metalcraft to everyone in Hakaisuru regardless of their allegiances. Its owner is well-liked and known to be willing to look the other way when someone presents her with proposals that are not entirely legal, making ever more popular

NOBLE'S SQUARE

The beautiful manors and houses abutting Hakaisuru Court are of course where the town's nobles live, far removed from the foreign and inhuman squalor of the laborers in the Branching Fields. Each of the homes is only a few decades old, newly built after Samon's destruction and constructed in the ceramian style—there are none of the sweeping arches or dedication to symmetry found in traditional soburi architecture, only the practical philosophy of the foreign invaders—making them difficult to burgle or infiltrate.

OLD QUARTER

Successful business owners in Samon that don't live above their stores have homes on the northwestern edge of the town clustered around the local Hakaisuru garrison. Their houses are modest but traditional, built from the wreckage of the town's destruction years ago but lovingly maintained by patriotic soburi craftsmen, bringing just a touch of artistry to the settlement's foreign pastiche.

POTIONS OF YURO

Though a few amateur alchemists in Samon dabble in potion brewing, only the Yuro-Sa the frog folk has any true talent for it. The pyon keeps an impressive garden blessed by yamabushi every month to keep the climate around it in good accord, able to sustain a wide variety of plants from all over Soburin. She has insight beyond her years and the town looks to her as a wise woman of sorts, offering herbal remedies and advice to the rumormongering busybodies that gather around her porch throughout the day.

RIVERSIDE

With the Tazuki Rail Company practically taking over Samon, there is little demand for plying the river—when the Mists of Akuma appear it is far better to be locked away inside of one of the Tazuki “iron horses” than it is to be on the water. A few captains still ply the waterway but they are few and far between, though on the whole they are fairly well-informed about the goings on in the town and are (as many sailors tend to be) quite loose with their lips.

TAZUKI MANUFACTURING

Two blocks of north Samon are dedicated to industry, used by the Tazuki Rail Company to craft tracks taken to the loading station on the edge of town and shipped away to expand the stretch of the line further east and west. The demands on production have only been increasing and Overseer Jotaro runs a tight ship, constantly raising worker quotas; though there is little love for him among his underlings, the settlement's nobles are always working to curry his favor and late night visitors to Tazuki Manufacturing are extremely common.

TAZUKI RAIL STATION

Samon's largest building is filled with four stories of offices for the Tazuki Rail Company. Engines and other parts for rail maintenance are tweaked and constructed on the first two floors, bookkeeping and records occupy the third, and the management of the company dwell on the top floor alongside its Chief of Operations, Miyako Tazuki. Only employees of the company are allowed inside but rumors have it that Mr. Tazuki has a female visitor that has fast become a fixture in his office, though all inquiries by the Hakaisuru military or nobles regarding the matter insist it is dissident talk spread by the Fang.

Greetings

This missive is the word of Talon of the Hawk 13, empowered by Emperor Hitoshi Masuto as a bengoshi with the privilege of assigning deputies as I see fit for the benefit of our glorious empire.

You will journey to the city of Samon in the northern reaches of the Hakaisuru Prefecture. Once there you will immediately report to Lord Eidaru Hakaisuru in his court to receive further instruction.

Failure to comply with this order is ill-advised. Your service to the empire will be rewarded.

Talon of the Hawk 13



PROLOGUE

The adventure begins when the PCs are in a tea house and receive a missive from one of the secretive bengoshi of the Hakaisuru Prefecture. GMs are encouraged to include this at the end of a previous adventure or even to summarize this event and the subsequent travel to Samon. If playing with a new group or players that are new to *Mists of Akuma*, include a random encounter or two on their journey to the city to accustom the PCs to the setting (preferably one that involves deception in some way or, as foreshadowing for what's to come, something serpentine). ◻

ACT 1: A DISENFRANCHISED COURT

Read the following when the PCs reach Samon:

Samon is a sight unlike many others in Soburin. Though it has all the businesses and denizens one would normally expect to find in a town of its size, the architecture of its buildings isn't native to the continent and curious steam-powered contraptions driven on rails surround the settlement. Even so the smell of cooked food pervades the air alongside the industrial tang of smoke belching from factories to the north, beckoning to you with the scents of civilization. The further into the settlement you step the more commonly you see billets and posters aggrandizing "worker cooperation" alongside lists of the benefits one gains from labor. Looking away from the propaganda and up at the faces of this place's citizens you see judgment in their gazes, though what they might be measuring remains in question.

The Talon of the Hawk's letter told the PCs to head straight to Lord Eidaru's court on the western edge of the city but they should immediately notice the class struggle gripping Samon as they head through town. Shops and businesses that are catering to the well-to-do have no traffic from laborers and likewise in enough of a disparity that it is picked up on automatically by anyone with a passive Perception of 13 or higher.

THE DISAPPOINTMENTS OF LORD EIDARU

Not only has Lord Eidaru been relegated to rule over one of the least appealing places in the Hakaisuru Prefecture, he is constantly overshadowed by the doings of the Tazuki Rail Company and powerless in the face of the nearby fudōsoge sniper training facility of Hawkspire, not to mention the conspiring of the nobles in his court. The incredulity and affront of a possible worker's rebellion has utterly incensed Lord Eidaru, who only learned of it very recently (after carefully reading the orders for the party in Player Handout 2). When the party is introduced to Lord Eidaru's court, read the following:

As you are being taken up one side of a grand stairway that enwraps the large chambers of the Hakaisuru Court by a man that introduces himself as Majordomo Yunasuke, a gruff voice rings out from above, "Be gone with you, I say!" Soon after a coterie of nobles—resplendent in the latest soburi fashions, their faces hot with frustration—stream down the steps opposite you. "Damn it I mean you all! Be gone!" A few stragglers practically sprint out of the room as you reach its entrance, seeing Lord Eidaru Hakaisuru with an expression of complete exasperation. At first he glares at you but his majordomo rushes forward and whispers in his ear, prompting the man to take on a far more congenial countenance.

He opens a box beside his seat and begins to pack a pipe with black tar, beckoning you

forward with the smoking implement and nodding for Yunasuke to depart. "I apologize for that display, it was most unseemly. Welcome to the Court of Hakaisuru in Samon."

It should quickly become clear to the PCs that Lord Eidaru has become addicted to black smoke and he is not a gracious enough host to share the drug. The disinterested noble tells the PCs the following, but if they are not engaging enough by asking questions or flattering him he gradually falls asleep after revealing the first three facts.

- Though he loves Emperor Hitoshi Masuto, not all of the town's nobles have forgiven the decimation of Samon at the end of the Kengen Occupation and Eidaru's loyalty is stronger than theirs.
- The presence of the Tazuki Rail Company has allowed the settlement to flourish and prosper, and if the industry is able to spread it may possibly lead to saving lives by making a reliable means to rapidly evacuate towns or even cities.
- Recently there has been talk of a rebellion among the workers that make the Tazuki Rail Company and Samon function so well. Magdo the mutant is thought to be leading this insurrection but having him fired or exiled will surely only worsen the situation.
- Animal trickery has been on the rise as of late. None are sure whether it is because of hengeyokai, unruly kami spirits, or the doings of a magician, but mischief of some kind is afoot.
- Just as he falls asleep, he says something about "nine arrows" and "ceramian perverts" though any PC with a passive Perception of 14 or higher hears "ninth arrow" and "ceramian pervert" (subtle but crucial differences).

The court's majordomo, a loyal and subservient functionary named Coda Yunasuke, steps into the chamber and bids the party to collect their belongings. He assures them that Lord Eidaru has simply worked too hard today and that his master is simply in need of rest. Majordomo Coda gives the adventurers the orders sent from Talon of the Hawk 13 (any PC with a passive Investigation score of 15 or higher notice the scroll has been carefully resealed) and then ushers them back out of the building and onto the streets of Samon.

After this event the party can explore Samon and run across the cast of characters in *Fangs of Revenge*. While they may brush against the true deceptions embroiled under the town's surface, at this point in the adventure they should suspect any tensions or odd behavior from residents to be related to the Fangs rebels (not hebi hengeyokai or Kiri Utamara).

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 every day life with a pall of darkness nearly as unsettling as the Mists of Akuma.

You can follow directions. A good sign.

The Tazuki Rail Company's well-being is of great interest to me but unpleasant happenings in Samon have put its future in jeopardy. You will locate the Fangs, workers gathering and organizing to rebel against the local government and industrialists, and afterward you will definitively learn whom their leader is.

Once you have obtained proof of the insurrection leader's malfeasance and can confirm their identity, take this information to the guards in the lookout post of Hawkspire above the town. There you will receive further instructions. Your service to the Masuto Empire will be rewarded.

Talon of the Hawk 13



ACT 2: FINDING THE FANGS

The adventurers have to find the Fangs before they are able to infiltrate or track the rebels, but fortunately the settlement is uniquely diverse in comparison to many of its peers in Soburin thanks to the demands of its labor force. Tazuki Rail Company has drawn a wealth of inhumans into the town to forge tracks in its factory complex and extend the line across the Hakaisuru Prefecture, and the collective memory of Hitoshi Masuto's destruction of Samon has made it a place suspicious of government intrusion. These factors make it an easy environment for foreign born and inhumans to commiserate with soburi and one another without raising too many eyebrows, though in practice the locals are still extremely tightly-knit and can be quite loyal to one another.

FAVOR POINTS. For every task the PCs accomplish in Samon that would endear them to the Fangs, they gain 1 favor point. When they have accrued 3 or more favor points the rebel group assesses and approaches them the following evening, even offering membership should the adventurers have 5 favor points by then.

Branching Fields. Befriending the locals in the Branching Fields is tough as the PCs are seen as outsiders but a cursory **DC 12 Intelligence (Investigation) or DC 13 Charisma (Persuasion) check** while canvassing the area reveals discontent about the frequency of military patrols. Should the party successfully convince Lieutenant Toyoruma to loosen his grip on the neighborhood—accomplished with an exceptionally well-reasoned argument and **DC 16 Intelligence check** or a difficult **DC 18 Charisma (Persuasion) check**—the citizens here take a liking to them but none claim to know the Fangs. This is of course untrue and the PCs gain 1 favor point if they manage to make the patrols less frequent.

Houses in the Branching Fields are easy to break into (not highly secured and often empty as their owners are out on the track) but have very little of value within. When the PCs search through a home in the area, roll 1d20; on a result of 17 or higher they find evidence with scrolls referencing the “Lead Fang” but nothing more than propaganda pamphlets (owned by someone too far away to contact or interrogate). Adventurers that are caught breaking into a home lose 1 favor point (minimum 0).

Fudo Tea House. As the town's most popular establishment the PCs are likely to travel to this drinkery in search of information but they quickly learn that it is a place where open talk of rebellion is most unwelcome. Patrons asked about the Fangs stand up and move to another seat, at which point Seimaru Fudo or one of her offspring (bouncers, of which there are a total of 8; use the statistics for [Veterans](#)) directly warn the party that further talk of insurrection—regardless of how well-meaning it might be—will not be tolerated. Adventurers

that continue to do so are physically thrown out and told not to return for at least a day.

Hakaisuru Military Station. Lieutenant Nishi-hara Toyoruma wants to upend Samon to root out the Fangs and is blunt about his intent and desire to do so. Fortunately his hands are tied by his superiors though whom that is he is unwilling to reveal, something a **DC 13 Dignity (Culture) check** identifies is incredibly rude to press upon. Lieutenant Toyoruma has reason to believe that Magdo the mutant is the leader of the rebel group but has been unable to prove it and just as unable to act without evidence bearing the accusation to be true. When the party tell him that they've been hired to deal with the Fangs he is infuriated, insisting it is a military matter, and without a successful **DC 18 Charisma (Persuasion) check** he loudly expels them from the building (gaining the PCs 1 favor point).

Hawkspire. Upon casual inspection this seems like a normal military outpost but PCs with a Passive Perception of 17 or more spot Fudōsoge Snipers up in the clouds far above. Adventurers with a Passive Investigation score of 15 or higher notice an amorous note inside the tower's confines, written by a hand that very much resembles the calligraphy of Harold Itrikasu. Either of these ability checks can be succeeded by PCs actively attempting them, but in these cases the DC increases by +2.

9th Arrow is dressed as a regular soldier and is extremely dismissive of the PCs, insisting she knows nothing of the Talons of the Hawks' doings and that she merely performs her duty, watching for the Mists of Akuma. She gains advantage on Charisma checks to hide anything other than her relationship with Harold Itrikasu (which she won't talk about other than to say he is a valuable ally of the Hakaisuru Clan). However, when shown the amorous note she suggests the party do as they were ordered but has little else to say—a **DC 13 Wisdom (Insight) check** tells the PCs that she is its recipient and that her relationship is likely not one the military would condone, but any threats of that nature are denied.

Itrikasu's Hikōsen. Harold Itrikasu is busy completing work orders but if the PCs can convince them to trust him with a **DC 17 Charisma (Persuasion) check** he reveals that sympathizers of the Fangs can reach them in the Chujiang Gardens at midnight during the shift change at the end of the week (at least 1d4+1 days away). Adventurers that haven't yet visited Hawkspire note the man's odd handwriting if they have a Passive Investigation of 14 or higher. Though references to the amorous note found there are denied, it can allow for the party to re-attempt the **DC 17 Charisma (Persuasion) check** as an Intimidation check

instead (with advantage). PCs that speak kindly of the rebels gain 1 favor point as Harold certainly knows several members and as long as he truly believes the adventurers mean no harm (an unlikely scenario if he is Intimidated), he passes along good words on their behalf.

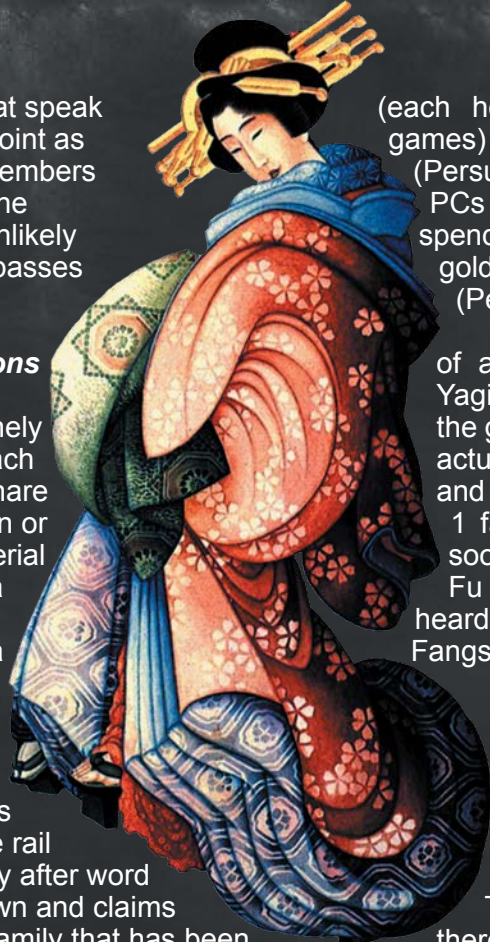
Keisaru's Armaments and Potions of Yuro. Both merchants speak freely about the Fangs but genuinely do not know any of the rebels. Each wants to however and offers to share valuable information about Samon or even gold—starting with 300 Imperial Pieces, negotiated by 100 up to a maximum of 600 Imperial Pieces with consecutive DC 15 Charisma (Persuasion) checks.

Noble's Square. While the elite of Samon have no sympathies for the Fangs, while there the PCs might run into Miyako Tazuki. The rail baron begins to seek out the party after word of their arrival spreads around town and claims that he is seeking a scion of his family that has been kidnapped, requiring great discretion on the part of the PCs. Her name is Kiri and 2,5000 Imperial Pieces are offered for her safe return.

Otherwise investigating the nobles turns up that one has become something of a recluse (Iwai Hazumi) but further pressing the issue reveals little else of interest. When the PCs question Iwai, she reveals that she is suspicious of Miyako Tazuki and believes he is hiding something in the bottom of the Tazuki Rail Company building—or so her servants have whispered. She'll say she knows nothing of the Fangs (a lie; see Wajdet in the Index for "her" Deception bonus) and that the increasing friction in the town is why she has been socially absent (another lie, as this is one of the true hebi hiding in Samon).

"Iwai" is careful to encounter the adventurers only in the courtyard in front of zir estate; should they get inside and come under zir notice or be seen by zir servant (Jittar-Yi), the two evacuate to a vacant home in the Branching Fields and Wajdet assumes a new identity. Within the party find an abattoir filled with death, the half-eaten corpse of the real Iwai Hazumi and the picked at bodies of her servants littered throughout the building.

Old Quarter and Riverside. There is no other part of Samon so full of hatred for foreigners but despite this, the locals in these areas can be won over by showing that the PCs are true men and women of Soburin—capable of holding their manners and their liquor while enjoying a bit of gambling or sport. Sobori or inhumans (other than mutants, psonorous, and oni-touched) that spend 2d4 hours cavorting



(each hour costing 1d10 gold in rigged games) may make a DC 12 Charisma (Persuasion) check to win over the locals. PCs that have the hated condition must spend 4d4 hours (each hour costing 2d8 gold) and succeed a DC 15 Charisma (Persuasion) check.

Doing so earns them the notice of an up-and-coming gambler named Yagi Kageyasu, the man behind most of the games of chance in the town. This is actually the true hebi Nūwa in disguise and though meeting him earns the PCs 1 favor point, it also means they are soon after stalked by zir ninja servant Fu Xi. "Yagi" openly reveals that he's heard rumors that the true leader of the Fangs is not Magdo, but that the laborer Besko Earthknuckle has set the mutant up to be perceived as the rebel leader.

Tazuki Manufacturing. There is absolutely no open sympathy for the Fangs to be found within the Tazuki company's factories but while there the PCs meet Tabata Jotaro.

The local worker boss wants the rebels undone and offers the party 500 Imperial Pieces of his own if they can be of help, proposing that one or more of the adventurers might be ingratiated into the labor force to better earn the local's trust. He also has orders from Miyako Tazuki to send talented individuals to him for a secret mission—if pressed with a DC 15 Charisma (Persuasion) or DC 12 Charisma (Intimidation) check he can be convinced to reveal that a member of the Tazuki family has been kidnapped, though he knows nothing more than to keep that information private.

Tazuki Rail Station. As soon as the PCs enter into the building they receive a DC 12 Wisdom (Insight) check to feel the tension that the Fangs have brought to the town suffusing the very air of the offices here. Any adventurer that has a result of 18 or higher on this check realize that it has to be more than that (sensing how uncomfortable the employees are about Marusaka being locked up in the basement). None are willing to reveal this of course (knowing that it would cost them their job or even their life) but when the party presses anyone within with questions, they are summoned to Miyako Tazuki's offices on the top floor instead. The rail baron claims that he is searching for a scion of his family that has been kidnapped, requiring great discretion on the part of the PCs and claiming that it is the cause for the discomfort among his staff. The abducted girl is named Kiri and 2,5000 Imperial Pieces are offered for her safe return.

Most importantly, the PCs may notice Xishani skirting out of the building as they reach Miyako's office by making a DC 16 Wisdom (Perception) check. Remarking upon this to him only earns a chauvinist chuckle and wink in reply as he assures them that while he would not have word of his mistress pass beyond the walls of his office, she is free to go where and when she pleases. Further questioning him about Xishani gets the PCs kicked out of the Tazuki Rail Company as Miyako rescinds his offer, though the public display earns the party 1 favor point.

GETTING NOTICED

If the PCs have failed to garner enough favor points or any solid leads with their investigations into the Fang, the rebels hear about their search after 1d4 days and begin to look into the snooping newcomers!

Parties that investigate Keisaru's Armaments, Potions of Yuro, Tazuki Manufacturing, the gambler Yagi Kageyasu, or the noblewoman Iwai Hazumi also bring themselves to the attention of one or another of the hengyokai looking for Kiri Utumara. Hōron catches onto the doings of the adventurers after they've investigated at least three different locations, speaking to them from the shadows with more inquiries than information.

All of these NPCs are willing to trade rumors however, and for every lead (or failed attempt at investigation) the PCs reveal, their counterparts reveal one of their own (which clues each individual has gathered are at the discretion of the GM).

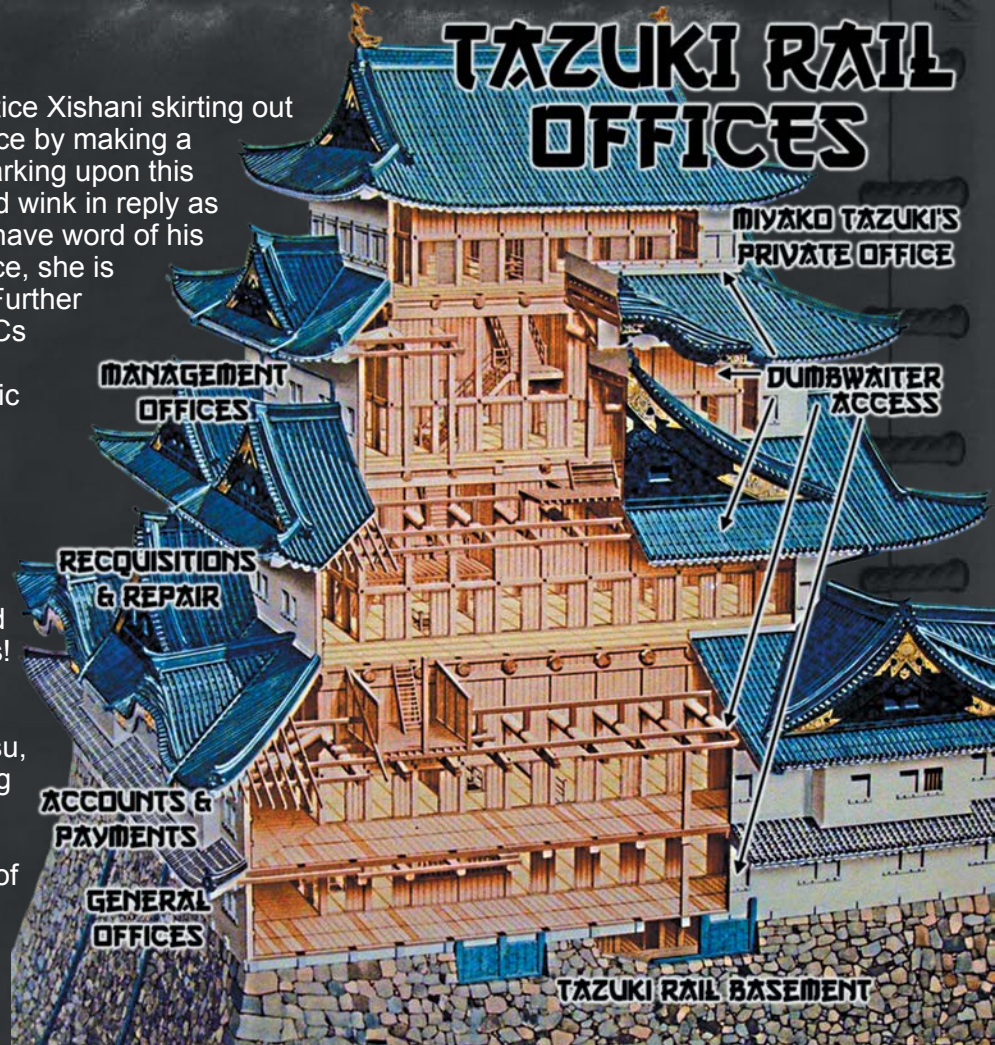
INFILTRATING THE FANGS

The Fangs know the dangerous position they are in and as a result they are fiercely loyal and extremely secretive about the insurrection they are planning in Samon. Just finding a few of their members won't get the PCs very far and to truly uncover the deceptions and intrigue in the town, they will be asked by a member of the rebel group to prove their mettle after acquiring 3 favor points. When the PCs have doubled their favor points through one of the following ways (or something of their own devising), they are considered members of the Fangs and can meet Besko Earthknuckle. The enjin remains quiet about Kiri Utumara only revealing that she is safe, promising more information after the next time the rebels meet (see Chujiang Gardens Rendezvous).

Coerce and Recruit. The Fangs are in need of ever more members to join their resistance, but they also require those who know of them to keep quiet. PCs can canvas the town looking for loose lips every 4 hours, making DC 14 Wisdom (Perception) checks to overhear talk of the rebels to find some possible adherents or dangerously talkative rumormongers.

Adventurers that make these checks in gambling spots gain advantage on the check (possible 1d4 times).

14



Once they've successfully located a possible adherent, the PCs need to make a DC 13 Charisma (Persuasion) check or DC 16 Charisma (Intimidation) check to win them over to the Fangs' cause.

After finding someone who talks too freely of the rebel group, a DC 13 Charisma (Intimidation) or DC 18 Charisma (Persuasion) check convinces them to shut up.

The PCs can also approach the shift managers at Tazuki Manufacturing—they can be cajoled into paying less attention to the talk of laborers with a DC 15 Charisma (Intimidation) check or a bribe of 5d10 Imperial Pieces.

For every 2 new rebels brought to the Fangs, every 3 rumormongers convinced to keep quiet, and cajoling all of the Tazuki shift managers (there are a total of 4), the PCs gain 1 favor point.

Sabotage. As important as it is for the Fangs to increase their membership, their ultimate goal is to disrupt the industry of Tazuki Manufacturing to create leverage for better working conditions. Should the PCs further that aspiration by accomplishing any of the three following tasks, they gain 1 favor point.

The party might cause an incoming train full of materials to derail. First they'll need to learn of it (possibly by snooping around in Tazuki Rail or Tazuki Manufacturing or questioning the workers there), and then they'll need to get far enough up the track to make the delay meaningful (at least a day or more of travel in the wilderness of Soburin). Using a handcart to travel the line is a good way to speed up the journey but it is exhausting; one creature can operate it, reaching an overland speed of 20 miles per hour, but makes a Constitution saving throw (DC 12 + 1 per previous save since the creature's last long rest) each hour or gains 2 levels of exhaustion. When two creatures are operating the handcart they both make this check with advantage. Derailing the actual train from the outside is virtually impossible without removing track (pulled up with a DC 20 Strength check or destroyed; AC 16 and 30 hit points per inch) though in order to cause catastrophe the missing track needs to be obscured or hidden from the conductor's sight with a DC 15 Intelligence (Stealth) or Wisdom (Survival) check. The adventurers might also hijack a train and cause a crash from taking a turn too fast provided the PCs can get on board (a DC 15 Dexterity check). Jumping off a speeding train is treated as falling damage (every 10 mph it is traveling equal to 10 feet of falling distance) and can be reduced in the same way.

Another method of sabotage is to infiltrate the Tazuki Rail building's lower offices, replacing the files about material orders inside with forgeries (see *Subterfuge* below). The company's staff is keen to counterfeited reports however and on the lookout for falsifications—fooling them requires a DC 16 Intelligence (Forgery Kit) check. Even then, any awarded favor points from this action take 1d4 days to accrue.

The adventurers might cause havoc in the Tazuki Manufacturing factories as well, but this too is troublesome as the company's owners have been preparing with contingencies for this eventuality for some time and replacement parts for virtually all of their machines are only a few blocks away. Simply destroying some of the contraptions inside only causes a minor disruption but to be noteworthy, the PCs need to bring all production to a crashing halt, destroying at least half the facility (something almost impossible to do without being identified, making the adventurers into fugitives).

Subterfuge. The last method suggested by the Fangs is to organize it so more workers are in Samon than should be (pulling them from the far sides of the tracks) and putting the least loyal far away in preparation for the riotous push. Performing any of the following tasks rewards 1 favor point.

Manipulating records in the Tazuki Rail's upper offices requires sneaking inside of the building with a DC 14 Dexterity (Stealth) check; if done at

night, this check is made with advantage. Once inside the PCs need to make a DC 10 Dexterity (Stealth) check each minute to avoid the notice of the staff inside (which are always there working, particularly in the basement). Finding the labor sheets requires a DC 12 Intelligence (Investigation) check though anyone with a passive Investigation score of 15 or higher automatically locates them. Many more hands work these papers and they are easier to forge than material orders, requiring a DC 13 Intelligence (Forgery Kit) check.

Finally the PCs might try to win over Tabata Jotaro, Overseer at Tazuki Manufacturing. This is a dangerous proposition however as he is likely to turn on the party, making them fugitives in Samon! A successful DC 20 Charisma (Persuasion) check and a 200 Imperial Pieces bribe are enough to win him over and keep his mouth shut, but failure to bribe him (or bribe him enough) or failure to convince him both end with his turning over the party to Lieutenant Toyoruma.

TRACKING THE FANGS

Following the rebels throughout the town isn't likely to be as rewarding in terms of the information the PCs learn, but it should certainly be much easier than causing havoc in Samon and trying to push Lieutenant Nishihara Toyoruma's violent agenda.

Following Besko the enjin. Besko is extremely clever about organizing the Fangs and goes to great lengths to conceal her part in the coming insurrection. PCs can make a DC 13 Wisdom (Insight) check to identify rebels from laborers (of which they find a maximum of 1d4 members, a maximum of one each day). After a day of shadowing the enjin her fellows begin ambushing and harrying the PCs (see *Factory Worker* in the index), providing enough of a distraction to allow Besko to escape notice and act beyond the ken of the adventurers.

Following a hengeyokai ninja. Should the PCs decide to shadow one of the hengeyokai ninja (perhaps after being contacted by them once the party has kicked up enough dust in Samon), they begin a cyclical game of predator chasing prey chasing predator chasing prey. Any clues gained from this exercise are at the discretion of the GM (see the *Hengeyokai Hunters* in Samon sidebar), but it should quickly prove to be a difficult endeavor after a day or two.

Following Magdo the mutant. As a red herring, there's nothing to come from following around Magdo—he doesn't know anything of value and spends what coin he makes drinking, usually in Fudo Tea House. Persistent adventurers do gain the notice of the Fangs after 1d4 days of tailing the mutant, though these individuals quickly flee when approached or questioned (at the GM's

discretion, one of these members might reveal the Chujiang Gardens Rendezvous happening at the end of the week.)

Following another worker.

Stalking the average laborer isn't likely to be a successful route to learn more about the Fangs, but by making a DC 18 Wisdom (Insight) check the PCs manage to pick out a Factory Worker (see the index) sympathetic to the rebels (ultimately leading the party to the Chujiang Gardens Rendezvous.

Following Xishani. Of all the people the PCs might tail for information, Xishani is far and away the one with the most valuable information to share—though she is totally unwilling to talk about her doings, her actions speak volumes. The disguised hebikontorōra only ever visits the Tazuki Rail Company, Miyako Tazuki's home in the Noble Quarter, Iwai Hazumi's estate in the same neighborhood, and Yagi Kageyasu's home in Riverside (or one of the many gambling events he hosts throughout the town). The oni only reveals her true form if she is completely cornered with no route to escape, summoning snakes to distract the party long enough for her to flee (foreshadowing of the serpentine violence to come).

HENGEYOKAI HUNTERS IN SAMON

All the dust kicked up when the party investigates in the town make the PCs bound to brush up against the hengeyokai interlopers at one time or another and most are willing to trade secrets—so long as the shapeshifters think they're getting the best part of the bargain. The GM should be extremely careful about which hengeyokai reveal what information, only intimating that one or two might know that the Kiri being sought after by Miyako Tazuki is actually an Utamara (if they choose to reveal that information at all during Act 2).

Hōron Zuruyi (Nezumi Ninja). Hōron thinks that the merchant Ohta Keisaru is hiding something (which she is—ze is a hebi!) but the ratfolk isn't sure what exactly, lacking any evidence for her suspicions.

Hyan Kishi (Kitsune Ninja). The fox folk ninja stalks Magdo, incorrectly believing the hype that the mutant is the leader of the Fangs. If nothing else she can confirm to the party that Magdo is almost certainly not the leader of the rebels.

Juyin Tsubuto (Usagi Archer). Harold Itrikasu has earned the suspicion of the rabbit folk marksman in Samon. Unfortunately he knows very little other than that the technician meets with a guard from Hawkspire on occasion, though if the PCs haven't found out about the Chujiang Gardens Rendezvous by the night before it happens Juyin fills them in about the upcoming meetup between the rebels as part of an alliance between him and the party.

Fu Xi (Hebi Servant of Nūwa). Nūwa's servant stalks Besko Earthknuckle and does little more than cause trouble with the Fangs. At the GM's discretion, assaulting Fu Xi in-the-act can earn the PCs 1 favor point with the rebels.

Jittar-Yi (Hebi Servant of Wajdet). The hebi servant of Wajdet erroneously thinks that Miyako Tazuki is holding Kiri Utamara, not her uncle Marusaka. Ze managed to briefly sneak into the Tazuki Rail Company's basement and heard the sounds of a bound and gagged person within but fled before zir presence was noticed by the staff. There's no way the hebi reveals this information willingly to the party, but they might overhear it if they follow the shapeshifter or capture and interrogate Jittar-Yi.

ACT 3: CHUJIANG GARDENS RENDEZVOUS

One way or another, the party's investigations in Samon bring them to the Chujiang Gardens in the middle of the night, either as one of the organization's members or by following a rebel known to be associated with the movement.

Lightning lanterns strung along the rails abutting the Chujiang Gardens cast illumination over half of the surprisingly verdant growth, a welcome but increasingly uncommon sight in Soburin as of late. Even with the peaceful vision of curated life before you, the thick tension in the air dispels any reverie from your mind and a sense of unease grows in your gut as you approach the collection of silhouettes in the courtyard at the center of the Chujiang Gardens.

The presence of the PCs has spurred the hebi to act, kidnapping three different rebels to drag away to charm, deceive, and torture for information leading to Kiri Utamara's location. Worse yet, the impatient Lieutenant Toyoruma has learned of this meeting and comes to break it up, providing the perfect distraction for the hebi to strike! What boils everything over into violence is Xishani (whom the adventurers might have realized by now is an oni). The hebikontorōra hides amongst the workers and can be spotted with a DC 16 Wisdom (Perception) check. Otherwise she wrecks havoc, summoning serpents throughout the gardens to provide a distraction for Fu Xi, Jittar-Yi, and Ohta Keisaru to abduct their targets.

Read the following before combat begins:

The figure in the center of the group is hooded and covered from head to toe but their form is lumpy and not at all smooth—just like a mutant. They begin speaking, their voice muffled by the hood, yet for all the fear and uncertainty here their words ring true. “We stand on the precipice of gaining the respect we deserve here in Samon, and it all rests on the shoulders of a young girl that must be protected at all costs. Steadfast members of the Fangs are defending her as we speak, but her uncle Murasaka has gone missing now and it is imperative that we find him—the very fate of our rebellion may be in his hands.”

Suddenly one of the assembled laborers cries out in pain as something flits up from the ground and slams into his neck—a snake! More serpents appear and suddenly Lieutenant Toyoruma’s voice booms out from nearby, “Rebels! We know you are here! Come out peacefully and without resistance and you will not be hurt! By the order of Lord Eidaru Hakaisuru, you will surrender!”

BATTLE IN THE CHUJIANG GARDENS

This encounter in *Fangs of Revenge* is intended to be a lengthy combat—the intricate layout of the Chujiang Gardens will slow down the party as will potentially differing allegiances, the impending guard, and of course all the snakes—and it is not recommended for GMs to start the fight near the end of a session. Any PCs that managed to spot Xishani among the crowd are able to act in the surprise round, but the hebi and hebikontorōra treat their initiatives as if they rolled natural 20s.

Gardens. The intricate groundcover, bushes, and trees of the Chujiang Gardens are difficult terrain. Furthermore, prone creatures of Medium size and standing creatures of Small size or smaller gain concealment within the foliage (though they are at disadvantage on attack rolls while gaining concealment in the greenery).

Lighting. All along the railroad tracks are poles with lightning lanterns strung up on wires. The top half of the map (the central courtyard and above) is dimly lit and considered a lightly obscured area. Aside from light cast by the PCs or lightning lanterns carried by Lieutenant Toyoruma’s soldiers, the bottom half of the map (the two large pagodas and below) is in darkness and considered a heavily obscured area.

Xishani’s Snakes. The fight begins with a hebikontorōra summoning snakes, though she has received help from Nūwa (receiving an ancient hebi blessing) and is able to conjure forth 12 [Poisonous Snakes](#) throughout the gardens and 4 [Giant Poisonous Snakes](#) on each corner. She flees immediately

afterward, returning to the Tazuki Rail Company to protect her biggest chip in this whole affair (making sure Marusaka Utamara remains locked up in the basement).

Striking Serpents. Fu Xi, Jittar-Yi, and Ohta Keisaru act in concert and in the surprise round as soon as one of Xishani’s snakes attacks a Fangs rebel. The hebi poison their targets, taking Fang rebels from the bottom 3 squares of the courtyard and dragging them to the left, right and bottom of the map. Each carries two doses of sleep poison—they use their first to gas their targets, knocking the Fang rebels unconscious, then save the second for if the PCs interfere or make chase. Once the hebi nearest the railroad tracks gets to the streets surrounding the combat area (Ohta Keisaru), ze flees onto a departing train with zir captive.

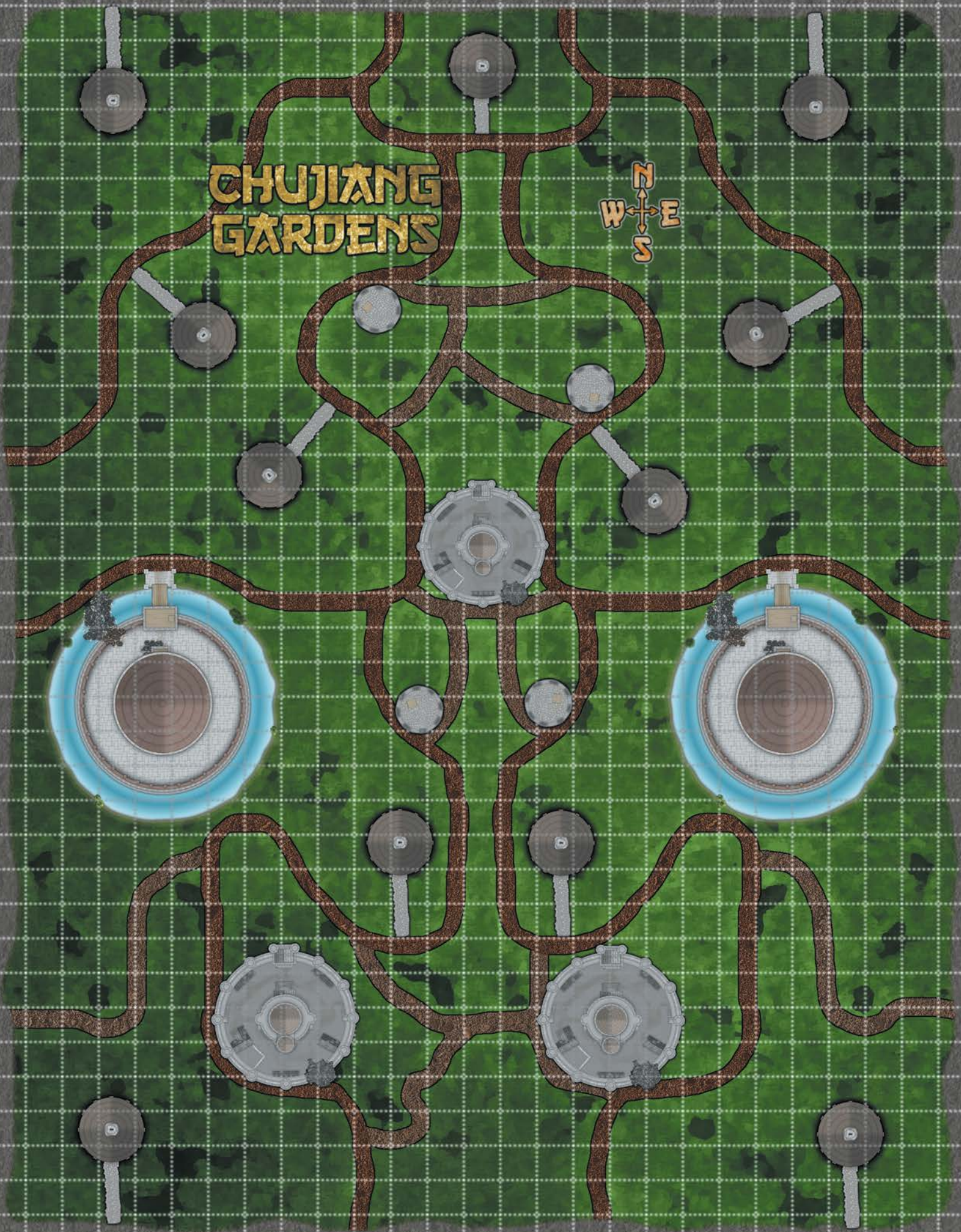
Sleep Gas (200 gp). As an action, you can throw this glass globe up to 30 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the sleep gas as an improvised weapon. On a natural attack roll of 1, the sleep gas does not shatter. On a hit, the target makes a DC 17 Constitution saving throw or falls unconscious for 1 minute, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. By aiming at a square instead of a creature, you gain advantage on the attack roll. On a miss when targeting a creature or when targeting a square, any creatures in the square the sleep gas shatters in gain advantage on their saving throw to resist its effects. At the start of the next round, the sleep gas disperses harmlessly.

Lieutenant Toyoruma’s Soldiers. Lieutenant Toyoruma (use the statistics of a [Veteran](#)) and his soldiers (use the statistics for [Guards](#)) generally surround the perimeter and slowly close in, formed into 8 groups of 3 marching in lines from the corners and sides of the map, one led by Toyoruma himself (randomly assign the trio that has the commander with them). They attack anyone they recognize as an enemy—including fugitives, which the PCs might be depending on how the party acted in Act 2—as they slowly advance into a tightly knit circle at the center of the map.

If the PCs don’t interfere with the soldiers, 1d6 rebels are captured but they are neophytes with little valuable information—except to confirm that Magdo is definitely *not* the leader of the Fangs.

If the PCs interfere with the guards the adventurers become fugitives in Samon but gain a powerful ally in Besko Earthknuckle, fundamentally changing the final encounter from a hasty raid into a defensive encounter (see the [Ninja Assault!](#) sidebar in Act 4).

CHUJIANG GARDENS



Hengeyokai Interlopers.

Hōron the rat folk thief, Hyan the kitsune ninja, and Juyin the usagi archer are present for the rendezvous as well. As the action starts the PCs make a DC 14 Wisdom (Perception) check to notice one, detecting a second with a result of 16 or 17, and a third with a result of 18 or higher. These shapeshifters only interfere if the PCs are about to die and otherwise sneak around on the perimeter of the Chujiang Gardens, following the escaping hebi.

ENDING THE COMBAT

As the rebels start to stream out of the garden Lieutenant Toyoruma calls for his men to use their firearms to shoot anyone fleeing the scene, assuming they'll be firing on the escaping kidnapers and presumed rebel leader. One soldier in each group has a matchlock rifle that they are proficient at firing (1d10 piercing, range 100/400; ammunition, heavy, loading, two-handed), something they do with great vigor. All of the soldiers confirm hits but when the battle has completely cooled each admits they mostly managed to shoot the kidnapped rebels (removing the abducted Fangs as potential sources of information). However, PCs with a passive Investigation of 15 or who successfully make an active DC 13 Intelligence (Investigation) check find bloody scales on the street—their first definitive clue that something more is going on in Samon than meets the eye.

If the PCs aren't aided by a shapeshifter they've befriended or failed to give chase themselves, the various hebi can be tracked with DC 15 Wisdom (Survival) checks. Should these fail the next day the party can canvas the people in the areas the abductors fled through and attempt DC 15 Charisma (Persuasion) checks to the same effect.

- Jittar-Yi drags zir prisoner back to the Riverside home of gambler Yagi Kageyasu, the true hebi Nūwa.
- Fu Xi takes zir prisoner to Iwai Hezumi's home in Noble's Square to zir true hebi master Wajdet.
- Ohta Keisarū hauls zir prisoner onto the train departing from Hakaisuru.

As mentioned above Hōron the thief, Hyan the ninja, and Juyin the archer pursue the hebi that the PCs are not chasing after already. The information they gather from catching the dying conversations the hebi have with the kidnapped rebels pieces together with what the PCs have learned to reveal that Marusaka Utamara is hidden inside the Tazuki Rail Company's basement and that he knows where Kiri Utamara is (held beneath a trap door in a house on the western side of the Branching Fields).

Any saved abductees provide the same amount of information to the adventurers and if the party hasn't accrued enough favor points to earn Besko Earthknuckle's trust, saving even one of her rebels from capture puts them over the top. So long as they haven't taken arms along with the guards meaning that the adventurers gain access to Kiri Utamara early; see the Ninja Assault! Sidebar in Act 4). Should the PCs catch up to any of the hebi the shapeshifters are in hybrid form and strike a killing blow on their captives before fleeing (fighting to the death if cornered).





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.

ACT 4: KIRI UTAMARA'S FATE

There are several moving parts to Act 4 that can make it a challenging section for GMs. It's recommended that you begin a session with this final major part of *Fangs of Revenge*. In the event that Act 3 and all it entails leave the GM with extra time, utilize Samon's NPCs to stall the players a bit—there's the mysterious 9th Arrow and her relationship to Harold Itrikasu, Lord Eidaru's discontent (and black smoke addiction), and of course if the PCs are fugitives a little heat from the Hakaisuru Military may be in order.

SAVING KIRI UTAMARA

Parties that have fully allied themselves with the Fangs can easily acquire Kiri Utamara from one of the rebels' houses in the Branching Fields. PCs not favored by the Fangs need to piece the information together with one or more hengeyokai allies but have little trouble acquiring her from a house in the Branching Fields — provided the hebi have not gotten to her first!

When the adventurers arrive, roll 1d20 and add 4 for every half hour that has passed since the Chujiang Gardens Rendezvous. On a result of 9 or higher the serpentine shapeshifters have already found and taken her; even if the PCs aren't friends with the hengeyokai archer, ninja, or thief, at this point they can see one of them stalking nearby, fleeing toward the Tazuki Rail Company building just after the PCs realize that Kiri has already been removed from the house.

Should the PCs get there first, the rebels protecting Kiri Utamara can easily be Intimidated, Persuaded, or even Deceived (each with DC 10 ability checks), and as only four [Commoners](#) and one Factory Worker (see the Index), they offer little challenge to the party.

REBELLION STRIKES!

As the adventurers make their way toward the Tazuki Rail Company, the enjin Besko Earthknuckle leads her fellow workers in a riot that consumes the town and its defenders! Waves of violence rapidly spread from the rail stations and Tazuki businesses in Samon and the PCs must make a choice—will they help the workers and join in the destruction, aid the nobles and fight alongside Lieutenant Toyoruma's soldiers, or ignore both in favor of staying on objective?

Regardless of whom they ally themselves to, the party finds it dangerous to travel through Samon as the chaos engulfing the town makes the settlement's streets into difficult terrain. An adventurer can ignore this difficult terrain by heedlessly sprinting forward but takes 1d4 points of damage each round they do so (this damage cannot be avoided with the use of reactions).

Another route the PCs might take is to travel by rooftop, bypassing the riots entirely—climbing a

HENGEYOKAI HAVOC!

Don't forget the kitsune, nezumi, and usagi hengeyokai that have been trying to find and collect Kiri Utamara! Hyan and Hōron want her alive but Juyin is more than happy to take the girl's corpse instead. How each approaches the encounter in the Tazuki Rail Basement is at the GM's discretion, but unless they have become allies of the PCs they try to abscond with Kiri at the first possible moment (an action likely to take the combat out of the building and into the riotous streets).

building only requires a DC 8 Strength (Athletics) check and most are only 6 feet apart, but leaping across the street is at least 20 feet across. Most are only one or two story structures and at the GM's discretion these varying heights can increase the DC of Strength (Athletics) checks and Dexterity (Acrobatics) checks needed to reach them.

For every minute the PCs are delayed from reaching the Tazuki Rail Company, the hebi in that building's basement get one step further in their seven step ritual. As the riots continue and the serpentine shapechangers do their fel work, give the adventurers a Wisdom (Perception) check (DC 12 - 1 per previous check) each minute to notice dark streams of energy converging above the southwestern part of Samon, growing more pronounced with every passing moment.

Allying with the Guards. Parties that took up arms alongside Lieutenant Toyoruma's soldiers are marked by the Fangs as enemies and actively assaulted by the rioters (see the Index). Each round as the adventurers move toward the Tazuki Rail Company, roll 1d20 (-4 per previously encountered group of rebels) and on a result of 6 or more a gang of 4 Factory Workers (see the Index) attack the PCs.

Fighting alongside the Fangs. Adventurers that are known to the guards of Samon as fugitives have to face off not only against the soldiers they've already faced but also Fudōsoge Snipers (see the Index). Each round as the PCs move toward the Tazuki Rail Company, roll 1d20 (-4 per previously encountered enemies or enemy) and on a result of 6 or more run into a gang of 4 [Guards](#) (if the result was an even number) or a Fudōsoge Sniper (if the result was an odd number; see the Index).

Saving the Utamaras. In addition to the dark energy swirling above the Tazuki Rail Company, during the fighting the PCs witness at least one of the hengeyokai interlopers (Hōron, Hyan, or Juyin) headed for the building by leaping across the rooftops.

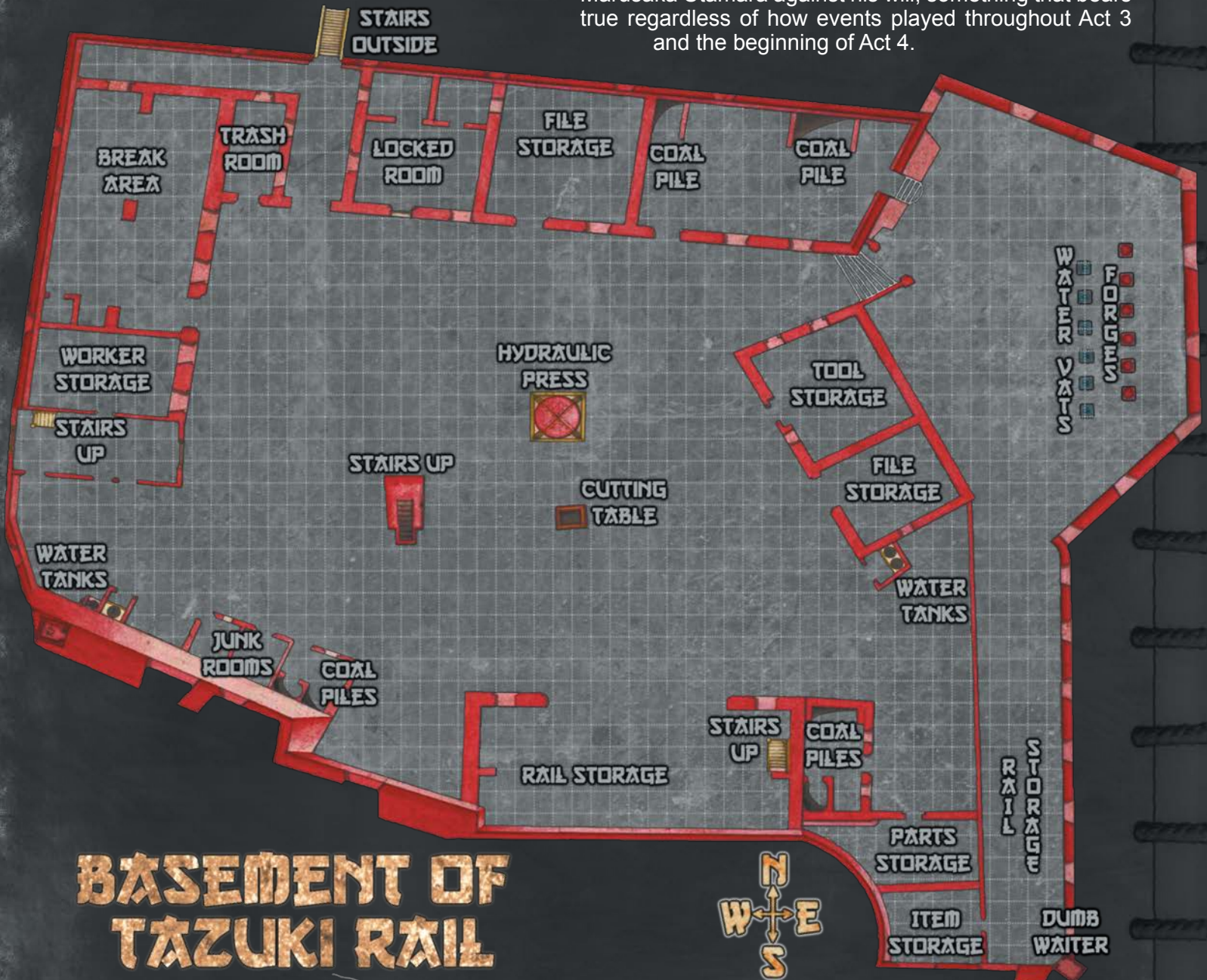
FINDING MURASAKA UTAMARA

Between what the adventurers may have learned in Act 3, the hengeyokai interlopers heading to the Tazuki Rail Company, and the energy swirling over the building, the PCs should have a very good idea that something extremely important is happening there (though to what extent depends on the success of their investigations in the town). Should the party already have Kiri Utamara—either through luck or by a strong alliance with Besko Earthknuckle—she is totally unwilling to do anything but join them as they free her uncle, telling the PCs to head there before the insurrection breaks out or demanding as much once the violence is on.

If the adventurers don't have Kiri Utamara when they begin heading to the Tazuki Rail Station the Fangs' riots break out and the hebi begin their ritual. At the end of their magic rites the serpentine shapeshifters slaughter both Marusaka and Kiri, evolving into ascendant hebi and turning ethereal to escape (empowering Xishani, Ohta Keisaru, Fu Xi, and Jittar-Yi in the same fashion).

FIGHT IN THE TAZUKI RAIL BASEMENT

Any items or materials the railroad requires that need refinement beyond basic manufacturing go through the basement of the Tazuki Rail Company, an area equipped with powerful tools that let their technicians bore, cut, and modify parts with extreme precision. As of late it has also served a second purpose: holding Marusaka Utamara against his will, something that bears true regardless of how events played throughout Act 3 and the beginning of Act 4.



Most adventurers are going to resolve this encounter in *Fangs of Revenge* as an assault on the three hebi hengeyokai (Fu Xi, Jittar-Yi, and Ohta Keisaru), Xishani the hebikontorōra, and the two true hebi Nūwa and Wajdet. Xishani remains out in the open stationed outside the locked room (where the true hebi enact their ritual), while the hebi hengeyokai are hidden in the Trash Room, Worker Storage, and Rail Storage until they see one of the PCs, at which point they launch an all out assault. Depending on how stealthy the party is, what distractions they utilize, and where exactly they enter—smart Small-sized PCs might remember with a DC 10 Intelligence check that there's a dumbwaiter that runs from the upper floors into the basement, for instance—it may take a while for the enemies to notice their intrusion but the instant their presence is known, the Tazuki Rail Basement erupts into chaos.

The serpentine shapeshifters do everything in their power to keep the adventurers from reaching Murasaka (and possibly Kiri Utamara). Fu Xi, Jittar-Yi, and Ohta Keisaru engage the party directly while Xishani uses her enchanting gaze to pacify anyone that approaches her. When the hebikontorōra or two of the hebi hengeyokai are rendered unconscious or dead, either Nūwa or Wajdet (whichever the NPCs are most familiar with in their human guises of Yagi Keyasu or Iwai Hezumi, respectively) quickly slithers under the closed door as a small garden snake (advantage on zir Stealth check with a +7 bonus) before sneaking behind the party to flank them.

MAP FEATURES

These are the features of the Tazuki Rail Basement map, explained in clockwise order. This bitter combat continues until the PCs surrender, the true hebi are dead, or the ritual slaying of Marusaka and Kiri Utamara is complete.

Stairs Outside. These are the largest egress into the Tazuki Rail Basement, used to move materials and finished pieces into and out of the building. The door to these stairs is locked, requiring a DC 18 Strength check or DC 16 Dexterity (Thieves' Tools) check to bypass (AC 16, 50 hp).

Locked Room. This is the chamber where the true hebi are performing their ritual—even if they do not have Kiri Utamara, they have Murasaka and know through divination that she is on her way to them. Getting inside requires a DC 20 Strength check or DC 18 Dexterity (Thieves' Tools) check to bypass the lock on the door (AC 18, 60 hp). Inside Murasaka (and Kiri if she has been captured) is bound and gagged, suspended in the air by ropes and bleeding from dozens of light cuts along the face, arms, and legs (completely unconscious). Creatures able to change their shape into that of a snake are able to slither through a hole in the bottom of the door.

File Storage. These rooms have cabinets filled with scrolls of records taken from the floors above to be

used for analysis or reference by the company's managers when reviewing yearly statistics. Though there's nothing to hide behind and little of immediately recognizable value, PCs that succeed on a DC 18 Intelligence (Investigation) check can locate engine plans in both areas that a machinist will pay 400 Imperial Pieces for half of, or 1,000 Imperial Pieces if the schematics are complete.

Coal Piles. Some alcoves, corners, and small rooms in the Tazuki Rail Basement are filled with piles of finely ground coal that can be used as a hiding place. Creatures of Medium size gain disadvantage on Stealth checks made to hide in coal piles that don't cover an entire 5-foot square, but Small-sized or smaller creatures make the check normally. A creature that has hidden in coal pile takes an additional 1d6 fire damage the next time they take fire damage before taking a long rest, receiving a round of cleaning via *prestidigitation*, or are doused in water.

Water Vats. These containers are filled with non potable water for use with the forges. A Small-sized creature can hide in one without holding their breath, but a Medium-sized creature must hold their breath in order to gain concealment and they are at disadvantage on their Stealth check.

Forges. Chutes just above these roaring fires cough smoke up into the air over Samon (safely outside the building) but the apparatuses used as anvils can be kicked over as a melee weapon attack with a successful DC 14 Strength check, dealing 6d6 fire damage to one creature adjacent to the Forge.

Tool Storage. This room has various hammers and other forging implements inside of it. At the GM's discretion, some of these tools may make for good improvised weapons.

Water Tanks. Much like the water vats these can be used as hiding places (though Medium-sized creatures make their Stealth checks normally).

Rail Storage. Difficult to craft rails (usually of the curved variety) are kept in the Rail Storage areas. Exceptionally strong characters (with a Strength score of 18 or higher) can wield a rail as an improvised weapon.

Rail. Melee Weapon Attack, reach 15 ft., all targets in a 15-foot line. *Hit:* 10 (3d6 bludgeoning damage).

Medium-sized creature gain disadvantage on attack rolls with a rail, Small-sized creature's cannot wield a rail, and Large-sized creatures suffer no penalties.

Dumb Waiter. Clever Small-sized PCs (or possibly NPCs!) can use this to enter the floor unnoticed in the far back corner or to make a quick exit. Operating the dumb waiter requires a DC 6 Strength check, though if two or more creatures are pulling at the ropes it becomes an opposed Strength check.

Item Storage. The most valuable pieces of equipment and custom orders are kept in this room—various bits and bobs worth 10d20 gold (weighing four times as many pounds) to a machinist (like Harold Itrikasu) or half as much to a technology merchant.

Stairs Up. These lead up to the first floor of the Tazuki Rail Company's offices interior.

Parts Storage. There's nothing of great value in this room, mostly just pieces of metal needed for the finer workings of a train—more cogs than anything else. It is possible to hide amongst the various pieces but any creature attempting to do so is at disadvantage on their Stealth check.

Cutting Table. This wide metal table has an enormous and extremely sharp fixed blade on it. Two creatures working together can use this to deal a mortal blow: one drags a restrained target onto the cutting table and the other slams down the blade, dealing 35 (10d6) slashing damage.

Hydraulic Press. Much like the cutting table, this large contraption can be used by two creatures working together to smash another to death: one drags a restrained target onto the cutting table and the other slams down the lever for the press, which doesn't completely compress until the beginning of the lever-pulling creature's next turn, dealing 70 (20d6) bludgeoning damage.

Junk Rooms. Any items unfit for use but still containing valuable material are placed here for recycling. Like the Parts Storage room it is possible to hide here, but any creature attempting to do so is at disadvantage on their Stealth check.

Worker Storage. This chamber has lockers arrayed along the walls for laborers to store their things, none of which are of any value.

NINJA ASSAULT!

If the PCs manage to get Kiri Utamura and reach the Tazuki Rail Company before the hebi, the roles of each change in the encounter—the serpentine shapeshifters seek to take what the party has and must assault a building the adventurers are fortified inside of. How exactly the hebi go about their attack is at the GM's discretion, but the buzzword for their tactics should be distraction. The forges are kicked over and nearby water vats emptied, coal is dragged in lines of impromptu fuses that set the walls and ceiling ablaze, smoke bombs might make an appearance (from the *Mists of Akuma* core book), and attempts are made to lure the PCs away from one another to pick them off in isolation. For the particularly cruel GM, the NPCs might even try to gruesomely kill an adventurer on the cutting table or the hydraulic press!

Break Area. Mats and cots are arrayed around this room for workers to sleep on in the event of exhaustion. If the hebi are here the workers off-shift have been scared away but if not, 2d4 smiths are unconscious and dozing away inside.

Trash Room. The piles of refuse within this small chamber are not pleasant but can prove to be an effective place to hide, provided the hider can hold their breath or deal with the fumes (a DC 12 Constitution saving throw or sickened for 1d4 rounds).

EPILOGUE

When the battle in the Tazuki Rail Basement comes to a close the riots in Samon do as well. Unless the PCs made a dedicated effort to help one or another side in the conflict, Besko Earthknuckle and the Fangs destroy the Tazuki Manufacturing Factories and render all of the train stations unusable, though the guards took down enough of the rebels that any more destruction is unlikely. The enjin and her posse retreat to the Tazuki Rail Company and hole up inside, fortifying the first floor entrances and aghast at the developments in the basement when they realize the adventurers have slaughtered a coterie of the fabled hebi hengeyokai.

With definitive evidence of treachery by serpentine interlopers in hand, the party has a unique opportunity to negotiate peace between 9th Arrow, Besko Earthknuckle, Lieutenant Toyoruma, Lord Eidaru Hakaisuru, and Miyako Tazuki. Well-reasoned arguments for how to make Samon more sustainable or a DC 14 Charisma (Persuasion) check convince Lord Eidaru Hakaisuru and Miyako Tazuki to bend, in turn forcing Tabata Jotaro to lower production quotas, increase wages, and improve worker conditions in the town. The Fangs agree not to demonstrate in violence again provided that these promises are kept, and though Lieutenant Toyoruma doesn't like it, 9th Arrow agrees that it is a satisfactorily peaceful provision.

Additionally, even if the PCs have become fugitives in Samon, the Talon of the Hawk that originally hired them appears when the violence comes to a close. True to her word, she rewards the adventurers with 600 Imperial Pieces each and exonerates them of any crimes they committed on her behalf. PCs that have already gotten onto the wrong side of Lieutenant Toyoruma find that his hatred for him increases tenfold and he may become a villain that acts against them at a later date.

Soburin's far-flung cult of hebi are collectively aghast that the PCs have disrupted their ascension back to ancestral power, marking the adventurers for death. Until the end of their days the party are hunted by serpentine shapeshifters, hired assassins, and charlatans trying to lead them into deadly ambushes. To convince the cult of hebi to back off the PCs will have to kill at least 1 more true hebi for every member of the party, though when and where they are afforded the opportunity to do so is at the GM's discretion.

HENGEYOKAI RACIAL TRAITS

Your hengeyokai character is a uniquely magical creature, half-human and half-animal.

Ability Score Increase. Your Dexterity increases by 2 and your Charisma increases by 1.

Age. A hengeyokai reaches maturity in their early teens and lives slightly longer than a century.

Alignment. Hengeyokai vary more in motivation and temperament than any other race; they have no tendency toward any specific alignment.

Size. Hengeyokai are 4 to 5 feet tall, weighing between 90 and 120 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Natural Disguise. You can cast *disguise self* without the need for any components but you can only change into a specific human. You may use this ability a number of times equal to your proficiency bonus before requiring a long rest.

Nature Form. You can transform into the creature of your subrace as *polymorph* without the need for components. Unlike the spell you keep your mental scores, the ability has no duration, your hit points remain unchanged, your gear does not meld into your form, and you can still talk but not cast spells. You may use this ability a number of times equal to your proficiency bonus before requiring a long rest.

Subrace. Hengeyokai are extremely diverse, embodying the traits and behaviors from one of seven different animals.

HEBI (SNAKE)

Hebi hengeyokai are the yin to the kitsune's yang, representing the dangerous beauty of survival of the fittest when natural forces take over (making them natural predators). They are on the whole a genderfluid species, though that is simply a facet of their ancestral history as powerful shapeshifters. The treachery of Umesaka Utamara nearly saw true hebi eradicated from Soburin but some survived the genocide by hiding among humanity, and those that have been borne by human mothers are less powerful than their kin (though dangerous all the same).

Bite. You can make a bite attack that deals 1d4 piercing damage. When you critically hit a creature with your bite attack, that creature make a Constitution saving throw (DC 8 + your Constitution modifier + your proficiency bonus) or gains the poisoned condition for 1 minute or until that damage is healed.

Kontorōra Transformation. When exposure to the Mists of Akuma would transform you into adeddo-oni, you are changed into a hebikontorōra instead.

Poisonous. You gain advantage on saving throws against poison, and resistance to poison damage. When a creature hits you with a bite attack, that creature makes a Constitution saving throw (DC 8 + your Constitution modifier + your proficiency bonus) or gains the poisoned condition for 1 minute.

KITSUNE (FOX)

The vast majority of your kin were herded into the holy cities of the Sukochi Prefecture.

Ability Score Increase. Your Intelligence increases by 1.

Bite. You can make a bite attack that deals 1d4 piercing damage.

Scent. You gain advantage on scent-based Perception and Survival checks.

Mystical Tails. You gain one tail for every ten years of life. You are unable to carry a weapon or shield with your tail, nor can you manipulate fine objects. You can cause one tail to wither and fall off to treat a death save as a natural 20 (you must choose to use this ability before the death save is made). For every tail withered this way, you suffer one level of exhaustion for one week.

NEZUMI (RAT)

The nezumi of years past were resettled in the Yokuba Prefecture (see the *Mists of Akuma* core rulebook).

Bite. You can make a bite attack that deals 1d4 piercing damage.

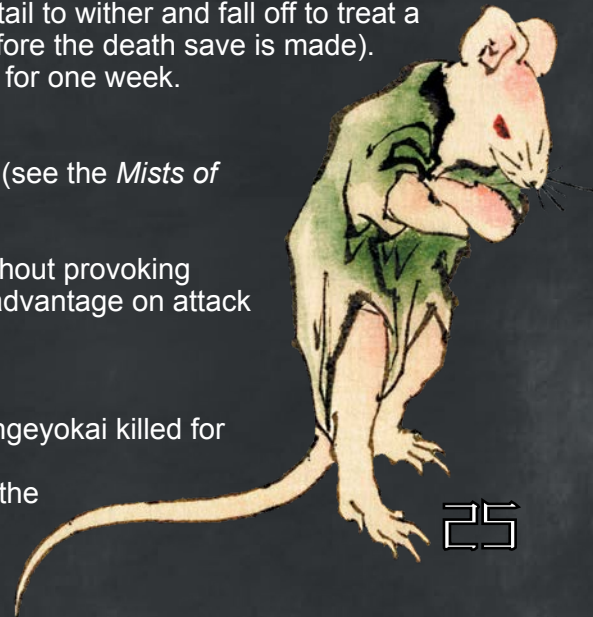
Crawl. You can move at half your speed each turn while prone without provoking opportunity attacks from your movement and you do not have disadvantage on attack rolls while prone.

USAGI (HARE)

Rumors that usagi fur brought good fortune saw most of these hengeyokai killed for their pelts.

Acrobatic. You gain advantage on Acrobatics checks and double the distance of any jumps you make.

Faster. Your base speed increases by 10 feet.



TRUE HEBI TEMPLATE

Hebi hengeyokai can become true hebi by performing a blasphemous sacrifice of a child of any race in a ritual that takes 1 hour and 100 gold in components. Ze keeps zir statistics, as follows:

Alignment. True hebi are never of good alignment.

Armor Class. True hebi gain a natural armor of 2.

Immunities and Resistances. True hebi gain immunity to poison damage, immunity to the poison condition, and resistance to fire damage.

Vulnerability. True hebi gain vulnerability to cold damage.

Senses. True hebi gain dark-vision 120 feet.

Improved Ability Scores. The true hebi increases zir Strength by 2, Dexterity by 3, Wisdom by 3, and Charisma by 2. These ability score increases cannot increase an ability score past 20.

Improved Bite. A true hebi's bite attack increases to 1d8 piercing damage and ze does not require a critical hit to use zir poison.

Improved Nature Form. A true hebi is able to change into a snake of any size.

Improved Disguise. A true hebi does not have any limitations to its *disguise self* ability.

Challenge Rating. True hebi increases zir CR by 2 (if nec-

essary, recalculate proficiency bonus).

New Action: Hypnotic Gaze. As a bonus action, the true hebi can gaze at a creature it can see within 100 feet. The target makes a Charisma saving throw (DC 8 + the true hebi's proficiency bonus + the true hebi's Charisma modifier) or gains the charmed condition for 1 minute so long as the true hebi continues to stare at it with zir bonus action or reaction. When damaged by any other creature than the true hebi the charmed creature immediately removes the condition, and when attacked by the true hebi the charmed creature receives a saving throw made at disadvantage to remove the condition. After successfully saving against this effect a creature cannot be charmed by the true hebi for 1 hour.

New Action: Snake Charmer. As an action, the true hebi can take over the control of any hebi, hebikontorōra, or snake as per the spell *dominate monster*. The target creature receives a Wisdom saving throw (DC 8 + the true hebi's proficiency bonus + the true hebi's Wisdom modifier) to resist this effect.



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 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 20), 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 MAGE

Medium undead (oni), chaotic evil

Armor Class 14 (natural armor)

Hit Points 40 (9d8)

Speed 60 ft. (quadruple all jump distances)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	4 (-3)	12 (+1)	17 (+3)

Saving Throws Int +0, Wis +4

Skills Arcana +0, History +0

Damage Vulnerabilities radiant

Damage Resistances cold

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 11 (sees through fog or mist)

Languages Adeddo

Challenge 8 (3,900 XP)

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

Spellcasting. The adeddo-oni mage is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The adeddo-oni mage has the following sorcerer spells prepared:

Cantrips: *fire bolt*, *frostbite*, *mage hand*, *prestidigitation*

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *sleep*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (2 slots): *cone of cold*

ACTIONS

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

Adeddo-oni samurai and adeddo-oni mages are the lackeys of potent and powerful necromancers or other workers of dark magic. When placed under the control of one of these masterful spellcasters, the creatures can develop a simple intellect that make them far better servants. They have been known to set up ambushes, trap unsuspecting adventurers, kidnap specific individuals, and even help prepare fel rituals that are far more complicated than they should be able to comprehend.

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.

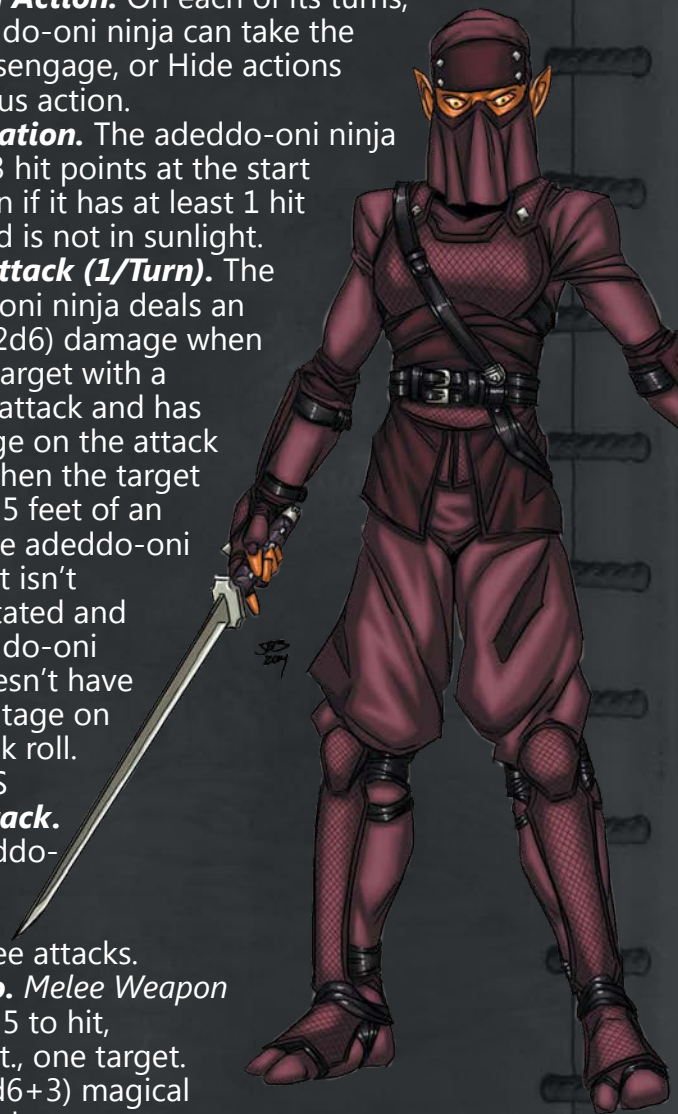
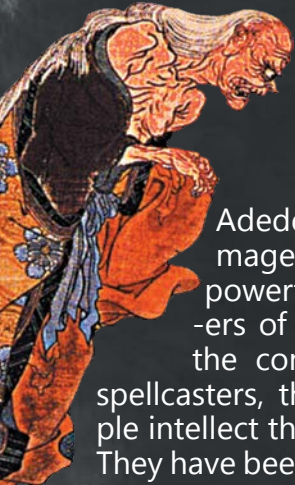
Sneak Attack (1/Turn). The adeddo-oni ninja deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the adeddo-oni ninja that isn't incapacitated and the adeddo-oni ninja doesn't have disadvantage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

FACTORY WORKER

Medium humanoid, neutral

Armor Class 14 (studded leather)

Hit Points 34 (4d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	18 (+4)	12 (+1)	13 (+1)	11 (+0)

Saving Throws Str +4, Dex +3

Skills Athletics +4, Perception +3

Senses passive Perception 13

Languages Soburi

Challenge 1 (200 XP)

Heavy Laborer. Some factory workers are enjin or mutants. These creatures increase their CR by 1, gain a +2 bonus to damage when making melee and ranged weapon attacks (do not modify damage dice), and gain some racial traits. At the GM's discretion, other inhuman races from the *Mists of Akuma* core rulebook might also be factory workers (such as necroji or steametics).

Enjin: Climb speed 15 ft., advantage on checks made to jump, double jump distance, advantage against exhaustion, vulnerability to cold damage.

Mutant: Speed 35 feet, darkvision 60 ft., heal double during a short rest, hated condition.

Manufacturing Expertise. Factory workers deal double damage against objects and steametics. In the hands of any other creature, a power tool or rivet gun does half damage and is an improvised weapon.

Toughened. Factory workers gain advantage on Constitution saving throws and natural armor that increases their AC by 1.

ACTIONS

Multiattack. The factory worker makes two power tool attacks or two rivet gun attacks.

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

Rivet Gun. *Ranged Weapon Attack:* +3 to hit, range 20/100, one target. *Hit:* 5 (1d8+1) bludgeoning damage.





NÜWA THE BRUTE

Medium humanoid (true hebi hengeyokai), neutral evil

Armor Class 15 (natural)

Hit Points 104 (16d8+32)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	13 (+1)	17 (+3)	10 (+0)

Saving Throws Int +4, Cha +3

Skills Arcana +4, Athletics +6, Perception +6

Damage Vulnerabilities cold

Damage Resistances fire

Damage Immunities poison

Condition Immunities poison

Senses darkvision 120 ft., passive Perception 16

Languages Draconic, Soburi

Challenge 7 (2,900 XP)

Hypnotic Gaze. As a bonus action, Nüwa can gaze at a creature ze can see within 100 feet. The target makes a DC 11 Charisma saving throw or gains the charmed condition for 1 minute so long as Nüwa continues to stare at it with zir bonus action or reaction. When damaged by any other creature than Nüwa the charmed creature immediately removes the condition, and when attacked by Nüwa the charmed creature receives a saving throw made at disadvantage to remove the condition. After successfully saving against this effect a creature cannot be charmed by Nüwa for 1 hour.

Improved Nature Form. Nüwa can transform into a snake of any size as *polymorph* without the need for components. Unlike the spell Nüwa keeps zir mental scores, the ability has no duration, zir hit points remain unchanged, zir gear does not meld into zir form, and ze can still talk but not cast spells. Nüwa may use this ability 3 times before requiring a long rest.

Kontorōra Transformation. When exposure to the Mists of Akuma would transform Nüwa into adeddo-oni, ze is changed into a hebikontorōra instead.

Natural Disguise. Nüwa can cast *disguise self* without the need for any components 3 times before requiring a long rest.

Poisonous. When a creature hits Nüwa with a bite attack, that creature makes a DC 13 Constitution saving throw or gains the poisoned condition for 1 minute or until that damage is healed.

Snake Charmer. As an action, Nüwa can take over the control of any hebi, hebikontorōra, or snake as per the spell *dominate monster*. The target creature receives a DC 14 Wisdom saving throw to resist this effect.

Spellcasting. Nüwa is a 7th-level spellcaster that uses Wisdom as zir spellcasting ability (spell save DC 14; +6 to hit with spell attacks). Nüwa has the following spells prepared from the warlock's spell list:

Cantrips: *eldritch blast*, *poison spray*, *true strike*

1st-level (3 slots): *charm person*, *hellish rebuke*

2nd-level (2 slots): *misty step*, *ray of enfeeblement*

3rd-level (2 slots): *counterspell*, *vampiric touch*

ACTIONS

Multiattack. Nüwa makes two bite attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage. When Nüwa hits a creature with zir bite attack, that creature make a DC 13 Constitution saving throw or gains the poisoned condition for 1 minute or until that damage is healed.

WAJDET THE CHARLATAN

Medium humanoid (true hebi hengeyokai), chaotic evil

Armor Class 17 (natural)

Hit Points 91 (14d8+28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	14 (+2)	17 (+3)	12 (+1)	15 (+2)

Saving Throws Wis +4, Cha +5

Skills Deception +5, Insight +4, Stealth +7

Damage Vulnerabilities cold

Damage Resistances fire

Damage Immunities poison

Condition Immunities poison

Senses darkvision 120 ft., passive Perception 11

Languages Draconic, Soburi

Challenge 7 (2,900 XP)

Hypnotic Gaze. As a bonus action, Wajdet can gaze at a creature ze can see within 100 feet. The target makes a DC 13 Charisma saving throw or gains the charmed condition for 1 minute so long as Wajdet continues to stare at it with zir bonus action or reaction. When damaged by any other creature than Wajdet the charmed creature immediately removes the condition, and when attacked by Wajdet the charmed creature receives a saving throw made at disadvantage to remove the condition. After successfully saving against this effect a creature cannot be charmed by Wajdet for 1 hour.

Improved Nature Form. Wajdet can transform into a snake of any size as *polymorph* without the need for components. Unlike the spell Wajdet keeps zir mental scores, the ability has no duration, zir hit points remain unchanged, zir gear does not meld into zir form, and ze can still talk but not cast spells. Wajdet may use this ability 3 times before requiring a long rest.

Kontorōra Transformation. When exposure to the Mists of Akuma would transform Wajdet into adeddo-oni, ze is changed into a hebikontorōra instead.

Natural Disguise. Wajdet can cast *disguise self* without the need for any components 3 times before requiring a long rest.

Poisonous. When a creature hits Wajdet with a bite attack, that creature makes a DC 13 Constitution saving throw or gains the poisoned condition for 1 minute or until that damage is healed.

Snake Charmer. As an action, Wajdet can take over the control of any hebi, hebikontorōra, or snake as per the spell *dominate monster*. The target creature receives a DC 13 Wisdom saving throw to resist this effect.

Sneak Attack (1/Turn). Wajdet deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, when the target is within 5 feet of an ally of Wajdet that isn't incapacitated, or Wajdet has charmed it with hypnotic gaze and Wajdet doesn't have disadvantage on the attack roll.

ACTIONS

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage. When you Wajdet hits a creature with zir bite attack, that creature make a DC 13 Constitution saving throw or gains the poisoned condition for 1 minute or until that damage is healed.

REACTION

Reflexive Dodge. When Wajdet is aware of zir attacker, ze may spend zir reaction to reduce the damage of an attack or spell by half.

HENGEYOKAI NINJA

Medium humanoid, neutral evil (Fu Xi, Hōron, Jittar-Yi), neutral (Juyin), neutral good (Hyan)

Armor Class 15 (haramaki)

Hit Points 65 (10d8+20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	14 (+2)	13 (+1)	15 (+2)	13 (+1)

Saving Throws Dex +7, Wis +3

Skills Acrobatics +7, Deception +3, Perception +4, Stealth +7

Senses passive Perception 14

Languages Soburi

Challenge 4 (1,100 XP)

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

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

Hengeyokai Type. There are a dozen hengeyokai subraces but this adventure only utilizes hebi, kitsune, nezumi, and usagi. Depending on the NPC you are using with this statblock, add the following abilities explained below.

Natural Disguise. The hengeyokai ninja can cast *disguise self* without the need for any components but can only change into a specific human. They may use this ability 2 times before requiring a long rest.

Nature Form. The hengeyokai can transform into the creature of their subrace as *polymorph* without the need for components (Fu Xi—Snake, Hyan—Fox, Hōron—Rat, Jittar-Yi—Snake, Juyin—Rabbit). Unlike the spell they keep their mental scores, the ability has no duration, their hit points remain unchanged, their gear does not meld into their form, and they can still talk but not cast spells. They may use this ability 2 times before requiring a long rest.

Sneak Attack (1/Turn). The hengeyokai 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 hengeyokai ninja that isn't incapacitated and the hengeyokai ninja doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The hengeyokai ninja makes 2 unarmed strikes or one shuriken attack.

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage.

Shuriken. *Ranged Weapon Attack:* +7|+7 to hit, range 20/50, one target. *Hit:* 6 slashing damage.

REACTIONS

Reflexive Dodge. When the hengeyokai ninja is aware of their attacker, they may spend their reaction to reduce the damage of an attack or spell by half.

HENGEYOKAI TYPE

Hebi (Fu Xi and Jittar-Yi)

Bite. The hengeyokai ninja can make a bite attack that deals 1d4+5 piercing damage. On a critical hit the target makes a DC 12 Constitution saving throw or gains the poisoned condition for 1 minute or until that damage is healed.

Kontorōra Transformation. When exposure to the Mists of Akuma would transform the hengeyokai ninja into adeddo-oni, they are changed into a hebikontorōra instead.

Poisonous. The hengeyokai ninja gains advantage on saving throws against poison and has resistance to poison damage. When a creature hits the hengeyokai ninja with a bite attack, that creature makes a DC 12 Constitution saving throw or gains the poisoned condition for 1 minute.

Kitsune (Hyan)

Bite. The hengeyokai ninja can make a bite attack that deals 1d4+5 piercing damage.

Scent. The hengeyokai ninja gains advantage on scent-based Perception and Survival checks.

Mystical Tails. The hengeyokai ninja gains four tails. They can cause one tail to wither and fall off to treat a death save as a natural 20 (they must choose to use this ability before the death save is made). For every tail withered this way, the hengeyokai ninja suffers one level of exhaustion for one week.

Nezumi (Hōron)

Bite. The hengeyokai ninja can make a bite attack that deals 1d4+5 piercing damage.

Crawl. The hengeyokai ninja can move at half its speed each turn while prone without provoking opportunity attacks from their movement and they do not have disadvantage on attack rolls while prone.

Usagi (Juyin)

Acrobatic. The hengeyokai ninja gains advantage on Acrobatics checks and doubles the distance of any jumps they make.

Faster. The hengeyokai ninja's base speed increases by 10 feet.

Bow. Juyin carries a bow instead of shuriken and makes 2 bow attacks each turn instead of unarmed strikes.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600, one target. *Hit:* 8 (1d8+5) piercing damage.

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 hebi-kontorōra can transform its arms into serpents or back.

Change Shape. As an action, the hebi-kontorōra 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 hebi-kontorōra's choice). In a new form, the hebi-kontorōra 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 hebi-kontorōra 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 hebi-kontorōra for 24 hours.

Poison Sense. The hebi-kontorōra 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 hebi-kontorōra can see.

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

ACTIONS

Multiattack. The hebi-kontorōra 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.

Hebi-kontorōra 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 hebi-kontorōra, 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.





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BASEMENT OF TAZUKI RAIL



**A CITY OF BURGEONING TECHNOLOGY BESET
UPON BY INTRIGUE AND INSURRECTION...**

SADON HAS BEEN A THORN IN EMPEROR HITOSHI'S
SIDE SINCE SUFFERING IN THE REBELLION AGAINST
THE KENGEN OCCUPATION, ITS WOUNDS STILL
FRESH ON THE MINDS OF ITS CITIZENS. IT IS NOT
BENEATH THE NOTICE OF HAKAISURU BENGOSHI
HOWEVER, AND THE ADVENTURERS ARE ORDERED
BY ONE SUCH OFFICIAL TO MAKE CERTAIN THAT
THE TAZUKI RAIL COMPANY'S DOINGS ARE NOT
CURTAILED BY ITS INCREASINGLY AGGRESSIVE
LABORERS AND THEIR SHADOWY UNION,
THE FANGS.

**LITTLE DO THEY KNOW THAT THE
BITE OF THE FANGS CARRIES A
FAR DEADLIER POISON THAN
ANY WORKER'S IRE!**

