The Golden Spear: Part 1 An adventure recommended for 4 characters at 5th level



Jonathan McAnulty











Original Concept: Michael K. Tumey Lead Designer/Author: Jonathan McAnulty Editor: Dave Paul Cover Artist: Jan Pospisil Cartographer: Michael K. Tumey Illustrators: Mark Hyzer, Simon Turnbull, and Michael K. Tumey Publisher: Steven D. Russell

Compatibility with the Pathfinder Roleplaying Game, requires Pathfinder Roleplaying Game from Paizo Publishing LLC See http://paizo.com//pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Kaidan: a Japanese Ghost Story Copyright (C) 2010, Steven D. Russel, Open Gaming License Copyright (C) 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing LLC and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/PathfinderRPG/compatibility for more information about compatibility license.

Page 1



I HILL

TTULLUIN

mmmm

ידדענעות

11/1 ALLALLITTITITI

וות

Table of Contents

Map of Yonshu	Page 3	
Introducing Kaidan	Page 3	
Adventure Background	Page 5	
Adventure Summary	Page 8	
Adventure Hooks	Page 8	
Opening Scene	Page 9	
Part 1: Gaijinoshima	Page 13	
A Lady in Distress	Page 16	
Yakuza Confrontation	Page 17	
Yakuza Invitation	Page 18	
The Hungry Dead	Page 22	
Part 2: Journey through Yonshu	Page 23	
Haunted Ryokan	Page 25	
Daitengu Highlands	Page 30	
Bandits on the Road	Page 30	
Scent of Blood	Page 31	
Jadoko's Ruse	Page 33	
Well of Ghosts	Page 35	
Agoya Village	Page 37	
Village Attack	Page 38	
Kappa Wrestlers	Page 41	
Jakoko's Attack	Page 45	
Appendix 1: PC Reincarnation	Page 47	
Appendix 2: New Monsters	Page 50	
Appendix 3: Pregenerated Characters	Page 54	
Glossary of Words / Glossary of Names		

Page 2



The Curse of the Golden Spear The Gift: Part 1

Jadoko gazed into the water at the face of her master as he spoke. "The Golden Spear of Himojo Takio returns to Kaidan!" One of Jadoko's snakes hissed in consternation. "It must not be allowed to return to the Shogunate," she exclaimed. "Indeed not," agreed her master. "You must capture it. It comes aboard a gaijin vessel and will be in Gaijinoshima in the morning. Find it, take it and bring it to me! Understood?" "Yes, my lord," answered Jadoko, bowing her head low to the ground. The water rippled and the scarred face of the oni-lord disappeared from sight. Standing hastily, the hebi-no-onna realized she had no time to spare. There was much to do and it would take her half the night just to reach the small island toward which the spear now traveled.

Introducing Kaidan

Kaidan is a beautiful island nation. Majestic mountain peaks rise from the ocean forming scenic vistas. Fertile fields and lush forests, fed by the rich volcanic soil, cover the islands of the archipelago like a rich, verdant tapestry. Numerous streams cascade down from the heights, rippling over the rocks, feeding hot springs, serene lakes and, ultimately, the sea. Kaidan is a land blessed with endless beauty. But the beauty is deceptive. Outer serenity masks a cruel and dark heart, for Kaidan is accursed. III ITT LELEUITUM

LILLAULTITITIC





The Islands of Kaidan are encircled by an everpresent, unnatural cloud. This cloud, floating just above the ocean, is a physical manifestation of the spiritual curse which imprisons all of Kaidan, a curse which began 719 years before, when the Emperor and all his court were transformed into yurei: undead ghosts. The same event which ransformed the imperial court into yurei is also responsible for a perpetual cycle of death and rebirth. No souls ever leave the island nation nor are new souls being formed. In other lands, the souls of the dead travel through the Astral Plane and then to their final destination. In Kaidan, the souls enter a pocket plane akin to the Ethereal but linked only to Kaidan itself. This is the plane called Yomi. In Yomi the spirits wait for a new vessel suitable for habitation, that is, a new body. Some might think perpetual rebirth to be a blessing, but reincarnation, in Kaidan, is a broken system which serves only to increase the suffering of the Kaidanese. Not every soul finds a body. Not every body receives a soul. And dead spirits frequently do not wait for a new body, instead malevolently seeking to possess fully grown bodies, driving out the current inhabitants through strength of will. Moreover, the selfish actions of the nobility, in embracing undeath, have further corrupted the system, forcing many souls to become yurei, for a soul cannot enter just any body – it must be of the proper caste.

There are six castes, four of which work together to form the basis of society in Kaidan. Generally, members of a caste associate socially only with those of their caste. Those of a higher caste are served. Those of a lower caste can be used as one wishes. The highest caste is the Heavenly caste. These are the nobles. Almost without exception, the nobles are undead, for in their pride they have purposefully sought to escape the cycle of the wheel of life. This means that, not only are they themselves not progressing on the wheel of life, but neither are they having children. Thus their continual unlife prevents others from moving along the wheel as they should. The next caste is the Buke. These are the samurai. Born into a life of privilege, the samurai are, in theory, sworn to the service of the nobility. Lower than the samurai is the Human caste. The bulk of humanity on the islands, soldiers, farmers, fishermen and the like, belong to this caste. Below the common man is the Animal caste. Though animals naturally make up the bulk of this caste, there are also the yokai: kappa, henge and tengu in particular. The yokai live outside the Kaidanese society, fighting to maintain their traditional way of life even as men encroach on their territories.

The fifth caste is sometimes called the Hungry Ghost caste, but it is more properly the Hinin, or Eta. These are not ghosts in the undead sense, rather they are those who are most properly kept unseen and out of sight. These are the scum of Kaidanese society and include criminals, pirates, the tainted, entertainers and merchants. Generally, gaijin (foreigners from beyond the mist) are also assumed to belong to the Hinin. Finally, the sixth caste is Jigoku. Goblins, demons, and spirits fill this caste. Creatures of rage, anger and violence, the oni, and the other similar spirits dwelling in Kaidan, seek to torment those above them in rank.

Those belonging to one of the castes cannot change their caste short of death and rebirth. Once born into a caste, one belongs to it for life. There is no social mobility to speak of in Kaidan and the only way to escape one's situation is through death. But death, as has already been observed, does not free one from the Islands' grip nor is it likely that one will be reborn into a different caste. For most Kaidanese, life is a perpetual repetition, an endless cycle of never-ending suffering and horror.

When a soul in Kaidan departs the body and enters Yomi it must typically wait for 7 days before once more entering the world of the living, seeking a new form. During this week long period, liturgies are performed over the body of the deceased and the body is prepared for burial. Bodies not so prepared have a disconcerting habit of coming back to life, seeking vengeance upon those that neglected them. The body is buried on the 7th day and on that same day the soul is, it is hoped, reborn. Souls that cannot be reborn on the 7th day, or who do not enter Yomi to begin with, inevitably become either yurei or haunts. The islands are filled with such unfortunates, and every passing year their number increases. But this is not the only danger. Returning souls, in theory, seek out a new body. Generally speaking, souls mindlessly look for the easiest vessel to inhabit. The easiest are the bodies of unborn children. Next easiest are the living malevolent shells called tamashinaki, or The Soulless. Finally, if no other body serves, or the spirit is driven by enough passion or evil, it may supernaturally attack already possessed bodies, attempting to capture them for themselves. Yurei, those that are true ghosts, do this using their malevolence ability, violently overpowering the souls of others, driving them into limbo, and using the bodies for a short time before discarding them. Other souls

TTTTLLUUM



attack more subtly, making a body ill and seeking to drive away the current occupant. Kaidanese call this disease mind-fever, and those that succumb to it lose their bodies to another, stronger spirit. The manner of death often determines the manner of rebirth and those that die violently are more likely to try to possess a fully grown body that they might seek vengeance. Kaidanese who are "reborn" into the body of an adult are not punished in any way, though families will mourn the departing spirit, praying that it finds peace and rebirth. Souls can only inhabit bodies of the proper caste. Humans therefore do not generally fear being possessed by animals seeking rebirth, nor do commoners have anything to fear from the souls of samurai. For this reason, however, many honorable samurai, when they have progressed in enlightenment such that they should be reborn as Nobles, are instead forced to become yurei and their pure natures become warped and twisted in rage. Likewise, the most depraved of the Oni, when slain, have no place to descend on the wheel of life and after they have escaped from limbo they roam the islands as the most evil and malevolent of spirits.

Whereas in other lands, it is sometimes possible for a body to have conflicting souls sharing the same body, the metaphysical nature of Kaidan makes this impossible. Bodies can possess only a single soul at a time. Any magical effect or supernatural ability which allows a soul to possess a body, of necessity drives away the original occupant, in effect killing that individual. This makes such magic and abilities even more dangerous in Kaidan. However there are rites, spells and ceremonies which can recall a soul to its body, if those around the body can manage to dismiss, banish or exorcise the offending spirit. If a body is somehow left soulless it sometimes simply dies. Just as often, it reanimates as either a mindless undead or as a tamashinaki.

Tamashinaki are a danger resulting from the fact that no new souls are created in Kaidan. Sometimes babies (human, yokai and animal alike) are formed with no spirit available to enter into them. These shells do not stay empty long. At birth, if there is not a soul already in the body, the body becomes host to a semi-intelligent elemental spirit. If left unchecked, these tamashinaki, or soulless shells, grow to become depraved, psycopathic killers who revel in cruelty, violence and bloodshed. Such creatures have just enough cunning to imitate those around them in a rudimentary fashion, but they cannot speak. Kaidanese have a healthy distrust of anyone with mental handicaps, especially mutes, and such individuals are often the first blamed when there is trouble of any sort. Kaidanese also scrutinize newborn animals closely for any strange behavior, for a tamashinaki in animal form is a true menace. When tamashinaki are discovered in human form, they are not always killed. Sometimes, such individuals are kept imprisoned, or forced into manual labor, for there are stories of dead loved ones who, desiring to be swiftly reincarnated, manage to discover how to enter such vessels.

In truth, it is the existence of tamashinaki which indirectly propels this adventure, for of late, as more and more souls become yurei, there has been an increase in the number of tamashinaki. The Imperial Court, taking note of this fact, and realizing that an influx of true souls was the best solution to their problem, has partially opened the islands to gaijin. Currently, they work to insure a few foreign sailors or merchants die on each voyage, but there are plans in place for more casualties. In the meantime, trade with the world beyond Kaidan is on the increase and the PCs are on an incoming vessel, hired to protect a precious package and the wealthy merchant who brings it as a gift to the provincial Lord of Yonshu.

Kaidan: A Land of Oriental Horror

Kaidan setting draws the majority of its inspiration from Japanese folklore, which is rife with tales of the supernatural. The word "kaidan" is itself Japanese for "ghost story." While Kaidan is a land full of adventure, it is also a land full of horror, tragedy and dark deeds. In Kaidan, humanity lives in fear of the spiritual world, knowing well that vengeance-driven yurei lurk in the darkness of the night and bloodthirsty oni boldly walk the streets disguised as men. While we hope that this adventure, and this setting, provides your players with hours of enjoyment, we also hope that it works to bring a little more horror into the lives of their characters.

Adventure Background

Marl Tyro, a successful merchant, is making his third trip to Kaidan, but he is compelled by more than mere greed for an easy profit. Marl's second trip ended disastrously for him when he ran afoul of Lord Hachiwara of Tsue-jo, Daimyo of Oniba







province on Yonshu Island. After Marl tried to cheat the noble, Hachiwara took the merchant's daughter as a hostage and sent him back to gaijin lands with a mission, the retrieval of a powerful weapon of ancient Kaidanese manufacture. Marl complied, even as he schemed for a way to destroy the undead Daimyo. Now Marl returns to Kaidan to reclaim his daughter bearing the spearhead of the Golden Spear of Himojo Takio. The magical spearhead is a powerful weapon against oni, but it also bears a curse of loyalty. Any who view it are compelled to remain close to it lest they suffer. Marl knows of the curse and keeps the spearhead in an ornate chest. This chest, at the same time, carries the instruments of Marl's vengeance: four gems of condensed positive energy, keyed to explode at a command from Marl. The spearhead sits in the chest atop a third magic item: a *talking* pillow. To protect his treasures, Marl has hired a group of mercenaries as guards: the PCs. Meanwhile, the return of the Golden Spear of Himojo Takio to the arsenal of the Shogunate is an event which the oni court would prevent if it could. They have sent one of their own, a hebi-no-onna, or snake-woman, named Jadoko to intercept the gift and claim it for them. Even as Marl's vessel, the Scarlet Harlot, makes its way towards Gaijinoshima, Jadoko is arriving in the port arranging a reception.

The Golden Spear of Himojo Takio

Aura strong conjuration; CL 15th Slot -; Price 60,000 gp; Weight 4 lbs. Description

In the days before Kaidan was cursed, the *Golden Spear of Himojo Takio* was formed for the first great Oni War. Fashioned for the hero, Himojo Takio, the spear gained a fearsome reputation and served to destroy at least three Oni Lords. Following the war, Takio sailed west, away from the archipelago, in response to a vision. He never returned and the spear was lost to the islands. The spear currently lacks a shaft. The spearhead, which appears to be fashioned from gold, though it is as hard as steel, is seventeen inches long with a six-inch collar and a ten-inch tang. When joined to a shaft, the *Golden Spear* functions as a +3 keen oni-bane spear. Without the shaft

it can be used as an improvised short-sword. Additionally, the Golden Spear is enchanted in such a way as to compel loyalty to the spear and the one carrying the spear. Any who gaze upon the spear must succeed at a DC 18 Will save or be cursed with loyalty to the spear. Those so cursed cannot travel far from the spear without beginning to suffer. For every five miles separating the afflicted from the spear, 1 point of Constitution damage is suffered by the afflicted individual. This ability damage can be healed simply by lessening the distance between the afflicted and the spear. Magical healing can temporarily heal the ability damage, but it returns after 24 hours. Remove curse (DC 25), or similar, more powerful magic, can also be used to remove the affliction from an individual.

Creation

Requirements Craft Magic Arms and Armor, *geas/quest, keen, summon monster I*; Cost 30,000 gp

The Chest of Marl Tyro

Aura moderate evocation; CL 5th Slot -; Price 6,000 gp; Weight 10 lbs. Description

This chest is made of mahogany and is 30 inches long, 18 inches wide and 20 inches tall. Carvings of travelers and gift givers adorn its sides and its lid is decorated with pearls. Four of the pearls atop the lid are actually condensed positive energy and, when the command word is spoken, they explode, unleashing 20d6 points (5d6 each) of positive energy. This energy heals the living and damage undead, as normal.

Creation

Requirements Craft Wondrous Item, channel positive energy; **Cost** 3,000 gp

Talking Pillow

Aura moderate illusion; CL 1st Slot -; Price 2,000 gp; Weight -

Description

Page 7

A *talking pillow* is a red silk pillow enchanted with a *magic mouth*, keyed to some second device, most often a silk handkerchief. Anything spoken into the handkerchief is subsequently repeated by the pillow. The handkerchief and pillow operate so long as they are not further than 1,000 feet from each other. **Creation**

Requirements Craft Wondrous Item, *magic mouth*; **Cost** 1,000 gp.

Adventure Summary

Hired by Marl Tyro to accompany him, and his "gift," to Lord Hachiwara, the PCs arrive in gaijinoshima only to be confronted by an immediate ambush. The ambushers know only they were hired to steal the gift by a wealthy woman. The port authority, meanwhile, proves to be mysteriously uncooperative when it comes to assisting Marl. While the merchant negotiates for passage to Yonshu, the PCs are left to explore Gaijinoshima. A disguised oni, Jadoko, arranges to be "rescued" by the PCs and seeks to convince them to assist her in finding a treasure her husband stole from the oni. Her hope is that the spirit inhabiting the Gaijinoshima cemetery will kill the PCs so she might easily take the golden spearhead from Marl. At the same time, the PCs come to the attention of a local oyabun, who desires to get to know them better. If the PCs survive the cemetery, their ability to influence the Yakuza boss makes it possible for Marl to more quickly get the proper paperwork completed.

Once the necessary paperwork is completed, the PCs and Marl can take a ferry to Yonshu and begin their journey to Tsue-Jo. Along the way, they encounter two haunted sites: a ghostly ryokan, or traveler's inn, and a pond, haunted by the spirits murdered children, the victims of a of tamashinaki. They also meet a group of kappa, who challenge them to a wrestling match, and are stalked by a tamashinaki dog named Stonefang Blacktongue. The party's real challenges, however, are those thrown their way by Jadoko. The hebino-onna arranges a bandit attack upon the village of Agoya while Marl and the PCs rest within. When this fails, she attacks them personally, before they reach Tsue-jo. Only by defeating the hebi-no-onna, and her minion, can the group safely arrive in Tsue-jo. Player characters should be 5th level when they begin this adventure. Those who safely arrive in Tsue-jo should earn enough experience to reach 6th level, using the medium advancement track. Treasure placement in the adventure is slightly higher than suggested but it is assumed PCs will be unable to take full advantage of every opportunity to gain treasure.

Marl Tyro

Male human expert 5 N Medium humanoid AC 9 hp 32 (5d6+15) Fort +3, Ref +0, Will +7 Str 10, Dex 8, Con 14, Int 13, Wis 12, Cha 15 Skills Appraise +12, Bluff +10, Linguistics +9, Perception +9, Profession (merchant) +12, Profession (sailor) +6, Sense Motive +12, Swim +6

Feats Iron Will, Skill Focus (Appraise), Skill Focus (Profession [merchant]), Skill Focus (Sense Motive),

BAB +3, **CMB** +3, CMD 12

Languages Common, Dwarf, Elf, Kaidanese, Orc, + 3 human languages

Marl Tyro is a 48 year old widower who has traveled the world, buying and selling. He has never been overly scrupulous but he has always been generally careful not to rub the right people wrong. His misstep with Lord Hachiwara was both out of character and personally costly. Beyond profit, the only thing Marl truly cares about is his daughter, and the thought of her imprisoned in Kaidan for three years has driven him nearly crazy with anguish. Now all he desires is to gain her release and extract a measure of vengeance. Marl is abrupt in his communication with employees, though he is seldom rude. However, with potential customers, he has something of a silver tongue and a gift for gab.

Adventure Hooks

The adventure assumes that the PCs have been hired as guards by Marl Tyro to protect himself and his precious chest, with both its contents and its trap. For services rendered, Marl offers the PCs 500 gold pieces each as an advance and twice that amount when they return from Kaidan. Marl's approach to the PCs will depend on what is known of their character and motivations. Mercenary PCs will be offered money as an incentive. If the PCs are of a more noble character, Marl will share details of his daughter's imprisonment, hoping to sway them emotionally to help him. Otherwise, Marl reveals as little as possible until he comes to know the PCs better. If the PCs manage to become very friendly with Marl, he will reveal the nature of the spearhead. Marl knows that it is a powerful weapon against Kaidanese demons and that it is dangerous to look at it. Under no circumstance, short of magical compulsion, will Marl share the purpose of the gems atop his chest.

In addition to this basic hook, there are other reasons PCs might choose to travel to Kaidan. The following hooks are suggested for individual characters or groups, as appropriate or as necessary.





GM's should, of course, alter these to best fit their campaign.

A Genuine Kaidanese Katana

Sailors, telling tales, have been very glib in describing the strength of a master-smithed katana. Unfortunately, the Kaidanese government does not allow such swords to be bought or sold, at least not to gaijin and the only katanas allowed off the islands are inferior blades. One or more of the PCs is tasked with smuggling a masterwork or magical katana out of Kaidan so that it might be more thoroughly examined.

A Holy Text

Kaidanese religion is not fully understood outside the island. Divination has revealed that there is something very peculiar about the islands and that they are cut off from planar travel. For the purpose of better understanding the religious practices of the Kaidanese, one or more of the PCs is tasked by a church or religious institution with obtaining a copy of whatever might pass for scripture on Kaidan.

Black Market Connection

The Kaidanese government allows trade in only a few select items. In the main Kaidan trades silk and spices for steel or gold. The demand for other transactions, on either side, still exists, despite the ordinances of the Imperial Court and there is a growing black market. One, or more, of the PCs is given the task of making a connection with the Yakuza in Gaijinoshima in order to facilitate future business transactions.

Monk Scroll

Some of the monk traditions and abilities practiced in Kaidan are unknown to the rest of the world. One, or more, of the PCs has been given the task of obtaining a monk-scroll detailing unique Kaidanese exercises so that the techniques can be more widely disseminated.

Undead Hunter

There are many organizations which are devoted to the destruction of the undead. A rumor has reached one of these organizations of powerful undead haunting the shores of Kaidan. One, or more, of the PCs has been tasked with making observations concerning undead activity in Kaidan in order to help determine whether future resources and personnel should be sent to Kaidan.

Map-maker

Governments enjoy knowing as much as possible about other lands, governments and military. Little,

however is known of Kaidan and there are no maps of its islands or of its typical fortifications. One, or more, of the PCs is given the task of obtaining as many maps of the islands as possible. If they can also provide a map or diagram of a typical Kaidan castle, there will be a bonus in it for the PC.

Magic in Kaidan

Because of the nature of the curse encompassing the archipelago, some magic works differently in Kaidan. For the sake of brevity, the following rules apply in Kaidan:

1. Spells and magic items which bring the dead back to life do not work in Kaidan, including *raise dead*, *resurrection* and *reincarnation*.

2. Spells and magic items which allow planar movement, such as *astral projection* or *plane shift*, do not work properly in Kaidan, as Kaidan is connected to only two planes Yomi and Jigoku. Ethereal-related spells still function but they take one through Yomi.

3. Any positive energy effect which requires a die roll, such as cure spells or a cleric's ability ability to channel positive energy suffers -1 for each dice rolled.

<u>The Kaidanese Katana</u>

Broadly speaking a katana is a single-edged "longsword" with a slight curvature of the blade and in game terms the word could be used of any number of sword types. For purposes of mechanical clarity, the term "Katana" is used in Kaidan of a sword which has statistics identical to those of the Elven Curve Blade. Anyone trained in the use of one is considered suitably proficient to use the other, despite the slight difference in sword style.

The Openg Scene: Yakuza Ambush CR 6 (XP 2600)

The adventure begins on the docks of Gaijinoshima, the sole port in Kaidan open to gaijin ships. Read or paraphrase the following:

The voyage has been long and none of it as strange as the last day of travel. The islands of Kaidan are surrounded by a great wall of roiling fog which chills to the very soul. It was with uplifted hearts that you sailed out of the unnatural mists and once more into the bright light of day. Yet as the Scarlet Harlot, the stalwart ship which has carried you safely over the sea, approached the port, it was soon clear that something was amiss. The port itself is modest, and in some places in need of obvious repair, yet there were a number of vessels docked, an indication of the port's importance. As you



sailed past the stone wall built around the port, with its carved dragon-head overlooking the sea gate you could not help but notice that the guards stationed atop the wall seemed strangely interested in your ship and though you could not be sure, it looked as if there was money changing hands as they watched you. Moreover, despite the number of docked ships, the docks themselves were strangely quiet, with not even an official to greet you. Neither Captain Larmley nor Marl Tyro liked the feel of it. Thus it was that you were elected to go ashore first, making sure the area is secure and that all is safe.

TTULLU

The PCs begin the adventure as they descend from the Scarlet Harlot to the dock in the Gaijinoshima harbor. Things are strangely quiet, the proverbial calm before the storm. There are a few onlookers, watching from windows, nearby ships or an otherwise safe distance. A group of Yakuza thugs have been hired to attack any who disembark from the ship and, as the right palms have been greased, there will be no officials or guards interfering. The thugs have been hired by the hebi-no-anna, Jadoko, who watches, invisibly intent on discerning the nature and powers of those who carry the Golden Spear of Himojo Takio. She does not care whether the attack succeeds or not, only that it reveals her opponents. The leader of these thugs, Jiro, waits in plain sight, sitting atop some crates. His men are hiding, just out of sight, and reveal themselves, rushing in from the west, only when Jiro gives the word.

The docks are solid wood affairs, which, despite their shabby appearance, are quite solid in nature. They rest approximately ten feet above the water. The ocean depth increases swiftly in the harbor. Though it is only about five feet deep near the shore, it is over thirty feet deep near the end of the pier.



Creatures

There are six Yakuza, members of the Kadachigumi, hiding just out of sight. The kadachi is a straight, single-edged short sword. The Kadachigumi, literally the "Kadachi Group," take their name from this short sword and all of their members regularly carry it. These particular Yakuza are led by a man named Jiro, who is not hiding. Jiro will attempt to communicate with the PCs in Kaidanese, and failing this will resort to the common tongue. He demands to know their names, business and what they have to report. He asks these questions because he was paid to ask them, not because he cares. As soon as he is bored asking questions, he signals to his men and the attack begins.

Yakuza Shatei (6) (CR ½ (XP 200) Human rogue 1 LE Medium humanoid Init +2; Perception +3

Defense

AC 16, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 shield) hp 6 (1d8+2) Fort +1, Ref +4, Will -1

<u>Offense</u>

Spd 30 ft. Melee short sword +1 (1d6; 19-20/x2) Special Attacks sneak attack +1d6 Tactics

During Combat The Yakuza fight as a team, using their acrobatic abilities to move into flanking positions and holding their attacks until their opponent is flanked so as to maximize their sneak attacks.

Morale If half their number, or their leader, is taken out, the remaining Yakuza flee, either running away or diving from the dock and swimming.

Statistics

Str 11, Dex 14, Con 12, Int 10, Wis 9, Cha 8 Base Atk +0; CMB +0; CMD 13 Feats dodge, weapon focus (short sword) Skills Acrobatics +6, Bluff +3, Disable Device +6, Intimidate +3, Knowledge (local) +4, Perception +3, Sleight of Hand +6, Stealth +6, Swim +4 Languages Kaidanese SQ trap-finding Gear leather armor, buckler, short sword, 1d10 sp

Page 10

Jiro, Yakuza Kyodai CR 4 (XP 1200)

Male human rogue 5 LE medium humanoid Init +6; Perception +7

Defense

TUTUTALITY

1 ITTULLUUUU

AC 16, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 shield) hp 37 (5d8+15) Fort +1, Ref +4, Will -1

Offense

Spd 30 ft. **Melee** masterwork short sword +6 (1d6+1; 19-20/x2) **Special Attacks** sneak attack +3d6

Tactics

During Combat Jiro directs his men in order to provide flanking for himself, setting himself up for the use of his sneak attack.

Morale Jiro only flees if all his men are incapacitated.

Unnnnnn

Statistics

Str 12, Dex 15, Con 13, Int 14, Wis 8 Cha 10
Base Atk +3; CMB +4; CMD 17
Feats dodge, improved initiative, toughness, weapon focus (short sword)
Skills Acrobatics +10, Bluff +8, Diplomacy +8, Disable Device +10, Intimidate +8, Knowledge (local) +10, Perception +7, Sense Motive +7, Sleight of Hand +10, Stealth +10, Swim +9
Languages Common, Kaidanese
SQ trap-finding
Gear leather armor, buckler, masterwork short sword, gold bar (100 gp value)



Development

LITTALIALITIC

The bar of gold Jiro carries was payment for this attack. None of the Yakuza, including Jiro, know the woman who hired them. She was new in town but did not come over on the ferry (Jiro made inquiries). Any of the Yakuza, if captured and interrogated, can reveal as much.

Assuming the PCs win this battle, dock officials will arrive a few minutes after it is over, claiming they were delayed trying to find the paperwork necessary for Marl to conduct his business. When

Marl attempts to make arrangements to take the ferry to Uesaki, the officials "discover" they are out of the proper forms, and the party will not be allowed to leave Gaijinoshima until such are obtained. They are very apologetic but also inflexible. In truth, the proper authorities were bribed by Jadoko to prevent Marl from leaving and it's more than the dock officials' lives are worth to gainsay these entities. Until the matter is resolved, the gaijin are all stuck in Gaijinoshima.

ITT TULLUI Gaijinoshima Docks 1 square = 10 feet Page 12

Part One: In Gaijinoshima

111111111111111111111

ITT I ULUUUU

The first half of this adventure occurs in the port town of Gaijinoshima. Almost immediately after disembarking from the Scarlet Harlot, Marl Tyro begins trying to get the proper paperwork processed so that he might make the journey to Yonshu, the main island, and present his "gift" to Lord Hachiwara. As has already been mentioned. he is doomed to be frustrated. No matter what bribes he attempts nor what claims he makes concerning Lord Hachiwara's wrath, the port officials find one reason after another why the paperwork is not correct. Meanwhile, Marl allows the PCs to explore Gaijinoshima, so long as they do not let the chest out of their sight. He also cautions them against opening the chest, though there is nothing to stop them from doing so, should they be able to pick the lock (Disable Device DC 25; Marl keeps the only key). GMs should make a point to keep track of who is carrying the chest, emphasizing its size and awkwardness. While waiting for the paperwork situation to be sorted out, the PCs are drawn into a series of events, detailed hereafter. These events follow two separate, but equally important storylines which unfold simultaneously. Firstly, Jadoko arranges to be rescued by the PCs so that she might ingratiate herself with them and lead them to their doom in the town's cemetery. At the same time, Kushimi "Ojiisan" Tesuki, the Yakuza boss, takes an interest in these gaijin and arranges a dinner at which he can interview them. If the PCs can make a favorable impression, they will greatly aid Marl in obtaining permission to take the ferry to Yonshu.

The Town of Gaijinoshima

Though commerce is regulated by the Imperial Court, and despite the fact the court desires an influx of gaijin souls, those from "beyond the mists" are considered worse than animals and are held in contempt. Samurai and nobles want as little to do with gaijin as possible. For this reason, Gaijinoshima is a town controlled by the Hinin caste, namely the Yakuza. Though there are officials of a higher standing who travel from Uesaki each day to run the port, these officials know that to gainsay the Yakuza means almost certain death. Thus, they are little more than figureheads. The real power is the Oyabun of the Kodachi-gumi. Kushima "Ojiisan" Tetsuki. Tetsuki's son, Atesu, serves as his lieutenant, and Port Master Komoki is the official liaison to Lord Hachiwara. Kaidanese, regardless of their caste, are an insular, xenophobic lot.

They regard non-Kaidanese humans with suspicion and non-humans with outright hostility. Though gaijin goods are welcomed on the island, gaijin themselves are mostly shunned and foreigners are expected to keep to themselves. There are, however, a number of businesses which cater exclusively to non-Kaidanese, including one inn, one tavern, several brothels, tattoo parlors and a few shops which sell inferior quality goods at double the normal price. Gaijin are unable to buy masterwork or magical items in Gaijinoshima without first befriending Oyabun Tetsuki. The only service of any quality available to gaijin is that offered in the tattoo parlors.

Gaijinoshima

LE Large Town **Corruption** +3; **Crime** -1; **Economy** +1; **Law** +2; **Lore** +0; **Society** -2 **Qualities:** Notorious, Racially Intolerant (non-Kaidanese), Strategic Location Danger 15 **Demographics** Government Overlord (Yakuza oyabun) **Notable PCs** Oyabun Kushima "Ojiisan" Tesuki (LE male human aristocrat 3/rogue 5) Wakagashira Kushima Atesu (LE) male human aristocrat 2/fighter 2/rogue 3) Port Master Hinjosha Kamoki (LN aristocrat 4) **Marketplace** Base Value 2,200; Purchase Limit 10,000; Spellcasting 5th Minor Items 3d4 (natives only); Medium Items 2d4 (natives only); Major Items 1d4 (natives only)



Page 13

רורנומרו וווווו



Page 14

Following are some of the notable locations in the seedy port town.

1. Gaijinoshima Port Authority Port Master Kamoki arrives each morning on the Uesaki ferry, with his retinue, to keep office in this small, walled, stone tower, 40 feet above the wharf. Entry is by invitation only. Permission to cross to Yonshu, from Gaijinoshima, must be obtained here. Hinjosha Kamoki is an officious little man and thoroughly corrupt. Nevertheless he makes regular reports to Lord Hachiwara concerning gaijin and Yakuza activity alike.

2. Gaijinoshima Wharf Foreign vessels are required to dock here. There is a fleet of Kaidan ships kept in Uesaki and most gaijin ship captains are aware of this and avoid flaunting the regulations, knowing that to do so would be to invite an attack. There are typically only one or two gaijin ships here at any given time. LELENAMA LAN

I TTTTLLUIDUUU

3. Floating World Theater Though Gaijinoshima is only a town on an otherwise unwanted island, the Yakuza presence insures a steady source of entertainment, for the Yakuza control most of the entertainment industry in Kaidan. Once a week the theater presents a major kabuki show. Kushima Tesuki is almost always in attendance at these performances.

4. The Grinning Gaijin This is the only inn willing to serve foreigners. The owner, Nakamashi "Smiley" Akio (LE Rog 1/Exp 2)



charges 5 sp a night per person and serves no meals. Akio is fond of his gaijin nickname and insists on all his guests calling him "Smiley." He understands common quite well, though he pretends otherwise. He thus often overhears nuggets of information he can share with the Kodachi-gumi.

Development: Marl takes a room at the Grinning Gaijin and encourages the PCs to do the same, paying for their rooms himself. There are two other guests in the inn already. The first is Captain Larlon Kimbo (NG expert 5), whose crew mutinied and stole his ship, the *Jade Falcon*. A gruff, dark-skinned man, Kimbo has been patiently awaiting another ship and plans to leave on the *Scarlet Harlot* when it pulls out. The other guest at the inn is a good-humored halfling, Armia Longtoes, who worked as a ship's cook before losing his position and being left in Gaijinoshima. He also anticipates leaving on the *Scarlet Harlot*, though fate has something worse in store for him (see **The Effects of Mind-fever**).

5. House of the Sleeping Crane This tavern is operated by a retired gaijin sea captain (some would say pirate), Captain Thom Blacklock (NE Ftr 3/Rog 3/Exp 3), though the Sleeping Crane is actually owned by the Kodachi-gumi. Thom is a capable, albeit cheerfully unscrupulous, man who has free reign to do as he will with the tavern so long as he brings in a profit. It is the only tavern in town which serves foreigners and most sailors familiar with Gaijinoshima are quite familiar with the establishment.

6. The Dragon Club Besides being a gambling hall, featuring cards and dice, and weekly martial arts competitions, this building serves as the public face of the Kodachi-gumi. Kushima Tesuki maintains a public office on the top floor.

7. Gaijinoshima Cemetery The only public cemetery on the island, this cemetery is well maintained, though it houses only those of the Hinin castes. All others are buried across the water in Uesaki, though gaijin are normally just taken out to sea and dropped in the ocean. Tesuki's four predecessors, including his father and grandfather, are buried here.

8. Temple of the Tainted This Zao shrine serves those of the Hinin caste. The name is a sardonic reference to the way in which the other castes view the Hinin. The shrine caretaker, Hitaka Goro

(LN, Rog 3/Exp 1), is a close friend, and drinking companion, of Oyabun Tesuki.

9. Shimoda Armory and Tannery The smell from this walled compound is always bad and permeates much of the village. It is also the oldest business on the island, predating the gaijin port, and is the island's true industry. Most of the leather-work available on Yonshu originates here. Leather-working is a traditional job of the Hinin caste and the tannery is fully owned by the Kodachi-gumi. Rumor has it that the Oyabun sometimes has the skins of his enemies cured here after hours.

10. The Kushima House Kushima Tesuki lives in this well-guarded house, as does his large, extended family. Few outside the family are invited in and it is considered a dangerous honor in the town to receive such an invitation.

11. Gaijinoshima Spring This spring is the primary source of fresh water on the island and the only such source in town. The Kodachi-gumi controls access to the spring and no one can draw water who has not paid their monthly fee. The Yakuza set the fee according to what they think a family or business can pay.

12. Temple of the Lost This Zao shrine is open to non-Hinin and is maintained by the Port Authority for the use of Port officials. Though it is larger and more ornate than the Temple of the Tainted, it is also less frequented. The walled area around this temple and the surrounding buildings is off limits to Hinin and gaijin alike.

13. Uesaki Docks The Uesaki barge-ferry and assorted fishing boats use these docks and there are always several such boats tied up at any given time. The ferry arrives in the morning and leaves each evening.

Kaidan and the Common Tongue

GM's should remember that not everyone in Kaidan speaks common, especially outside of Gaijinoshima. Stress this difficulty as appropriate. PCs should be constantly reminded that they are strangers in a land where they cannot easily communicate with the common man.

LIUUUUUUUU



11111111111111111111111

TT TULLUIN

Soon after the PCs have settled into the Grinning Gaijin, Jadoko arranges to "meet" them in a way calculated to win either their trust or their sympathy, so that she might manipulate them more easily. Ideally this happens the day after arriving in Gaijinoshima, and if not at that time, then as soon as the PCs are finally exploring the town. The GM should assume Jadoko has been monitoring the PCs invisibly to determine what sort of individuals they are before attempting this set-up and she will tailor it to their personalities. Noble PCs will be appealed to on the basis of their chivalry, mercenary PCs on the basis of their greed. Her goal is to entice the PCs to visit the cemetery under cover of darkness so that they may be attacked by the jikininki who dwells there. The bait for this trap is a simple map which claims to contain instructions for finding a large cache of gold.

As the PCs wander around Gaijinoshima, read or paraphrase the following, which assumes the PCs are exploring the village:

You find yourself suddenly in a quieter part of the community. At least, you are currently the only people on the street. As you take in your surroundings, you are aware of running feet. A young woman, her clothing and hair somewhat disheveled, is running toward you. Behind her, lumbering, with a sword in hand, is a massive man. The woman runs toward you and cries out in broken common, "Help! He want map! Help!"

The woman, Jadoko in disguise, tries to hide behind the PCs, as if fearful for her life. It takes a successful DC 30 Sense Motive check to tell that her intentions may be false. Otherwise she seems perfectly sincere. Regardless of the PCs' reactions, the pursuer, a disguised ogre-brute, attacks them. He is not as good an actor as Jadoko and a successful DC 17 Sense Motive check will reveal that he is putting on some sort of show for their benefit.

<u>Creature</u>

The ogre-brute, a sometimes associate and minion of Jadoko named Girok, will happily kill any of the PCs he can. But he understands Jadoko's plan and as he fights he constantly bellows out such things as "Map! Map! Give map!" and "Thief Husband bad!" Girok does not actually speak common and he does not understand what he is saying; he is simply regurgitating lines Jadoko gave him. Wary PCs may well wonder why he would be shouting in common at a Kaidanese woman.

Girok, ogre-brute CR 5 (XP 1,600)

AC 16 (see appendix 2) hp 47

Melee inferior greatsword +9 (2d6+7; 19-20/x2; breaks on a 1)

Tactics

During Combat: As soon as Girok takes damage he drops his disguise and fights in his true form (9 foot tall, red skinned giant with ivory horns and three eyes). He is using a cheap sword he stole from one of the shops in the village. When in human form he uses it with two hands (+11, 2d6+10), but once he changes to his true self he switches to using it one handed (the -2 penalty for using a wrong-sized weapon is already factored in above). As he fights, he shouts at Jadoko when he remembers, but otherwise simply enjoys the combat.

Morale: If reduced to fewer than 15 hit points, Girok pretends to die. He staggers (Sense Motive DC 17 to tell he is faking) and then turns invisible and flies away.

Development

Page 16

Once Girok has left, Jadoko thanks the PCs, speaking in the broken common employed by many of the natives of gaijinoshima. In truth, Jadoko was chosen for this assignment because, not only was she nearby, but she speaks fluent common. She "reveals" that her late husband stole money from the oni-lords of Yonshu before fleeing to Gaijinoshima. She presents herself as a newcomer to the island, named Kika, looking for her husband's grave. She has a "map" of the cemetery which claims that the gold is buried in one of the graves on the southwest side of the cemetery. According to the parchment (Appraise DC 15 reveals it to be newly written; Jadoko "confesses" she copied it from a parchment still on Yonshu) the specific grave will be revealed by the light of the new moon, which coincidentally will occur in two nights. Jadoko allowed herself two days so that she might better arrange to trap and destroy the PCs. Jadoko adorns her story in a way best calculated to appeal to the PCs. She will ask them to "guard" her while she finds the grave. She offers them a share of the gold, if she thinks that will help. Whatever she has to say, she attempts to arrange it so that they decide to visit the cemetery on the night of the new moon

ע רדד בבבעונעיי

<u>One on One Combat in a Group Game</u>

Three encounters in this adventure call for possible one-on-one combat. Such a situation has the potential to allow one player to shine while the other players sit around bored. GMs should try to avoid this problem by making sure these fights go quickly and by making sure to inquire about the activities of the other PCs during combat. Just because they are not fighting does not mean they cannot be active (or roll dice). In particular, noncombatant PCs (and NPCs) can use social skills to aid their comrade who is fighting in a duel or wrestling match.

Bluff: "Look behind you!" During the match, you can shout to distract one of the combatants. Like a feint, a successful use of this skill causes the distracted individual to lose his Dexterity bonus to his AC against one attack. The difficulty is equal to 15 + the target's BAB + the target's Wisdom modifier. The difficulty is increased by a further 5 if you do not speak the same language as your targeted individual.

Diplomacy: "*Good fight, huh?*" Of course the other guy's friends are going to be cheering him on as well. However, you can distract them from the match for a round by engaging them in conversation. The difficulty to do so is 10 + the opponent's Sense Motive skill. The difficulty is increased by a further 5 if you do not speak the same language as your targeted individual.

Intimidate: "After you fight him, you gotta deal with me!" You can attempt to demoralize one of the combatants in a fight. A successful use of this ability causes your target to be shaken for a round. The difficulty is equal to 15 + the target's BAB + the target's Wisdom modifier. The difficulty is increased by a further 5 if you do not speak the same language as your targeted individual. For every 5 points by which you exceed the difficulty, the duration of the effect increases by 1 round.

Beyond these suggestions, PCs can of course also use magic, bardic abilities and the like to influence the course of events.

Yakuza Confrontation

(CR 5 or 6, XP 1,600 or 2,800)

This encounter happens sometime after Jadoko's staged encounter, but still within the first two days of the PCs' arrival to the island. A group of Yakuza are upset over the defeat of their comrades at the hands of gaijin. They are led by a man named Sato, a good friend of Jiro. Regardless of where the PCs are, or what they are doing, Sato, backed up by a group of other Yakuza, approaches the PCs in an attempt to shake them down for money. If they refuse to pay, he challenges one of them to single combat. So long as the party goes along with this, the other Yakuza will not attack, regardless of the outcome.

Sato attempts to intimidate the PCs in public, as this is a matter of honor with him, but if they are avoiding going out in public, he finds them wherever they are. Read or paraphrase the following, adjusting as necessary to fit the situation: There is a sudden quiet, as talking around you suddenly ceases. A quick glance about reveals the cause: a group of seven dark-haired Kaidanese men making their way toward you. They are all armored in leather and armed with short swords, which are sheathed. The apparent leader of the group wears a sleeveless leather tunic. There are heavy tattoos clearly visible around his upper arms. As they draw near you, this one speaks in acceptable, though highly accented common, "You there! You have not paid the proper fees! We have come to collect the Oyabun's due!"

Sato is the speaker and he aggressively seeks to compel the PCs to hand over 100 golden coins each. If they refuse he picks one of the PCs, preferably one of the less lethal looking, and challenges him to an honor-duel, unarmed, ostensibly a fight to either unconsciousness or death.

<u>Creatures</u>

The six Yakuza with Sato do not fight unless the PCs attack, or try to interfere with a duel.

11111111111111111

1111111111111111111111

6 Yakuza Shatei CR ¹/₂ (XP 200)

AC 16 (see The Opening Scene: Yakuza Ambush) hp 6

Sato is a big man, standing six feet tall and weighing 210 pounds. He keeps his head shaved except for a single long braid of black hair. He

always wears sleeveless garments in order to display a small part of the intricate tattoo which covers his entire back and shoulders.

Tanahashi Sato CR 5 (XP 1600)

Male human monk 1/rogue 5 LE Medium humanoid Init +6; Perception +1

Defense

ITT TULUULUN

AC 16, touch 14, flat-footed 13 (+2 armor, +1 deflection, +2 Dex, +1 dodge) hp 38 (6d8+11) Fort +4, Ref +8, Will +4 Defensive Abilities blur (3/day; 1 round), evasion, trapfinding, trap sense +1, uncanny dodge

Offense

Spd 30 ft.

Melee unarmed +7 (1d6+2; 20/x2) or masterwork short sword +7 (1d6+2; 19-20/2) or flurry of blows +6/+6 (1d6+2)

Special Attacks sneak attack +3d6, stunning fist (DC 14)

Tactics

During Combat Sato is not as interested in killing the PCs as he is in humiliating them. If he can merely beat one senseless, he will gladly take the opportunity, though if he kills his foe he would accept that as well. Sato prefers to attack unannounced, taking his foes by surprise. Unarmed, Sato uses his flurry of blows unless he finds this regularly misses. He uses his stunning fist and if successful follows it up with a sneak attack. If the PCs interrupt the duel or attack him as a group, he orders his men to attack.

Morale If brought to 5 hit points or less, Sato will surrender if he can, preferring partial defeat to total.

Statistics

NALDER LLEV

Str 16, Dex 14, Con 12, Int 10, Wis 13, Cha 10 Base Atk +3; CMB +6 (+8 grapple); CMD 20 (22 vs. grapple)

Feats Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike

Skills Acrobatics +11, Climb +12, Diplomacy + Intimidate +8, Knowledge (local) +8, Linguistics +4, Sense Motive +9, Stealth +11, Swim +11.

Languages Common, Kaidanese

SQ defensive tattoos

Rogue Talents: Surprise Attack, Weapon Training (unarmed)

Combat Gear leather armor, masterwork short sword

Special Abilities

Defensive Tattoos (Su) The tattoos worn by Sato are magical and confer a +1 deflection bonus to his AC. Additionally, 3 times a day, as a free action, he can cause his form to blur, as from the spell (20%miss chance). This effect lasts for 1 round.

Development

PCs who try Diplomacy with Sato have a -10 circumstance penalty to adjust his attitude from hostile to indifferent. PCs who nevertheless manage this remarkable feat earn experience as if they had defeated a CR 6 encounter. Without shifting his attitude to at least indifferent, PCs will either have to pay up or fight.

Tattoos and the Yakuza

Tattoos are ubiquitous among the Yakuza, a relic of the organization's gambling roots. The shirtless dice rollers of ancient Kaidan were the first to display tattoos and the practice has taken on a life of its own so that elaborate tattoos are a symbol of prestige among the criminal class of the islands. Even more prestigious is the enchantment of these tattoos. However, outside the Hinin castes, tattoos are frowned upon and anyone with visible tattoos has a -4 circumstance penalty on any Diplomacy checks made with non-Hinin Kaidanese.





If a PC bests Sato in a duel, sparing his life in the process, he earns a perpetual enemy who will do what he can to make the PC's life difficult whenever he is in Gaijinoshima. If they kill Sato, or his men, there are no legal repercussions as Sato was the aggressor and falsely claimed to be representing the Oyabun. Regardless of the outcome of the encounter, the Oyabun soon hears of it.

The Effects of Mind-fever

The night after the PCs first arrive at the Grinning Gaijin, the halfling Armia Longtoes, who has been suffering for some days with a mild fever, takes a turn for the worse. He is afflicted by what the Kaidanese call mind-fever, the result of an aggressive attack by a disembodied soul on the body of an individual (see sidebar). On the third day of the PCs' stay in the inn, it is clear that Armia is very ill and likely not to make it.

Development

It is possible the PCs try to help the halfling. Because of the supernatural nature of the affliction, remove disease does not work as normal, though protection from evil has some effect. All Kaidanese know of the nature of mind fever, though talking about it is typically taboo. Because of this taboo and the cultural and language barrier, PCs attempting to investigate the affliction must succeed at a DC 25 Diplomacy check to discover anything.

If the PCs save the halfling, he is quite grateful and gives them his most treasured possession, an amulet of natural armor +1. You may also award them experience as if they had defeated a CR 5 encounter. If the PCs do not save the halfling, he awakens on the morning of the fourth day a new man, literally. Though his body remains unchanged, he is now Kushima Tonaka, a distant cousin of the Oyabun, murdered two weeks earlier by a fisherman in a dispute over a ruby and subsequently dumped in the sea. Tonaka speaks no common, but his Kaidanese is perfect (Armia contrarily did not know the Kaidanese language). Likewise, he naturally does not know the PCs. Nakamashi Akio. the innkeeper. seems unsurprised at the change in personality and tries not to talk about it, though he will attempt to keep the PCs from doing anything rash.

The whole affair is meant to be unsettling to the PCs, especially the local acceptance of the event. At the same time, it illustrates something of the nature of Kaidan to the gaijin PCs and makes

their acceptance of their own possible reincarnation on the island more likely.

Mind-fever

Mind-fever is a non-communicable disease caused by a bodiless soul attempting to displace the current occupant of a body. Type disease, supernatural; Save Will DC 13 Onset 1 day; frequency 1/day

Effect 1d2 Int damage, 1d2 Wis damage, 1d2 Cha damage; if any ability is reduced to 0, the old soul is displaced and a new soul enters the body; if a new soul displaces the old, mental ability scores change to reflect those of the new occupant, physical stats remain unchanged, all class related abilities are as those of the new occupant as if the new occupant had been the target of raise dead (any potential Constitution loss as a result of coming back to life is instead taken as either Intelligence or Wisdom damage.)

Special Remove disease does not affect this affliction, but protection from evil cast upon the victim works to slow the disease for 24 hours and counts as a successful save.

Cure 2 consecutive saves

Yakuza Invitation

Page 19

The day after the encounter with Sato, the Oyabun sends an envoy to the PCs with an apology and an invitation. Kushima Tesuki is interested in the PCs. He has become suspicious of the high bribe to keep them on the island, and, realizing that Lord Hachiwara really does desire Marl Tyro to make the journey, he fears being drawn in to a potential political triangle. Though there are some of his family who do not fear the Daimyo, Tesuki is not one of these. He therefore wishes to find some way to ignore the bribe he has already accepted. Sato's aggression has given him an opportunity to do so without losing face.

The following assumes the PCs are in the Grinning Gaijin when the Oyabun's envoy arrives. Read or paraphrase, adjusting as necessary:

ו דד דר דר הוו וווויי

11111/10/00/10/11/11/11

A trio of men enters the inn, quite boldly. Two of them are armed. The third, an older man with long gray hair, neatly braided, is not. He instead carries a scroll in his hand. The innkeeper, "Smiley," bows deeply when he sees them, his manner betraying obvious agitation. "I have a message for the foreigners," says the older man, quite calmly, in nearly unaccented common. Seeing you, he bows respectfully and says, "A message

from Oyabun Kushima."

TT TELLUIN

The older man is Nasato Eiji (LE Rog 9), brotherin-law to the Oyabun and himself a prominent member of the Yakuza. Eiji once served as a rather deadly enforcer and assassin, and, though he is long retired from violence, he is still very much feared. He seeks no confrontation, and instead, if allowed, offers the Oyabun's sincere apologies for recent misunderstandings. The scroll Eiji carries is a handwritten letter from the Oyabun to the PCs. The message is written in the Kaidanese script. Assuming it is necessary, Eiji is willing to translate the Oyabun's message for the gaijin. It reads as follows:

"Honorable Sirs, with Respect, I Kushima Tesuki do extend both an apology and an invitation.

It has come to my attention that some of my sons have, without my consent, approached you in my name. They shall be punished appropriately. I pray you shall forgive their youthful exuberance and shall not allow their actions to darken your visit to our island. As a token of my sincerity, I invite you to visit with me this very evening in my humble hall, The Dragon Club. I will entertain you with food, women, talk and games, as you desire. In turn, perhaps you will consent to entertain me. I will expect you an hour before sundown."

Eiji ascertains that the PCs will be in attendance, and does what he can to facilitate their cooperation.

The Hungry Yakuza

Chances are good that, if things have worked out as they should, the invitation to dine with the Oyabun was delivered on the day of the new moon; the same day, the PCs should desire to visit the cemetery after dark. Jadoko certainly reminds the PCs of the need to be at the cemetery that very evening. How she does this depends on the relationship she has established with the PCs. At the same time, others impress on the PCs the importance of the Oyabun and the power he wields, making it clear that he is not a man to offend. Should Marl, who is extremely frustrated over being trapped in Gaijinoshima this long, discover that the PCs have received this invitation, he more or less commands them to go, hoping that they can do something to find a way to gain passage for the party to Yonshu. The Yakuza meeting should in no way prevent the PCs from having a chance to go to the cemetery, but if the players think that the Yakuza meeting will

interfere with their treasure hunting opportunities, do not dissuade them of the notion.

The Dragon Club is a raucous place, as locals loudly bet on dice, wrestling matches, and even cards (a foreign import). Several women serve drinks to the patrons while others work to provide a more intimate sort of entertainment. In one corner of the front room, mostly ignored by the gathering, a group of blind musicians play on biwa, occasionally chanting. The back room is devoted to the wrestling and there are private rooms along the side. When the PCs first enter the establishment, they are escorted to one of the private rooms, where the Oyabun awaits them, guarded by two trusted men (LN Ftr 8) and surrounded by a half dozen companions and toadies.

Oyabun Kushima Tesuki is a genial man who rarely frowns. He insists on being called Ojiisan (Grandfather) by everyone, except for those occasions when he is angry. Appearances are deceiving, and few who truly know him are taken in by the pleasant front. Tesuki is a cunning, nasty man who had his own son killed when he mistakenly believed that his son was planning a coup. He is given to sadism (in private), methodical vengeance (in public) and a ruthless self-interest. He is smart enough to know that it is in his best interest to be well liked and have a good, overall relationship with the public and others with power. Unless the PCs provoke him, the mask of geniality does not slip, and he proves a good host. He begins by thanking them for coming, and apologizing once more for their troubles with "his sons." His common is very good, though accented, and he makes sure to speak in common whenever conversing with the party. He provides food for the PCs, asks them concerning their mission, their impression of Gaijinoshima, and some of their history.

After about an hour, if the subject has not already been raised, Tesuki mentions that he understands their employer is having trouble with the port authorities, adding, "It is not good this is happening. I wish there was some way to help. Would you care to accompany me out to the arena to watch the fighters?" After watching a single wrestling match, he asks if any of the PCs would care to fight for the entertainment of his clientele. He also expresses interest in any other form of gaijin entertainment they might be willing to provide, including music or tricks of magic.

Page 20

1111111111111111

Creatures

There are two forms of combat on display in the arena: unarmed wrestling and blunted wooden weapons. Wrestlers strip down to a minimum of clothing (no armor) and then attempt to either knock their opponent unconscious or out of the arena within one minute (10 rounds). Armed combatants are allowed armor, though it does them little good as the first one to strike three solid blows (touch attack) within the space of one minute is the winner.

Use the following abbreviated statistics for wrestling NPCs. Wrestler CR 5 Male human monk 6 Init +6 Defense AC 15, touch 15, flat-footed 12 (+2 Dex, +1 dodge, +1 monk, +1 Wis)

hp 33 (6d8+6)

ITT TULUULUN

ALL LAG

WALKELICOLI

Fort +5, Ref +7, Will +6

Defensive Abilities evasion

Offense

Melee unarmed +6 (1d8) or flurry of blows +6/+6/+1 (1d8)

Statistics

Str 10, Dex 14, Con 11, Int 9, Wis 12, Cha 10
Base Atk +4; CMB +7 (+9 bull rush, grapple);
CMD 20 (22 vs. bull rush, grapple)
Feats Dodge, Improved Bull Rush, Improved Feint, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Weapon Finesse
Skills Bluff +9

Use the following abbreviated statistics for NPCs involved in the sword displays. **Swordsman** CR 5 Male human fighter 6 Init +2



Defense

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge) hp 39 (6d10+6) Fort +5, Ref +3, Will +0 Defensive Abilities combat expertise **Offense**

Melee wooden katana +8/+3 (1d8 non-lethal) Statistics

Str 12, Dex 14, Con 10, Int 13, Wis 9, Cha 8 Base Atk +6; CMB +7; CMD 19

Feats: Combat Expertise, Dazzling Display, Dodge, Greater Feint, Improved Feint, Improved Initiative, Shatter Defenses, Weapon Focus (katana)

Development

ITT TULULUIU

The PCs are encouraged to place bets on any of the matches. They may also choose to participate in the dice betting. The house takes 10% of any bet made, after which the winner doubles the remaining money. For instance, an initial wager of 10 silver pieces would return 18 silver pieces to the winner ([10-1] x 2 = 18). For matches, each combatant is assigned a color (white or red) and bettors have the options to wager on white, red or draw. The dice game is Cho-Han (literally "evenodd"). Two six-sided dice are shaken in a bamboo cup, by a shirtless, tattooed dealer. The dealer then overturns the cup onto the floor, with the dice, unseen, underneath. At this point bets are made, with each gambler calling out "cho" (even) or "han" (odd).

If the PCs agree to provide some manner of entertainment, the Oyabun takes steps the next day to insure that Marl's papers are processed so that the group is finally free to take the evening ferry to Yonshu. If they refuse he makes sure that they are held up for at least another three days, just to be spiteful.

Assuming the PCs agree to provide some form of entertainment, keep a running tally of their effectiveness. Award two points for each wrestling or combat match won. Award one point for each match lost. The basic DC for entertaining the crowd is 15. For every 5 by which the skill check exceeds this base, award 1 point. Spellcasters who attempt to use magic to entertain the crowd earn at least 1 point. If they succeed on a DC 20 Spellcraft or Perform check they can increase this to 2 points. After the PCs are done, award 200 experience points for each point the PCs have earned while entertaining (maximum 2400).

The Hungry Dead (CR 7 XP 3200)

If Jadoko's bait has the desired effect, the PCs visit the Gaijinoshima cemetery before they leave the island. It is likely that their visit is on the night of the full moon, but the actual time does not matter. Jadoko has visited the cemetery and made a bargain with the inhabitant therein. She will bring it fresh meat; all it has to do is kill that meat.

The people of Kaidan, regardless of their caste, have a healthy respect for the dead and a justifiable fear of offending them. It is therefore not surprising that the Gaijinoshima cemetery is well maintained. Indeed, the caretaker spends nearly every hour of the day clipping grass with his scissors and cleaning monuments. If the PCs think to visit the cemetery during the day, they most likely meet this elderly caretaker, who, though he does not talk much, introduces himself as Kiyozo.

In truth, Kiyozo was killed many years ago and the fiend which wears his form is a powerful jikininki, or shape-shifting ghoul. The jikininki is the risen form of the current Oyabun's grandfather, Kushima Tesoko. Like his grandson, Tesoko was a particularly vile man. A devourer of souls in life, he became a devourer of flesh in death. Those who visit the cemetery after dark (a practice most of the villagers instinctively avoid) are as likely as not to provide a meal for this ghoulish monster. Certainly, when the PCs visit at night, the elderly caretaker reveals his true colors.

Creature

Though it can appear in the guise of any male human, in its true form, the jikininki is eight feet tall. It has gray skin, long, lanky gray hair, a single eye in the midst of its forehead and an oversized mouth full of crooked teeth.

Kushima Tesoko, the Gaijinoshima Ghoul CR 7 Male advanced giant ghoul CE Large undead (shapechanger) Init +7; Senses darkvision 60 feet; Perception +16

ו דדרררנטונטיי

111111111111111111

Defense

AC 22, touch 13, flat-footed 18 (+3 Dex, +1 dodge, +9 natural, -1 size) hp 76 (9d8+36); fast healing 1 Fort +7, Ref +6, Will +12 Defensive Abilities channel resistance +4

Page 22

<u>Offense</u>

Spd 40 ft.

Melee bite +10 (1d8+5 plus disease and paralysis) and 2 claws +11 (1d8+5 plus paralysis) Space 10 ft.; Reach 10 ft. Special Attacks paralysis (1d4+1 rounds, DC 16, elves are immune to this effect)

Spell-Like Abilities (CL 9th)

3/day – gaseous form

Tactics

TTICLUUTIN

Before Combat The jikininki prefers to catch its food off-guard and alone. It will attempt, before initiating combat, to separate the PCs in its role as the cemetery caretaker, attacking them one at a time.

During Combat Tesoko is smart enough to make the best use of his paralyzing ability, preferring, when fighting multiple foes, to paralyze as many as possible at a time.

Morale If brought below 10 hit points, the ghoul will adopt a gaseous form and flee to its lair, where it will heal before attacking again.

Statistics

Str 21, Dex 17, Con -, Int 13, Wis 18, Cha 20 Base Atk +6; CMB +12; CMD 26 Feats Dodge, Improved Initiative, Power Attack, Skill Focus (Bluff), Weapon Focus (claws) Skills Acrobatics +15, Bluff +20, Climb +17, Perception +16, Stealth +15 Languages Abyssal (Jigoku dialect), Kaidanese SQ shapechange (medium male humanoid, alter self)

Development

The ghoul lairs in its own grave, entering and exiting through a well-disguised tunnel (DC 20 Perception check to find, +5 circumstance bonus if Tesoko has been observed entering or exiting the tunnel).

If the PCs kill the ghoul and make the knowledge of this deed public, they receive few accolades. The villagers will not appreciate the fact that it took gaijin to rid them of this menace. If the PCs make public the fact that the ghoul was lairing in the grave of the Oyabun's grandfather, they bring shame on him and it is likely that he sends assassins after them in order to cleanse his family of the dishonor. Further, if they remove treasure from the cemetery and make this knowledge public, they are not allowed to leave the island without forfeiting the loot. If they are smart enough to keep the whole affair quiet, however, there are no immediate repercussions.

<u>Treasure</u>

Over the years the jikininki has amassed a considerable amount of treasure in his lair. PCs that descend down the tunnel into the carved out chamber the ghoul has fashioned for itself discover a grisly assortment of chewed bones. They also find amidst the bones, the following: a ring of swimming, a +1 katana, a masterwork suit of ornate full plate (scarlet with a demonic facemask and helmet), 5 gold bars worth 300 gp each, 10 gold bars worth 100 gp each (the gold bars are stamped with the imperial seal), 2 rubies worth 200 gp each, 423 golden coins (many of gaijin make), and a silk kimono worth 500 gp.

Part Two: The Journey through Yonshu

Once across the channel in Uesaki, Marl Tyro takes a room for the night and then, in the morning, begins his journey to Tsue-jo. Uesaki sees more gaijin than any other community in Kaidan, apart from Gaijinoshima, but foreigners are still a fairly rare occurrence and the PCs should be made to understand that they are treated as suspicious and unwanted during their brief stay in the town. Marl's paperwork dictates that he be accompanied by Kaidanese guides and overseers as he travels through the country. Besides the "gift" that the PCs are carrying, Marl also brought a considerable number of goods he hopes to trade for gems and rare spices in Tsue-jo before meeting with Lord Hachiwara. This merchandise is being carried in wagons, which necessitates additional native help. All told, Marl Tyro's party gains another seventeen members in Uesaki. They are as follows:

The Official: Muyatsu Kaneshi (LE Ari 4) Kaneshi hates traveling, but what can he do? He shouldn't have spilled his boss's tea. Kaneshi's job is to make sure that Marl's party breaks no laws and to report on their conduct in Tsue-jo. The little man takes constant notes. He speaks broken common.

The Guide: Babatsu Motojiro (LN Rgr 1/Exp 2) A no-nonsense man who does not like gaijin but is professional enough to do his job well, Motojiro is tasked with making sure that Marl's party stays on the right road. Motojiro speaks fluent common. The Soldiers: Hojanda Masatani, Hojanda Muneyoshi, Jojo Sadaka, and Mizuyoshi Iko (LN War 3) These four have been hired to protect Kaneshi and Motojiro. They will diligently carry out their task but will do little to help the gaijin if trouble arises. They do not speak common. ITT TELEVISION

11111/10/10/1111/11/11

The Skinners: Okuri Goru (NG Exp 2) and Toshi

(N Exp 2) These two men are tasked with caring for the mules. They have little thought for the gaijin but are very attentive to the animals. Goru's seven year old son Torushi travels with him, riding each day on one of the animals. Toshi speaks broken common, the others do not.

Porters: Aku, Gojiro, Hyoe, Ikoshi, Kabo, Mori, Nobuma, and Sadashi (Com 2) These eight men have been hired by Marl Tyro to carry packages and help with any necessary manual labor. Only Mori knows common and he speaks for the other seven when necessary.

ITT TULUUUU

There are two paths to Tsue-jo. The northern road goes through the central mountains of the island and is reputedly more difficult. The southern road goes through the more settled areas of the island and will cost Marl more to travel. He chooses to take the northern route, avoiding the multitude of bribes it would take to move his goods through the villages of Kurakage and Hara. Having taken the southern road on his last visit he is convinced it is unprofitable to do so again.

Once more, the main job of the PCs is to safeguard the "gift." Marl especially does not want any of the Kaidanese to look within the chest, as he fears the repercussions of the spearhead's curse. The northern road is over a hundred miles in length and the journey is expected to take between 4 days and a week.

Along the way the party is destined to meet certain obstacles. Some of these are tied to specific locations and some are timed events. Regardless of their nature, these encounters are provided in the order they are expected to occur, though the choices of the party may alter the suggested timeline. For each day of travel, the GM should roll to determine the weather (see Table 2.1) and possible random encounters. Before reaching the mountains there is a ten percent chance each day of a random monstrous encounter (see Table 2.2) and a ten percent chance of encountering 1d12 soldiers serving the Daimyo (fighter 2; led by fighter 4). Any soldiers encountered demand that the travelers show them their travel papers.

Table 2.1: Yonshu Weather

d100 Temperature*, Humidity/Precipitation		
01-10	80 + 1d10	Dry
11-60	80 + 1d12	Humid
71 - 75	90 + 1d12	Very Humid
76-80	70 + 1d10	Humid
81-85	6 80 + 1d12	Rain lasting 2d3 hours
86-90	75 + 1d12	Rain lasting 3d6 hours
91-95	6 80 + 1d10	Thunderstorm lasting 1d3
		hours, rain lasting 2d3 hours
96-99	75 + 1d10	Thunderstorm lasting 1d6
		hours, rain lasting 2d6 hours
00	70+1d20	Hurricane!

*This chart assumes that it is summer. For the spring and fall, reduce the temperature by 15 degrees and add 5 to the d100 roll.

Table 2.2: Wandering Monsters on Yonshu

d20 Encounter

- 1 1d4 kappa (see appendix 2)
- 2-3 Alone jikininki posing as a merchant (use ghoul stats; Pathfinder Bestiary)
- 3-4 1d2 oni-brutes (appendix 2)
- 4-6 1d3 bears (use grizzly stats with simple young template; Pathfinder Bestiary)
- 7 Agiant stag beetle (Pathfinder Bestiary)
- 8-10 1d8 wild boars (Pathfinder Bestiary)
- 11 1d2 dire boars (Pathfinder Bestiary)
- 12 1d6 giant centipedes (Pathfinder Bestiary)
- 13-14 A poisonous viper (Pathfinder Bestiary
- 15-17 3d4 wolves (Pathfinder Bestiary)
- 18-19 A tamashinaki wolf (Pathfinder Bestiary, see appendix 2)
- 20 Atamashinaki rogue (Rogue 6; see appendix 2)



<u>The Haunted Ryokan</u>

The party should make good time their first day of travel. The dirt road running north out of Uesaki is well-maintained and the land is relatively flat. There are farms all along the way, and numerous rice fields. The land north of Uesaki is some of the most fertile on Yonshu, rivaled only by the area around Tsue-jo. The road is not deserted. In addition to the random encounters the GM rolls for, the party should meet 1d6 groups which are traveling south. As the sun begins to lower in the sky, an argument ensues between Kaneshi and Motojiro. Kaneshi wants to find a ryokan, or inn, for the night, and indeed he knows of such a place a short way off the road. Motojiro wants to press on to a camp-site he knows of. When Marl hears the details of the argument he sides with Kaneshi, much preferring a bed and four walls over sleeping in the open.

The ryokan Kaneshi knows of is a half mile west of the main road. The side road is easily identified by a wooden signpost pointing the way. Kaneshi has never stayed there, but he has seen the sign often enough. Motojiro also knows of the ryokan, even though he likewise has never stayed there and was under the impression it had been abandoned because of a fire some years earlier. Barring a serious effort by one of the PCs to prevent it, the party turns west off the main road and heads to the ryokan.

Unfortunately, Motojiro's recollection of the ryokan being abandoned is not far off. The inn is devoid of human inhabitants. That is not to say it is empty. Rather it is haunted, though this fact is not immediately obvious.

Background

Fifty years previously the innkeeper of the ryokan, an unstable man given to vile passion, had designs on one of his female guests. The wife of the innkeeper, fearing for the safety of the woman, successfully urged the woman to leave. Upon learning this, the innkeeper, in a fit of rage, brained his wife with an axe, after which, he buried her body beneath the floorboards of their bedroom. Freed from the calming influence of his wife, the innkeeper descended into madness. Over the course of a year he raped and murdered a half dozen women, carefully burying each one next to his wife. Everything changed, however, on the one year anniversary of the first murder. That evening as the sun set, darkness descended on the inn and everyone inside died. It was two days before the bodies were found. Three of the guests, all women,

had hanged themselves. Four others, the male guests, had been decapitated. The looks on the faces of the dead men was horrific. Most terrible of all was the body of the innkeeper. He had been slain in his room, his body torn to pieces. There was no sign of the killer or killers. The bodies were blessed for a week, according to custom, and buried in the yard. Since that time, there have been two attempts to reopen the ryokan. Both attempts ended badly. Despite the fact that the ryokan has been long abandoned, there are nights when travelers passing by see lights within and hear the sound of the biwa. The lucky travelers ignore the lights and press on.

Running the Haunt

When the party arrives at the ryokan they find a well-lit building. Soft biwa music drifts from out of the open front door. A man, standing at the doorway, happily greets his visitors, including the gaijin. Not all of Marl's party plans to stay inside the ryokan for the night. The soldiers, the skinners and the porters all desire to save their money and will make camp in a nearby field. Marl, not wanting the golden spearhead too far from him, insists on the PCs staying in the ryokan with him. Inside, the innkeeper introduces his new guests to three men and two women who are also spending the night. Strangely, though the PCs may not realize this immediately, there is no sign of the biwa player and the music stops after Marl's group enters the building. There is food already prepared in the main room, including fish, rice, and roast chicken. The innkeeper claims his wife has fixed the meal, though, like the biwa player, she remains unseen. GMs may choose to secretly allow each character the chance to make a DC 15 Will save. Those who succeed at this save feel uneasy as soon as they enter the main room. Those who exceed the difficulty by 5 or more see the room for what it is: a decrepit, dust filled chamber with dead rats on the floor (the food). Those who exceed the difficulty by 10 or more also realize the other guests and the innkeeper are not what they seem either (in fact, they are shapechanging ghouls).

Should any character realize the truth of the situation, the haunting starts at that point. Otherwise, after the PCs have eaten, the "innkeeper" will show each one to a separate room. About an hour after the lights go off in the main room, the haunting starts in earnest as the ghouls begin their attack. The situation is complicated by the existence of several haunts in

Page 25

111111111111111

HILLING CONTRACTOR



To summarize how this should play out:

- 1. Sleeping PCs are affected by various effects, which may awaken them.
- 2. The ghouls' attacks should be resolved.
- 3. The PCs (and the NPCs) may choose to explore the ryokan, encountering various haunts as they do so.
- 4. The ghost of the innkeeper's wife confronts the PCs. Only by defeating her can they leave the ryokan. Only by laying her to rest can they free the ryokan from its evil curse.

A Troubled Sleep

PCs that are awake when the haunt starts and the ghouls attack are not subject to the following effects. GMs should roll 1d6 for each sleeping PC to determine which of the following happens to them. Sleeping characters can be awoken by other characters if they cannot awaken on their own.

d6 Effect

1 The character awakes to the painful sensation of something licking and tickling his feet. Looking down he sees a swarm of rats chewing his feet. A moment later the rats are gone and the feet are whole. The character must succeed at a DC 13 Will save or take 2 Wisdom damage. Regardless, he is wide awake.

2 The character dreams he is being encased in webbing by a giant spider. He wakes suddenly to the sensation of a multitude of little feet crawling over him. The character must succeed at a DC 13 Will save or be panicked for 1d4 rounds. Regardless, he is wide awake.

3 The character dreams she is standing in the doorway of one of the inn's rooms. A woman hangs from the ceiling, a noose tied tightly around her neck. She is dead and covered with flies. As the character takes a step forward, the woman opens her eyes and the rope breaks. The character wakes up.

4 The character dreams she is tied down to the floor. A biwa player sings nasally in the corner. Where his eyes should be, there are bloody holes in his head. A grinning maniac with an ax stands over the character. It is the innkeeper. He swings the axe and it explodes into the wood next to the character's head. The character wakes up.

5 The character dreams that she is walking through the ryokan in bare feet and that the floor is made of glass. The innkeeper is chopping at the floor with an axe. The character must make a DC 13 Will save or take 1 point of Dexterity damage. If the character exceeds the save by 5 or more, she awakens, otherwise she must make another save in 2 rounds. Until then, or until awakened, she continues to sleep.

6 The character dreams the ryokan is burning. Guests, on fire, run everywhere screaming. Smoke gets in the character's lungs as he searches vainly for an exit. The character must succeed at a DC 13 Will save or take 1 point of Constitution damage. If the character exceeds the save DC by 5 or more, he awakens, otherwise he must make another save in 2 rounds. Until then, or until awakened, he continues to sleep.

Ryokan Areas

Once the ghouls attack, leaving the ryokan is impossible until either the ghost is defeated or morning comes. Those who try to leave by either door find themselves entering through the opposite door. Even exiting through the walls does not work as one merely comes in through the wall of a random room (roll d10 to determine which one). During the night, those outside can see inside and can enter normally, but once inside, they too are trapped.

Room 1 The Main Room The walls of this room are unadorned and the room is dominated by the low table in the center of the room. The "food" on the table is really a pile of dead rats and is a part of a haunt that manifests when someone enters this room. Only after the "food" has been dealt with does the ghostly wife of the innkeeper manifest.

Vicious Food CR 3 (XP 800)

CE haunt (5 ft. by 10 ft. area near table) persistent

ו דד דר דר הוו ווווי

111111111111111111111

Caster Level 3rd

Page 26

Notice Perception DC 16 (to notice the smell of the food turning foul)

hp 13; weakness slow; trigger proximity; reset 1 day

Effect The food animates and attacks anyone in the room (same statistics as a rat swarm including filth fever; as the spell summon swarm; Pathfinder Bestiary). The haunt will pursue characters out of the room. This persistent haunt ends when the swarm is destroyed.

The Cursed Ryokan 1 square = 5 feet





Destruction The haunt is destroyed when the innkeeper's wife is laid to rest.

Room 2 The Kitchen The kitchen is one of the safest rooms in the house. It was a place of comfort for the innkeeper's wife in life and remains so for her in death. Even by the light of day, the kitchen is in immaculate shape, with every inch dusted and clean. Characters in the kitchen will not be attacked by the ghost. In theory, PCs that realize this can spend the night in the kitchen as they await the dawn.

Room 3 Cherry-blossom Rooms The walls of these two rooms are adorned with hanging illustrations depicting cherry trees in bloom and branches of cherry blossoms. This suite is the best the inn has to offer and Kaneshi, as a government official is given these rooms to sleep in. The official, when the ghouls attack, is trapped in a nightmare involving a carp and paperwork. He will not awaken unless others wake him. Neither is he bothered by the ghouls or the ghost while asleep. Kaneshi sleeps in area 3b. Characters entering 3a trigger a haunt.

Hanging Woman CR 5 (XP 1,600)

CE haunt (10 ft. by 10 ft. room and just outside the door of the room) persistent

Caster Level 5th

Notice Perception DC 20 (to notice a sensation of cold outside the room)

hp 10; **weakness** slow; **trigger** opening door to 3a; **reset** 1 day

Effect Opening the door reveals a frost-covered woman, hanging from the ceiling, a noose around her neck. She hangs, suspended until someone enters the room, at which point she explodes, dealing 5d6 points of cold damage (as a *fireball* which deals cold damage) to all within range of the haunt (Reflex DC 14).

Destruction The haunt is destroyed when the innkeeper's wife is laid to rest.

Room 4 Crane Room The walls of this room are adorned with hanging illustrations depicting cranes, both in flight and standing in the water. Marl Tyro is given this room to sleep in. The ghouls bypass his room but after the PCs have dealt with the ghouls, if they check on him they find him wide awake and cocooned to the wall in webbing, unable to move or speak. There are no signs of spiders in the room.

Room 5 Winter Room The walls of this room are

adorned with hanging illustrations depicting winter scenes. Motojiro is given this room. One of the ghouls attacks him, injuring Motojiro before being dispatched by the guide.

Room 6 PC Room These are the rooms assigned to the PCs. They are each adorned with thematic hanging illustrations including flowers, dogs, pigs, thunderstorms and kappa. After the PCs leave their rooms, if they return, the first room they return to manifests a disturbing haunt which effects the first person entering the room.

Going for the Eyes CR 3 (XP 800)

CE haunt (5 ft by 10 ft area of room) Caster Level 3rd

Notice Perception DC 18 (to notice the smell of blood) hp 6; trigger proximity; reset 1 day Effect The first person entering the room has a vision of a man on a blood soaked bed, screaming in terror as invisible blades slice him open. The unseen blades strike his face and his eyes are sliced open. The character must succeed at a DC 13 Fortitude save or be struck blind.

Destruction The haunt is destroyed when the innkeeper's wife is laid to rest.

Room 7 Cat Room The walls of this room are adorned with hanging illustrations of cats. No haunts affect this room.

Room 8 Mountain Room The walls of this room are adorned with hanging illustrations of the mountains of Yonshu. No haunts affect this room.

Room 9 Music Room The walls of this room are adorned with hanging illustrations of musicians and instruments. There is an ornate biwa in the corner of the room, resting on the sleeping mat. Those who approach the biwa trigger a haunt. This haunt is unique in the ryokan in that it is tied to the biwa itself and must be laid to rest separate from the other haunts.

Haunted Biwa CR5 (XP 1600)

CE haunt (10 ft. radius around the biwa) Caster Level 5th

Notice Perception DC 18 (to hear the ghostly sound of biwa music)

hp 10; trigger proximity; reset 1 day

Page 28

Effect The biwa emits a hideous screeching sound. All within range of the haunt have a sudden vision of the biwa's owner, a blind musician, being garroted with the strings of his own instrument. All creatures in range are targeted by a fear spell



Destruction Remove curse must be cast on the biwa to destroy the haunt.

Room 10 Innkeeper's Room This is the room in which the innkeeper committed his murders. Unlike the other rooms, there are no prints on the wall. There are seven bodies buried beneath the floor. To find them requires rolling up the mat and removing the wooden planks that make up the floor. PCs examining the room who succeed at a DC 20 Perception check notice scratches on the wall indicating the frequent removal of the floorboards. Under the planks is an old, rusted digging mattock which is no longer serviceable. Digging up the bodies takes at least 4 man hours and there is no way to tell which of the skeletal corpses is which. All seven bodies are female. Entering this room while the ghost is active triggers a violent haunt.

Bloody Axe Vision CR 3 (XP 800)

CE haunt (5 ft. by 10 ft. area of the room) Caster Level 3rd

Notice Perception DC 18 (to notice the sound of digging)

hp 6; trigger proximity; reset 1 day

Effect Those in the room have a sudden vision of the innkeeper, bloody axe in hand, tearing up the floor. Seeing the PCs, he throws the axe at one of them (ranged touch +2; 4d6 points of damage; as the spell scorching ray without fire damage) before disappearing.

Destruction The haunt is destroyed when the innkeeper's wife is laid to rest.

Creatures

The inn, over the years, has become the haunt of jikininki, ghouls able to take on the guise of mortals. It also houses a malevolent ghost, the murdered wife of the innkeeper.

The six ghouls inhabiting the inn are not very powerful, but the danger they present is magnified by the situation, especially if, as expected, the PCs are divided and no longer in their armor. In their true form, which they wear when attacking, they are gray-skinned creatures with long, dirty gray hair and bloody mouths.

6 Ghouls CR 1 (XP 400)

AC 14 (Pathfinder Bestiary) hp 13

SQ shapechange (Medium humanoid, alter self) The ghost of the innkeeper's wife appears after the ghouls are dispatched and the PCs have triggered and defeated the haunt in the main room. She appears as a pale translucent figure. Long black hair hangs down, partially obscuring her ragefilled face. Her head bleeds continuously from a gaping wound, staining the left side of her white kimono and leaving a trail of blood on the floorboards behind her.

The Innkeeper's Wife CR 5 (XP 1,600)

Female human ghost commoner 5 CE Medium undead (incorporeal) Init +0; Senses darkvision 60 ft.; Perception +18

Defense

AC 14, touch 14, flat-footed 14 (+4 deflection) hp 42 (5d8+20) Fort +5, Ref +1, Will +1 Defensive Abilities channel resistance

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; Immune undead traits

<u>Offense</u>

Spd fly 30 ft.

Melee corrupting touch +2 (5d6; x2)

Special Attacks corrupting touch (Fortitude DC 16 halves)

Tactics

During Combat Once she is active, the innkeeper's wife goes from room to room, attacking any that she finds. She prefers not to go through walls. She will not attack anyone in the kitchen.

Morale The innkeeper's wife fights until destroyed or dispelled.

Statistics

Str -, Dex 10, Con -, Int 12, Wis 11, Cha 19 Base Atk +2; CMB +2; CMD 12

Feats Alertness, Skill Focus (Profession [cook]), Skill Focus (Sense Motive)

Skills Craft (Sewing), +9, Handle Animal +12, Perception +18, Profession (Cook) +12, Profession (Innkeeping) +9, Sense Motive +13, Stealth +8; Racial +8 perception, +8 stealth Languages Kaidanese

ודד בבבנטונווו

11111110101111111

Development

The haunt ends either with the coming of dawn or the temporary destruction of the ghost. Unless the body of the murdered wife is dug up and properly laid to rest, the haunt returns within 2d4 days. By the light of day the ryokan appears as the decrepit building it truly is. Every room is in shambles, the lavish wall hangings are torn and rotting. Dust covers everything in every room, except the kitchen.

Page 29



If no one has awakened Kameshi before the dawn, he is, to say the least, surprised. Everyone is eager to leave the cursed building, but if the PCs insist on trying to solve the mystery and lay the ghost to rest they find an ally in Motojiro, who sees keeping travelers safe as his duty in life.

The Daitengu Highlands

The center of Yonshu is dominated by a group of mountains called the Daitengu Highlands. The road Marl's party is following heads north from Uesaki and then turns sharply east into this mountain range. Travel is slowed as the party climbs higher and higher. The mountains are a fairly wild place (chance per day of a random monster encounter is 15%), though it is possible (5% chance per day) that the party will encounter one or more groups of 2d6 westbound soldiers while in the mountains (fighter 2; led by fighter 4). Such groups are official patrols and they will each require Marl to produce his travel documents. Despite their official status, they will not go out of their way to assist a group of gaijin nor those with the gaijin.

Bandits on the Road (CR 6 XP 2,550)

This event should occur on the second day of travel as Marl's party draws nearer to the mountains. A group of bandits attacks, eager to steal the merchandise being carried. Jadoko is responsible. She has been visiting the mountain nobushi camps, letting them know of the riches being transported to Tsue-jo. If she can delay the delivery of the spear to Lord Hachiwara, she will have more time to steal it. The nobushi position themselves on either side of the road, hiding behind boulders, shrubs and trees. As the caravan draws up between them, the bandits open fire with their bows. Spotting the ambush requires a successful DC 15 Perception check. If the bandits realize their ambush has been spotted, they will begin their attack at that time.

Creatures

The nobushi are bandits who dwell in camps in the mountains, away from the reaches of Lord Hachiwara. Some of them are ronin but most are simply warriors who prefer not to serve in the armies of the Shogunate. They are a dirty, unwashed lot, armed and armored with an assortment of stolen or scrounged gear.

Nobushi (10) CR 1/3 (XP 135) Male human warrior 1 NE Medium humanoid Init +0; Perception +1

Defense

AC 12, touch 10, flat-footed 12 (+2 armor) hp 10 (1d10+5) Fort +3, Ref +0, Will +0





<u>Offense</u>

Spd 30 ft. Melee spear+2 (1d8+2; 20/x2) or longsword +2 (1d8+2; 19-20/x2) Ranged shortbow +2 (1d6; 20/x3)

Tactics

ITT TULULUUU

Before Combat The nobushi hide and do not attack until the party is between their ranks or until they are attacked.

During Combat These bandits rely on their shortbows for as long as possible. When they attack in melee, they prefer to attack together, at least 3 to an opponent if they can.

Morale The nobushi fight until six of their number have fallen, at which point the rest attempt to flee.

Statistics

Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8 Base Atk +1; CMB +2; CMD 12 Feats Toughness, Weapon Focus (shortbow) Skills Perception +1, Ride +4 Languages Kaidanese Gear leather armor, shortbow, 10 arrows, either a spear or a longsword, 1d4 gp

The nobushi leader is a ronin named Migita Iakanoko. A deserter from Lord Hachiwara's troops, Iakanoko enjoys a sizable price on his head. Since deserting, Iakanoko's personal grooming habits have degraded to being little better than his men's. Nonetheless, his equipment is of a much higher quality than theirs.

Migita Iakanoko, Nobushi Leader CR 4 (XP

1,200) Male human fighter 5 NE Medium humanoid Init +0; Perception +7

Defense

AC 16, touch 10, flat-footed 16 (+6 armor) hp 52 (5d10+25) Fort +7, Ref +1, Will +0 Defensive Abilities armor training 1, bravery +1

<u>Offense</u>

Spd 30 ft.

Melee masterwork greatsword +10 (2d6+4; 19-20/x2)

Ranged masterwork composite shortbow [+2 Strength] +6 (1d6+2; 20/x3)

Tactics

During Combat Iakanoko relies on his shortbow

for as long as possible, trying to pick off as many of his opponents as he can. When melee begins, he rushes in, attacking the weakest-looking foes first. **Morale** If 6 or more of his men fall in combat, Iakanoko shouts for a retreat.

Statistics

Str 14, Dex 10, Con 16, Int 13, Wis 8, Cha 12 Base Atk +5; CMB +7; CMD +17

Feats Cleave, Endurance, Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (shortbow), Weapon Focus (greatsword) Skills Climb +10, Perception +7, Ride +8, Survival +4 Languages Common, Kaidanese

SQ Weapon Training (heavy blades)

Gear masterwork breastplate, masterwork greatsword, masterwork composite shortbow [+2 Strength], 20 arrows, silver ring (50 gp)

Development

Either Kaneshi or Motojiro can recognize Iakanoko as a wanted man. Bringing his head to Tsue-jo garners a reward of 500 gp.

A Scent of Blood (CR 3 XP 800)

The morning after the bandit attacks, the party awakens to discover one of their numbers is missing: one of the porters, Gojiro. His body is found a short way from the camp. He is covered with bite marks. A successful Heal check, DC 12, reveals that he has been hamstrung and that whatever attacked him chewed out his tongue while he was still alive so that he could not scream effectively. Exceeding the difficulty of the skill check by 5 also reveals minute indications of acid burns on several of the bite marks. Very little of the body has been eaten. There are dog tracks around the body (DC 10 Survival check to spot) and the immediate area.

The attack was the work of a tamashinaki (see appendix 2), Stonefang Blacktongue, who has been attracted to the caravan by the scent of blood from the bandit attack. The creature, which wears the guise of a dog, is fairly stealthy and cautious (Stealth +12) but also intelligent enough to choose its battles carefully. The tamashinaki continues to prey upon the party, seeing it as a game. It will kill a different individual each night if allowed. After the third kill, the Kaidanese porters will refuse to go further until Marl has "his people" do something about the attacks. Defeating the tamashinaki in battle is not likely to prove difficult for the PCs, so long as they can

ITT TULLULING



Creatures

Stonefang delights in violence, fear and death. A tamashinaki in the body of a massive black dog, Stonefang stands three and a half feet tall at the shoulders. Like all tamashinaki, Stonefang never makes a single vocal sound, fighting and killing in complete silence.

Stonefang Blacktongue CR 3 (XP 800)

AC 18 hp 21

ITT TULUULUN

Tactics

Before Combat Stonefang pursues prey cautiously, stalking it for hours. It only initiates combat if its prey is alone.

(see appendix 2)

During Combat If caught in a fight with multiple opponents, Stonefang typically flees. Otherwise it toys with prey as long as possible, prolonging their agony. After a foe is defeated, Stonefang will keep the victim alive for as long as possible, even as it begins eating him.

Morale If caught up in it's bloodlust, Stonefang will fight to the death or until it's bloodlust abates. Otherwise Stonefang flees if brought below half it's hit points or if it is badly outnumbered.

Development

Like Iakonoki, Stonefang Blacktongue is an opponent with a price on its head. In the case of the tamashinaki the price is 300 gp.

Jadoko's Ruse (CR 5 XP 2,200)

As the party descends from the mountains, the land becomes more wooded with pine and mulberry trees being the predominate species. The road runs near to a mountain river for much of its length and at one point the road crosses a long, narrow foot-bridge and it is here that Jadoko, still determined to slow the party, has arranged a potentially deadly obstacle. She has had her minion sabotage the bridge so that it breaks in the middle as soon as any amount of weight is placed upon it. To prevent this from being noticed, she has also arranged a distraction on the other side: herself.

Read or paraphrase the following as the party approaches the bridge, adjusting as necessary:

Ahead you can hear the sound of running water. As the road swings northward between massive boulders, you can see a narrow bridge ahead, perhaps six or seven feet wide. The bridge crosses a river ravine. An old woman lies on the ground on the other side of the forty foot bridge. A dead mule lies nearby. As the old woman hears the sound of your approach she weakly lifts her head. She cries out weakly, obviously pleading for help.

Jadoko is a masterful actress and it requires a successful DC 30 Sense Motive check to tell she is not truly injured. If the party crosses the bridge, GMs should ascertain marching order. As soon as 300 pounds of pressure is placed upon the middle forty feet of the bridge, it breaks, spilling anything in the rigged section (a 20 foot length) into the water thirty feet below. To make matters worse, a salt-water crocodile has found its way up the river and is currently residing in the shade below the bridge. As soon as the trap is sprung, Jadoko turns invisible, her malicious laugh echoing as she flies away.

<u>Trap</u>

The bridge is seven feet wide and forty feet long. Using flight and a saw, Jadoko's minion Girok has cut away at the supports beneath the middle length of the bridge so that it will snap when weight is placed upon it. The river below is 5 to 10 feet deep. Characters who hurry across the bridge have a -5 penalty to their Perception check to notice something amiss with the bridge.

<u>Rigged Bridge Trap</u> CR 2 (XP 600)

Type Mechanical; Perception DC 25; Disable Device DC 15

Effects

Trigger Weight (300 lbs.); Reset None Effect 20 foot section of bridge collapses; 30 foot fall (1d6 nonlethal damage plus 1d4

lethal damage from debris); DC 20 Reflex avoids. The water flows with a speed of 10 ft.

ו דד דר דר הוו ווווי

111111111111111111

<u>Creature</u>

Crocodiles are not native to Kaidan. Salt-water crocodiles, however, often travel long distances and sometimes one of these massive creatures swims through the waters around the archipelago. One of these travelers has made its way from the ocean all the way up the river and is currently resting underneath the shadow of the bridge. The hungry creature enters the water and attacks any characters in the water. The massive



crocodile is eighteen feet long and weighs 2,000 pounds.

Salt-water Crocodile CR 5 (XP 1,600)

Male advanced giant crocodile (Pathfinder Bestiary) N Huge animal

Init +4; Senses low-light vision; Perception +11

Defense

ITT TULULUIU

AC 15, touch 8, flat-footed 15 (+7 natural, -2 size) hp 66 (7d8+35) Fort +10, Ref +5, Will +3

<u>Offense</u>

Spd 20 ft., swim 30 ft.; sprint Melee bite +11 (2d6+7 plus grab) and tail slap +5 (2d8+3) Space 15 ft.; Reach 5 ft. Special Attacks death roll (2d6+10)

<u>Tactics</u>

During Combat The crocodile charges at the nearest creature in the water. Its strategy is simple: grab and roll. Once it has chosen a target, it continues attacking that same target with its bite, using its tail-slap to drive away other combatants.

Morale The crocodile fights until reduced to less than 20 hit points, at which point it attempts to flee down-river.

<u>Statistics</u>

Str 24, **Dex** 10, **Con** 21, **Int** 1, **Wis** 12, **Cha** 2 **Base Atk** +5; **CMB** +14; **CMD** +24

Feats: Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite)
Skills Perception +11, Stealth +1 (+9 in water), Swim +15; Racial +8 on Stealth in water
SQ hold breath

Development

NALLECICCUL

So long as the bridge collapses, the party is going to have to find a way to get across. Rebuilding the bridge is an option, though the remnants of the collapsed bridge are carried down the river on the current. Jadoko uses the delay to plan further mischief, namely an attack on the village of Agoya.

The Well of Ghosts (CR 6 xp 2,400)

About twelve miles from Agoya is an old, abandoned well. GMs should time the party's travel so that they are drawing near to this well about an hour before nightfall, creating delays and inconveniences (thrown mule-shoe, broken wagon wheel, bandits, etc.), if necessary, during the day, so that by the time the party reaches the well, everyone is ready to rest. Assuming Motojiro is still with the party, he recognizes that they are four hours from the village and that they will not make it before nightfall.

The well is about fifteen minutes from the road, but is frequently used by travelers to water their animals and there is a well-trod path leading to it. Because of its relative proximity to the village it is seldom used as a camp, which is fortunate as it is haunted. As the party makes camp, a search of the area (Perception DC 14) reveals a torn tent stuffed under a thick bush. The well is sixty feet deep. The remnants of an old wall can still be seen around the well in places.

<u>Background</u>

Page 35

Snow-falling-on-the-Blood is a tamashinaki who delights in murdering children. He kidnaps them, removes them to an isolated area and then tortures them. The well is one of his remote retreats as it affords him a way of disposing of the bodies. (Note: Snow-falling-on-the-Blood appears as a featured antagonist in part 2 of this series, Dim Spirit.) The anguish of these children has infused the area with negative energy and now the children themselves dwell in the well as vengeful yurei, killing any who make the mistake of camping near to their grave.

Running the Haunted Well

The area around the well is peaceful and serene during the day and the early part of the night. Close to midnight, a heavy mist forms over the water. As the mist spreads out from the well, the decayed bodies of the children move with it, attacking anyone in the vicinity. Those attacked are dragged back into the depths of the well, often while still alive. Before the mist comes, those sleeping near the well experience a nightmare, which may awaken them. This is a summary of how this should play out.

- Watchful PCs will observe a fog building over the water of the well. Animals react to the fog.

1111111111111111

- Sleeping PCs share a singular nightmare.
- The fog rolls out from the well, reducing visibility to 5 ft.
- Two dozen Children of the Well attack, seeking to pull characters into the well.
To emphasize the horrific intent of the slain children, GMs should certainly direct initial attacks against the NPCs, calling attention to their cries as they are dragged into the water.

Fog on the Well

ITT TULLUUIN

Characters on guard may notice a heavy fog forming over the well (initial Perception DC 16, +1 to check each minute) though the dim light of the moon means that such an observation is not guaranteed. After five minutes, the fog begins to flow out from the well. The fog pours out in every direction, moving 5 feet per round for 20 rounds. Animals within ten feet of the fog will react with panic, doing their best to run from the unnatural phenomenon. Familiars who succeed at a DC 14 Perception check realize the nature of the fog and can react accordingly. Animal companions must succeed at a DC 13 Will save to avoid fleeing.

Within the fog, visibility is reduced to 5 feet. If positive energy is channeled in the fog, it temporarily clears the fog within the area of the channeled energy. The fog then creeps back into this cleared spot, moving 10 feet per round. The fog lasts for an hour before withdrawing back into the well. Alternatively, if all 24 of the zombies are destroyed, the fog slowly dissipates.

Dreams of Snow and Blood

Characters who are asleep when events begin are troubled by a strange dream. Read or paraphrase the following to the players of sleeping characters

You are dreaming. A white wooden top spins on a lake of ice. A scarlet image on its side creates a vivid circle as it spins. All around you the air is filled with a heavy white mist. You reach for the top and a knife slashes open your hand. Bloodfalls onto the ice, bright red on pale white. You turn to run and feel the cold pain of a frozen blade as it cuts across your back. You stumble and the ice cracks. Cold water receives you as you begin sinking. You feel your limbs growing heavy from the cold.





Sleeping characters who succeed at a DC 15 Will save are awakened. Those who fail their save take 1 point of cold damage. Sleeping characters are allowed a new save each round, taking 1 point of cold damage for each failed save. Characters who are not asleep can wake sleeping characters as normal. Characters who continue to take cold damage can be observed to have frost slowly building on their skin. This frost disappears as soon as a character awakens.

Creatures

TT TULLUIU

Children of the Well (24) CR ¼ (XP 100) Augmented zombies NE Small undead Init +0; Senses darkvision 60 ft., life-sense 15 ft.; Perception +0

Defense

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size) hp 7 (1d8+3) Fort +0, Ref +0, Will +2 Defensive Abilities limited rejuvenation; DR 5/slashing; Immune undead traits; Resist fire 5

<u>Offense</u>

Spd 20 ft. Melee bite +1 (1d4 plus grab)

Tactics

During Combat The children attack with their bites, swarming around opponents, grasping with their hands as they do so. Any opponent who is successfully grappled by three or more of the children is carried towards the well on subsequent rounds.

Morale any child of the well who is reduced to a single hit-point seeks to withdraw back into the well.

<u>Statistics</u>

Str 10, Dex 10, Con -, Int -, Wis 10, Cha 10 Base Atk +0; CMB -1; CMD 9 Feats Toughness SQ staggered

Special Abilities

Limited Rejuvenation (Su) Children of the well who are thrown back into the well return on the following night. Children of the well instinctively pull their fallen comrades back into the water if they have an opportunity to do so and no victims to attack.

Development

The Children of the Well can only be laid to rest

Page 37

by being buried more than 100 feet from the well. Any who are left in the well (either because they were thrown back in or because they retreated into the well) return at full strength on subsequent evenings. Additionally, those that return will pull any comrades left to lie in the vicinity back into the well as they have opportunity to do so.

The PCs, should they survive long enough, are destined to encounter Snow-falling-on-the-Blood, the monster responsible for the murder of the children. For the moment however, there are no clues around the well as to who is responsible for the deaths. Should the bodies of the children be brought to Agoya, they are identified as children disappeared the village who from and surrounding farms. Two of children the disappeared the previous winter. Others were murdered as much as fifteen years previously.

Agoya Village

Agoya is a town approximately thirty miles north of Tsue-jo. It is surrounded by a simple eight foot tall wooden wall. The gates of Agoya are kept closed after dark and the villagers only open the gates after the sun goes down for servants of Lord Hachiwara. Villagers (and travelers) locked outside the gates after dark habitually stay in the shrine outside the walls. Travelers who reach the town before nightfall are allowed to make camp in the middle of town near the town's well. The town is primarily a lumber town; fully three fourths of the men work to cut or carry wood.

The town has no official leader but Hakoto Maki is, at 84, the oldest man in the village and it is rare for his words to be ignored. Maki served for a brief time in the imperial army on the island of Anshu and though he is too old now to grip a spear, he is considered quite experienced in the ways of the world. Sato Takyio operates the lumberyard and is the richest man in town. He has no aspirations to leadership, and leads the way in listening to Maki. Atsukawa Kenshi is also a well-known member of the community, though one not entirely trusted. Kenshi is highly knowledgeable in the ways of the forest, and is rumored to have dealings with the hengeyokai. Unbeknownst to anyone but Kenshi, there are several henge who live in the town. These yokai serve to keep an eye on the human behavior and make regular reports to their brethren to the south.

ו דד דר דר הוו וווויי

1111111010111111

Agoya

NG Small Town **Corruption** 0; **Crime** -5; **Economy** 0; Law +3; Lore +1; Society +3 **Qualities**: Insular, Superstitious Danger 0 **Demographics Government** Autocracy (village elder) **Population** 700 (98 % human; 2% hengeyokai) **Notable PCs** Village Elder Hakoto Maki (LN male human fighter 1/expert 3) Atsukawa Kenshi (NG male human ranger 6) Sato Takyio (LG expert 4) Shrine caretaker, Emudo Koyo (LG cleric 2/monk 3) **Marketplace** Base Value 500; Purchase Limit 2,500; **Spellcasting** 1st Minor Items 2d4; Medium Items 1d4; Major Items -

Travelers from Agoya to Tsue-jo are advised to leave early in the morning as it is considered dangerous to travel through the swamp south of Agoya in the dark. Any of the Kaidanese still with Marl's party will say as much. Marl, though eager to reach Tsue-jo will nevertheless stop over for the evening in Agoya so as to heed the advice.

Following are some of the notable locations in and around the town:

1. Agoya Shrine This shrine is tended by Emudo Koyo and his family. Koyo's wife, Akiko (NG Commoner 3), is a quiet demure woman, as is her oldest daughter, Kioko. Koyo's youngest daughter, Kirin, at age 16, is less modest. Kirin has something of a crush on Atsukawa Kenshi, the only subject she is quiet about. Kioko (age 25, NG, Oracle 3) serves as a shrine maiden, or miko, helping her father with the religious duties of maintaining the shrine. Kioko is "blessed" with the gift of tongues and during times of stress she speaks in the language of the celestial court. The family is always happy to entertain visitors to the shrine, regardless of the time.

2. Agoya Wall This eight foot tall log-wall encircles the entire town, except for the shrine. Inside the perimeter of the wall, a walkway of packed earth provides support and creates a platform for defenders. At night the wall is patrolled at all times by ten men. Town men take turns at this duty. The gate is closed each evening at sundown and opened each morning, just before dawn.

3. Agoya Well This public well is open to all and the townsfolk brag that it has never run dry, even in years of drought. Once a month the town hosts a market in the courtyard around the well. Travelers are allowed to make camp in the courtyard at night, as there is no inn.

4. Daimyo Office This ornate building is often empty, though it is cleaned daily by Yakoto Henshi. When Daimyo officials are in town, they stay in the apartments on the second floor. Official business is conducted on the first floor.

5. Konshi's Sato Konshi, brother to Sato Takyio, operates a sake house in the outer room of this one story building. Konshi, a bachelor, sleeps in a small backroom. There are few customers during the morning and early afternoon, though Konshi serves meals. In the evenings, the place is almost always full.

6. Takyio's Lumberyard Owned by Sato Takyio, this lumberyard employs nearly a hundred men. Takyio is a devoted family man, scrupulously fair in his dealings and well-liked by nearly everyone.

Village Attack

Page 38

Even as the party draws near to Agoya, a force of men descends from the mountains behind them. The tales of Marl's caravan have spread, growing with each telling. Many of the nobushi are convinced that Marl is transporting a vast gaijin treasury to present as a gift to the Daimyo. They know that once south of Agoya, this "treasure" will be out of their hands forever and so, spurred on by Moroka, a charismatic impetuous man, they are intent on seizing it with a fierce swift, attack. An hour after the gates close, the bandits close in on the town.

TLLLUIIIIII



<u>The Bandit's Plan</u>

TTILLU

WALLELIN VILLE

Moroka has split his men into five groups of five each. Knowing something of Agoya, the bandits calculate that the caravan is going to be encamped near the well. Their plan is to approach the wall as stealthily as possible, take out the guards with arrows and then use ropes and grappling hooks to swiftly scale the walls. The nobushi have no desire to fight an entire town, knowing numbers are not on their side. Their plan is to therefore draw the townsfolk away from the courtyard while the bulk of their number takes out the caravan.

The attack begins according to plan, with arrows taking down half of the men patrolling the walls. One of the bandit groups rushes the wall near the gate. They scale the wall and take up a position where they can make sure the gates are opened at the appropriate times. At the same time, one group scales the wall from the west and two groups, led by Moroka, come from the east. To the north, five of the men unveil numerous lanterns, making it appear as if there is a large force of men in the woods. After doing this, they begin launching fiery arrows over the walls into the town. At this point, the five men coming in from the west run into some difficulty, as they encounter resistance. The nobushi moving in from the east reach the courtyard without opposition.

The actions of the PCs may greatly affect the course of the battle. If they remain in the courtyard, Moroka and the ten men with him are the primary threats. However, fires erupt around town demanding attention even as the other three groups of bandits continue causing havoc.

Time line of the first minute of the Attack

The following is a suggested time-line of the attack for the first ten rounds. GMs should alter events according to the actions of the PCs. **Round 1-2** The nobushi unleash arrows against

the 10 guards on the wall, bringing five of them to less than 0 hp. **Round 3** The alarm goes up as the bandits in

Round 3 The alarm goes up as the bandits in the woods north of town unveil lanterns in the depths of the trees.

Round 4 The group approaching from the east reaches the wall and begins scaling. A guard on the wall sees them and begins shouting.

Round 5 The group approaching from the west reaches the wall and begins scaling. Their approach goes unnoticed.

Round 6 The group from the south rushes the wall near the gate. The group from the north

begins firing flaming arrows into the town. **Round 8** A general cry goes up on the north side of town and the majority of men run in that direction to man the walls.

Round 9 The group on the east side of town encounters a group of men led by Atsukawa Kenshi.Round 10 Moroka's group reaches the courtyard.

Creatures

There are, in total, 25 nobushi, led by a single captain. These are rough, desperate men driven by greed.

Nobushi (25) CR 1/3 (XP 135)

AC 12 (see Bandits on the Road encounter) hp 10

Moroka is a loud, boisterous man who believes in living a lusty life. He is always emotional, though whether that emotion is joy or anger depends on the circumstances. Towering over most other men, Moroka is a handsome, impressive figure; which is why his followers stick with him.

Moroka CR 5 (XP 1,600)

Male human barbarian 6 (superstitious archetype) CE Medium humanoid Init +5; Perception +8

<u>Defense</u>

AC 12, touch 8, flat-footed 12 (+4 armor, -2 rage) hp 63 (6d10+30) Fort +7, Ref +1, Will +2 Defensive Abilities improved uncanny dodge, sixth sense (+1 AC during surprise rounds),

<u>Offense</u>

uncanny dodge

Spd 40 ft. **Melee** *Kuwagiri* +13/+8 (1d8+5; 20/x4)

Tactics

During Combat Moroka rages as soon as combat begins.

Morale Moroka flees if all of his men are killed. So long as any of them remain standing, he remains in the battle, afraid to lose face. **Base Statistics** Moroka's statistics assume he is raging. When not raging, Moroka has the

UITTRUETTITUM

following statistics: **AC** 14; **hp** 51; **Will** +0; **Str** 16, **Con** 13; **CMB** +9, **CMD** 19; **melee** +1 battleaxe +11/+6 (1d8+3); Climb +12

Statistics

11111111111111111111111

112 TELETINI

Str 20, Dex 11, Con 17, Int 10, Wis 8, Cha 14 Base Atk +6; CMB +11; CMD +21 Feats Improved Initiative, Skill Focus (Stealth), Toughness, Weapon Focus (battleaxe) Skills Climb +14, Intimidate +11, Perception +8, Stealth +9, Survival +8 Languages Kaidanese

Rage 15 rage points; Quick Reflexes (1 extra Attack of Opportunity per round), Superstition (Ex)(+3 vs spells and spell like effects), Witch Hunter (Ex)(+2 damage against creatures possessing spells or spell like abilities) **Combat Gear** chain shirt, *Kuwagiri* (+1 *battleaxe*, see sidebar), 35 gp.

Development

So long as the PCs can successfully defend the party from Moroka's attack, the nobushi's plan collapses. The bandits at the gate, who have a view of the courtyard, attempt to flee if they see Moroka killed. The bandits north of the town also flee when they run out of arrows (about three minutes into the attack, or round 30), unless their position is attacked, at which point they put up a token resistance before fleeing. The nobushi who encounter Kenshi put up a good fight but soon find themselves heavily outnumbered, at which point they too flee.

Should the PCs assist in the battle beyond the courtyard, they generate a decent amount of goodwill in the town. Such goodwill may become important in part 2 of this series, *Dim Spirit*. Should the party need it, Emudo Koyo and his daughter Kioko can offer some healing following the battle.

Kuwagiri

Aura moderate transmutation; CL 6th Slot none; price 8,000 gp; Weight 6 lbs. <u>Description</u>

Kuwagiri is an ono, or Kaidanese axe. Ono are seldom used as weapons, and even more infrequently enchanted; so Kuwagiri is something of a rarity. Crafted by a henge shaman named Kyro for use against encroaching human settlements, stories say Kyro first demonstrated its ability by felling a mulberry tree with a single swing. It did not stay for long in the hands of the yokai, but was lost to men in a fearsome forest battle. Mounted on a 42 inch shaft of sugi wood, the axe head weighs 5 pounds and possesses a solid crescent shape counterbalance with a spike. The axe's name is inscribed in the axehead using two Kaidanese characters. Kuwagiri functions as a +1 battleaxe with a x4 critical multiplier. Additionally, Kuwagiri ignores hardness 5 or lower.

Construction

Requirements Craft Magic Arms and Armor, *keen edge*; **cost** 4,000 gp

Kappa Wrestlers (CR 5, XP 1,600 or CR 8, XP 4,800)

When traveling from Agoya to Tsue-jo, it is necessary to cross three rivers. The locals call these rivers the "Three Brothers." The land between the first and second of these rivers is a swamp and the air is filled with biting flies. Indeed, those familiar with the region call the swamp, "The Kingdom of Flies." Nevertheless, the road is serviceable and the group will not be bothered by random encounters while in the swamp.

As the PCs approach the end of the swamp and the bridge leading over the second "brother," they cannot help but hear loud singing and quasidrunken laughter. As the party draws nearer to the bridge, they see three small creatures, a little over two feet in height, sitting on the ground near the bridge and passing a clay jug back and forth. The creatures have shells, similar to that of a turtle, but there is a certain monkey-like quality to their movements and one of the three (Yoi) has lanky black hair. The creatures are kappa and they are celebrating a reunion of sorts, using their meeting as an opportunity to drink sake and reminisce about old times. Though the kappa, as a race, try to generally avoid unnecessary entanglements with the humans of Kaidan, the drink, coupled with the realization that the PCs are gaijin, emboldens these three. The kappa, as the group approaches, good naturedly cry for them to stop. The kappa speak in Kaidanese when addressing the humans but to themselves in the kappa tongue. PCs who know goblin speech may recognize some of the words, for the two languages are related. The kappa announce that the bridge belongs to them and that they demand satisfaction before the party can cross. Simply put, they want someone to wrestle their "champion,"

TTTTLLUUM

11111110101111111

Chon. If that someone wins the whole party can cross. If that person loses, then the party can choose a second volunteer and wrestle a second kappa, Bok, and so forth until either a kappa has been out-wrestled or all three have had the fun of beating a human.

The rules for kappa wrestling are simple: no weapons, no armor and anything goes. The loser is the first to surrender or pass out.

Creatures

Kappa are a race of small humanoids with turtle-



like shells. Their most famous feature is the indentation on the top of their heads which holds water. So long as the water remains in these head-bowls, the kappa is surprisingly strong, despite its small size. Kappa are capricious and love to wrestle. They also love their jokes. To a kappa, the sound of a bone breaking is considered hilarious. Not surprisingly, their best wrestlers are learned in the art of bone-breaking. The three kappa enjoying a reunion by the bridge are each practiced bone-breakers.

Bok, Chon, and Yoi - Kappa Wrestlers CR 5 (XP 1,600)

Male kappa bone-breaker 6 CN Small humanoid (yokai) Init +2; Senses low-light vision; Perception +0

Defense

AC 20, touch 14, flat-footed 17 (+2 Dex, +1 dodge, +6 natural, +1 size) hp 49 (6d8+12) Fort +8, Ref +4, Will +6 Weaknesses kappa weakness

Offense

Spd 20 ft., swim 50 ft. **Melee** unarmed +10 (1d6+4; 20/x2) **Special Attacks** leg-breaker, smashing blow

Tactics

Before Combat Before wrestling, Chon drinks a swig from his *jug of strong sake*, improving his Strength by 4 (not reflected in the stats). **During Combat** The Kappa's basic strategy is to first grapple their opponent, after which they seek to pin and do damage. If this fails they attempt a few bludgeoning blows to soften up their opponent followed by leg-breaking strikes. If feeling cocky and their opponent is weakened, the kappa attempts a combined Power Attack, smashing blow and leg-breaker. **Morale** When wrestling, the kappa surrender if

pinned for 3 rounds, if their water is drained, or if they are reduced to less than 10 hit points. 111 TELEVINIE UNITED

ורורורמרגרונווווו

Statistics

Str 18, **Dex** 14, **Con** 13, **Int** 10, **Wis** 10, **Cha** 10 **Base Atk** +4; **CMB** +11 (+4 vs grapple, sunder); **CMD** 23 (+4 vs grapple, sunder) **Feats** Dodge^B, Improved Grapple^B, Improved Natural Armor, Improved Sunder^B, Power Attack, Weapon Focus (unarmed)

Languages Goblin (kappa dialect), Kaidanese **SQ** maneuver training, natural swimmer, turtle shape (1/day; *beast shape I*), unarmed fighter, water breathing

Special Abilities

11111111111111111

TTTL LULUNIN

Kappa Weakness (Su) Each kappa has an indentation on the top of its head which holds water. This water will not tip out in the normal course of events, including Acrobatic checks and combat. A kappa may voluntarily drain his own water, or another may force it out. Those who successfully grapple a kappa may, as a full round action, attempt a Combat Maneuver which will drain some of the kappa's water. Each such successful check inflicts 2 points of Strength and Dexterity damage to the kappa; Strength and Dexterity may not be lowered below 6 in this way. (Disabled and otherwise helpless kappa may be drained without a check at the same rate.) A kappa can restore any ability damage inflicted in this way by submersing himself in water for one round.

Leg Breaker (Ex): At 5th level the bone-breaker gains the ability to strike at the very bones of his opponent. Once per round, in place of a melee attack, the bone-breaker can attempt a bone breaking Combat Maneuver. This maneuver imposes a -2 penalty to the bone-breaker's AC. If successful, the opponent takes damage as if from a regular attack. Moreover, if the attack dealt an amount of damage equal to at least one-quarter of the opponent's remaining hit points, the bonebreaker inflicts an amount of Dexterity damage equal to the bone-breaker's Strength modifier + 1/5 bone-breaker class level minus the hardness of the opponent's bones (typically 4). Opponents who suffer Dexterity damage also suffer a 5 foot reduction in speed (cumulative). This attack may be used in connection with a smashing blow, though the penalties to AC stack.

Natural Wrestlers (Ex) Kappa do not suffer the normal penalties to CMB and CMD for being small. They do receive a +1 racial bonus to both CMB and CMD.

Smashing Blow (**Ex**) As a full-round action the bone-breaker can make a smashing blow using either his unarmed attack or a bludgeoning melee weapon. The smashing blow can be used as a melee attack or as part of a sunder maneuver. It can also be used to damage an object (such as a door, table, etc.). The attack or maneuver is made as normal but ignores an amount of either AC or Hardness equal to half the bone-breaker's class level (minimum 1). When using this ability, the bone-breaker does not provoke an attack of opportunity but he suffers a -2 penalty to AC. **Turtle Shape (Ex):** At 4th level the bone-breaker gains the ability to shapeshift into a Small- or Medium-sized turtle once a day (+2 Natural AC, speed -10 feet, Swim +10 feet, bite damage equal to unarmed attack, duration 1 hour/level; otherwise as *beast shape I*).

Unarmed Fighter (Ex) The bone-breaker is treated as if he possessed the Improved Unarmed Strike feat, though as kappa have a natural attack the bone-breaker derives no benefit from this other than being able to take other feats. The damage the kappa is able to inflict from an unarmed attack increases as he trains. The bonebreaker can choose to inflict either slashing or bludgeoning damage with his unarmed attack

Development

Page 43

The Kaidanese all know better than to try to wrestle a kappa, though if the PCs have impressed them with martial valor, they will insist on one of the PCs taking on the "little men." Should the PCs go along with this, the kappa are true to their word. One win against one of the kappa and the party is free to cross. If the kappa are attacked, they retaliate before fleeing into the river. Should the party attempt to ignore them, the kappa insult them, but let them by. Nevertheless, the kappa will follow the group so as to play some prank on them during the night in retaliation. Possible pranks include breaking all the wagon wheels, breaking the legs of the mules, or beating up particularly rude PCs in their sleep.

If the PCs prove to be good sports, win or lose, Chon is moved enough to offer the PCs the *jug of strong sake*. If the PCs defeat one of the kappa in a wrestling match, grant the party experience for a CR 5 encounter.



Jug of Strong Sake Aura moderate transmutation; CL 9th Slot -; Price 7,000 gp; Weight 1 lb. Description

1111111111111111

TTTTL LUUMIN

Lefferer

Though this small clay jug is a half-gallon in size, it is actually capable of holding up to three gallons of liquid. Once per day if the jug is filled with water, it transforms this water into quality sake. Additionally, once per day, if the command word is spoken, sake drunk from the jug increases the drinker's Strength by 4 and lowers the drinker's Intelligence and Wisdom by 2. Otherwise sake served from the jug is considered non-magical.

$\underline{Construction}$

Requirements Craft Wondrous Item, *bull's strength*, *create food and water*, *secret chest*; **cost** 3,500 gp

TTTLLUUMIN

111111011111111

Kappa Bridge

Encounters on the Road to Tsue-jo

As Tsue-jo nears, and the swamp is left behind, traffic on the road to Tsue-jo increases. The party begins to pass by small farming villages and mulberry orchards. Patrolling soldiers are not uncommon and each time the party encounters a patrol, they are asked to produce their travel documents. For each hour spent on the road there is a 20% chance of encountering one of the following:

d10 Encounter

- 1 A group of 3d4 soldiers (fighter 2; led by fighter 4)
- 2 A group of 1d20 travelers coming north out of Tsue-jo
- 3 An elderly couple in need of assistance (: broken wagon wheel, injured leg, broken baskets and spilled vegetables meant for market)
- 4 A lone blind masseuse traveling to the north
- 5 2d4 children from a nearby village playing on the road
- 6 1d6 farmers with a wagon of vegetables, resting by the side of the road
- 7 2d6 lumbermen with wagons of wood, resting by the side of the road
- 8 2d3 adventurers/mercenaries coming north out of Tsue-jo
- 9 A wandering monster
- 10 A group of 4d4 soldiers (fighter 2; led by fighter 4)

Jadoko's Attack! (CR 9 XP 6,400)

Jadoko is a wily oni, one who prefers to have others do her dirty work for her. Nevertheless, she knows that if she fails to retrieve the golden spear, things cannot help but go very poorly with her. As the PCs draw nearer to Tsue-jo, still in possession of the spearhead, Jadoko is forced to try to take matters into her own hands. With her minion Girok at her side she moves to personally confront Marl and the PCs.

This encounter happens before the PCs reach Tsue-jo on an isolated stretch of road just past the third "brother." Jadoko and Girok assume the shape of an elderly couple and wait for the party near a hand-drawn cart with a broken wheel. As the PCs draw near, they call for help. If the PCs decide to help with the wheel, the two attack at an opportune moment while their foes are distracted with the mundane chore. If the PCs refuse to help, the two transform and attack as the party passes by.

PCs may notice that not all is as it seems. A DC 17 Sense Motive check reveals that the "old man" seems highly agitated and is not as worried about the wheel as he pretends. Seeing through Jadoko's pretense is harder (DC 30). A successful Perception check may also reveal clues as to the nature of the situation. There is blood on the ground a few feet from the front of the cart (DC 18), there is a very big club hidden in the twigs and branches that fill the cart (DC 20), there are some extremely big foot-prints leading away from the cart toward a nearby grove (DC 22) and there is a sandal lying in the mud twenty feet from the road (DC 25) along those same large tracks. Girok and Jadoko killed the real elderly couple and their bodies are laying in the grove, out of sight. The sandal belonged to the old man.

Creatures

If the PCs managed to kill Girok in their earlier encounter, assume Jadoko has replaced him with a more or less identical minion. Girok pulls his greatclub from the back of the wagon as he changes form to attack.

Girok, ogre-brute CR 5 (XP 1600)

AC 16	(see Appendix 2)
hp 47	

Melee +1 greatclub +11 (2d8+10) **Gear studded**_leather armor, +1 greatclub

<u>Tactics</u>

During Combat Girok's attacks are straightforward. He picks a single target, preferably a soft one without armor, and hits it with his greatclub. His sole concession to tactics is using Power Attack until he misses twice, at which point he ceases to use it against that target. If Jadoko directs him, he uses darkness as well.

Morale Girok enjoys violence, but he does not enjoy the idea of dying. If reduced to less than 12 hit points he turns *invisible* to flee until he can regenerate, at which point he returns to fight again. He does this until he is on his last *fly* and *invisibility* at which point he waits a day before attacking again. (At the start of this combat Girok has used one *invisibility* and one *fly*.)

Jadoko assumes her true form as soon as she attacks.

TTLLUUM IN

ULULALITYTY

Jadoko, Hebi-no-onna CR 8 (XP 4,800)

AC 24 (see Appendix 2,) hp 85 Gear amulet of natural armor+1, bracers of armor +2

<u>Tactics</u>

112 TELEVIII IIII

During Combat Jadoko begins combat by casting *silence* on any known spellcasters. In melee, she habitually sacrifices one of her snake attacks to hypnotize a foe. An intelligent combatant, Jadoko maneuvers herself and Girok to best take advantage of their reach and her ability to attack a foe from two angles.

Morale If reduced to 15 hit points or less, Jadoko assumes a gaseous form, allowing herself to regenerate, before continuing the battle. If she cannot safely retreat to regenerate, she fights to the death, preferring rebirth to disgrace. Even if slain, Jadoko is destined to return to vex the party again.

Development

It is entirely possible this battle may be too difficult for the PCs alone, especially if they are already injured. If there are still Kaidanese guards with the PCs, they can serve to provide additional support. GMs may also consider allowing a group of 3d4 Kaidanese soldiers to arrive on the scene as necessary (fighter 2; led by fighter 4). If Kaidanese soldiers do help defeat Jadoko, they do not allow gaijin PCs to claim any treasure.

Alternatively, the PCs are carrying a treasure which could help them greatly in this fight. Marl knows the golden spearhead the PCs are carrying for him is an *oni-bane* weapon. Though he is loathe to use the weapon, Marl prefers a potential curse to certain death. PCs may use the spearhead as an improvised short sword.

Treasure

Besides the magic items used by the two oni (+1 greatclub, amulet of natural armor+1, bracers of armor +2), there is a small sack of coins containing 32 gp in the front corner of the cart (Perception DC 15).

Concluding the Adventure: Into Tsue-Jo

Subsequent modules in this series assume that Jadoko is defeated and that the *Golden Spear of Himojo Takio* arrives safely in Tsue-jo. If Jadoko manages to claim the spearhead, GMs will need to allow the party a chance to retrieve it.

Following the defeat of Jadoko, the PCs suffer no further hindrance in reaching Tsue-jo. About five miles from the city, the group is met by a squad of 9 soldiers who, after examining their papers give them an escort into the outskirts of the city. Marl pays any surviving Kaidanese porters and begins the business of selling his goods as he awaits an audience with the Daimyo. The PCs, in the meantime, gain a welldeserved rest. They are still responsible for the safety of the chest and the golden spearhead, but for a few days they can shop, eat and re-gather their strength.

- The Curse of the Golden Spear continues in Part 2: Dim Spirit -



Appendix 1: PC Reincarnation

Player characters have a tendency to die violently and violent death has tangible repercussions in Kaidan. One of the effects of violent death in Kaidan is that those killed are more likely to swiftly reincarnate. The following is offered as an optional method to determine the fate of slain PCs. There is no reason the following tables cannot be used for NPCs, but GMs should feel free to determine the fate of any NPCs who die in Kaidan through GM fiat if they so desire.

When a PC dies, roll a d100 and consult **Table A1.1**. **Tables A1.2** and **A1.3** may be used to further clarify rolls made on the PC Reincarnation Table.

Additionally, for a character to be reincarnated, it must be reincarnated in the proper caste. The caste into which one is reborn is determined by the character's karma pool, as illustrated in Table A1.4. Karma is gained and lost through the actions one performs in life. Table A1.6 gives examples of actions which gain karma. On the whole, especially lawful actions and especially benevolent actions gain karma. Especially chaotic or especially destructive actions lose karma. Karma gains and losses are always determined by the GM and GMs should keep a private tally for each character. Many common or small actions do not deserve Karma gains or losses. A character who gives a copper to a poor man is not going to earn enough karma to matter. One who gives a year's supply of rice is going to likely earn one or more points. Likewise, a moment of anger with one's spouse is not going to lose enough karma to be worth counting. But the man who murders his wife will most certainly lose one or more karma points. Alternatively, at the GMs discretion, many small, consistent actions, over a period of time may warrant a move in karma.

Gaijin characters are treated as Hinin by the Kaidanese, but when they die their true spiritual state is revealed. To determine a character's initial karma pool, GMs should roll 1d100+25 and modify the score using **Table A1.5**. GMs may choose to do this before characters begin adventuring in Kaidan, but it is not necessary to do so. Once a character has died and been reincarnated, however, GMs will need to make sure to keep an ongoing karma tally for that character.

Page 47

Table A1.1 - PC Reincarnation

d100 Effect

- 01-05 A natural rebirth
- 05-10 Yurei
- 11-23 Reincarnated in a tamashinaki
- 24-29 Reincarnated in a tamashinaki; altered memories
- 30 Reincarnated in a tamashinaki; new memories
- 31-84 Reincarnated through mind-fever
- 85-99 Reincarnated through mind-fever; altered memories
- 00 Reincarnated through mind-fever; new memories

Natural Rebirth: The character does not find a swift reincarnation. Either his anger is not sufficient or his target successfully fights off the attempt at possession. The character's soul finds a home in the body of a new baby, destined to be soon born. When he's born, the trauma of birth will erase his memories of this incarnation. Barring some extraordinary efforts on the part of his companions, the character is gone.

Yurei: The pain of death causes the character to be reformed as a malevolent yurei within 1d4 days of death. Until the spirit is laid to rest, the character cannot be reincarnated. The GM has the right to determine the exact method by which the yurei must be laid to rest. Alternately **Table A1.2** can be used as a guide.

Tamashinaki: The soul of the character finds a suitable tamashinaki and drives the elemental spirit out, claiming the body. The character returns to play in 1d4 days within 4d6 miles of where she died. Reroll Strength, Dexterity and Constitution, in order, using 4d6 and dropping the lowest die. The character gains 1 permanent negative level, representing lost memories. If the character is level 1, she instead loses two points of Intelligence, Wisdom, or Charisma (player's choice).

Mind-Fever: The soul of the character finds a suitable adult body and drives the current occupying soul out. The character returns to play in 2d10 days within 4d6 miles of where she died. Reroll Strength, Dexterity and Constitution, in

111 TELEVILLE

ULLING DEPENDENTION

order, using 4d6 and dropping the lowest die. The character gains 2 permanent negative levels, representing lost memories. If the character is level 2 or lower, she instead loses two points of Intelligence, Wisdom, or Charisma (player's choice).

Altered Memories: The character reincarnates

with different memories than those possessed at the moment of life. Sometimes these memories represent past lives but just as often they represent the memories of the former soul occupying the body. The character avoids one negative level he might have gained through the reincarnation process. However, the character also replaces one class level possessed prior to death with the abilities of a different class. To determine this class, roll on **Table A1.3**.

New Memories: The character reincarnates with his old memories fully intact. He also gains new memories. Sometimes these memories represent past lives but just as often they represent the memories of the former soul occupying the body. The character avoids any negative levels he might have gained through the reincarnation process. Additionally, the character gains a level. This level is in a random class chosen using **Table** A1.3.

<u> Table A1.2 – Yurei Motivation</u>

d4	The yurei is motivated by
1-2	Vengeance.
3	Jealousy.
4	Greed.

Vengeance: The yurei desires the death of one of its still-living enemies

Jealousy: The yurei desires the sacrificial death of one of its companions.

Greed: The yurei wants its possessions, and one other valuable thing (worth $1d1,000 \times CL$ gp), buried with its former body.

Table A1.3 - Random Class Table

<u>Iable Al.</u>	<u>5 – Itanuoni Ciass</u>
d100*	Class
01	Player's choice
02	Adept
03-08	Aristocrat
09-18	Barbarian
19-23	Bard
24-26	Cavalier
27	Cleric
28-40	Commoner
41	Druid
42-55	Expert
56-65	Fighter
66-70	Monk
71 - 72	Oracle
73	Paladin
74-78	Ranger
79-83	Rogue
84-87	Sorcerer
88-98	Warrior
99	Wizard
00	GM's choice

* If you do not have access to class information for a class rolled, choose the next lowest class instead. Subsequent publications may change this table to reflect available classes or archetypes available in Kaidan





Table A1.4 - Karma Pool and Equivalent Caste

$1-15^{*}$	Jigoku**
16-45	Hinin
46-90	Animal***
91-135	Commoner
136 - 165	Asuras
$166 - 180^{*}$	Heaven****

* The karma pool is actually a circular cycle. A karma score of 181 is the same as a karma score of 1 and a karma score of 0 is the same as a karma score of 180.

** Jigoku is the caste of demons, goblins and other evil creatures. Player characters reborn into the Jigoku caste become NPCs.

*** The animal caste contains both animals and yokai. Players may choose to be reincarnated as an animal, retaining their own mental attributes, or they may choose to be reincarnated as a yokai (henge, kappa, or tengu).

**** Heaven is the caste of the nobility. Player characters who should be reborn as nobles instead become yurei, unable to be appeased in any way. Such characters become NPCs.

Table A1.5 - Modifiers to Initial gaijin Karma Pool

Initial gaijin Karma is 1d100+25 modified as follows. Multiple modifiers are cumulative. Note: Any alignment, class or race *not* listed is assumed to neither add nor subtract from the final pool.

Race	
Dwarf	-5
Elf	+10
Gnome	-5
Half-elf	+5
Half-orc	-10
Halfling	-5

Table A1.6 - Gaining and Losing Karma

- +2 Karma Refusing to hurt another at the cost of one's own life
- +2 Karma Act of extreme generosity resulting in personal loss
- +1 Karma Aiding those in authority in a significant way
- +1 Karma Honesty resulting in personal harm
- +1 Karma A significant act of benevolence
- +1 Karma Purposefully eschewing significant personal profit
- +0 Karma Self-defense
- -1 Karma An act of unprovoked violence resulting in death
- -1 Karma An act of theft resulting in personal gain
- -1 Karma Dishonesty resulting in personal gain
- -1 Karma Rebelling against authority in a significant way
- -2 Karma Torture and murder for pleasure and profit

Alignment

Chaotic	-15
Evil	-5
Good	+5
Lawful	+15
Class	
Barbarian	-5
Bard	-15
Cavalier	+10
Cleric	+10
Druid	-5
Inquisitor	+5
Paladin	+15
Ranger	-5
Rogue	-15
Witch	-5
Wizard	+10



Appendix 2: New Monsters

Hebi-no-onna

111111111111111111

TTTTTTTTTTTTTTTTTT

The demure woman smiles wickedly as she begins to grow. Her eyes take on a yellow cast and from her sleeves, where once there were arms, there are now writhing snakes, three of them.

The Hebi-no-onna, or snake woman, is an oni. Crafty and devious, these demons are full of guile and treacherous plots, ever desirous of advancing their own interests. Though the Hebi-no-onna can appear as either a snake (of various sizes) or as a human woman, her true form is that of a snakeeyed woman with three snakes for her arms. Though the Hebi-no-onna prefers to lead lesser oni, when she is found in the service of other oni, she is often utilized as a spy or scout.

Hebi-no-onna CR 8 (XP 4,800)

CE Large Outsider (evil, extraplanar, giant, oni, shapechanger) Init +9; Senses darkvision 60 ft., low-light vision, *detect magic*: Perception +16

Defense

AC 21, touch 15, flat-footed 15 (+5 Dex, +1 dodge, +6 natural -1 size) hp 85 (10d10+30); regeneration 2 (acid) Fort +6, Ref +12, Will +10 Defensive Abilities improved evasion; DR 5/cold iron; Immune cold, poison; Resist electricity 10

<u>Offense</u>

Spd 30 ft., fly 30 ft. (perfect), swim 30 ft. **Melee** 3 serpent arm bites +16 (1d4+3 plus poison) or bite +15 (large snake form; 1d6+7 plus grab plus poison)

Space 10 ft.; **Reach** 10 ft. (15 ft. with serpent arms) **Special Attacks** constrict (large snake form; 1d6+7), hypnotic gaze (DC 18), sneak attack +3d6, wrap around attack

Spell-Like Abilities (CL 10th) At will - detect magic 1/day – gaseous form 3/day – darkness, invisibility, silence

Statistics

Str 17, **Dex** 21, **Con** 17, **Int** 15, **Wis** 16, **Cha** 17 **Base Atk** +10; **CMB** +14; **CMD** +30 **Feats** Combat Reflexes, Dodge, Improved

Initiative, Skill Focus (Bluff), Weapon Finesse, Weapon Focus (serpent arms) **Skills** Acrobatics +10, Bluff +20, Diplomacy +13, Fly +13, Intimidate +11, Knowledge (planes) +15, Perception +16, Perform (dance) +8, Perform (wind) +8, Sense Motive +16, Stealth +19, Swim +11; **Racial** +4 Bluff, Stealth

Languages Abyssal (Jigoku dialect), Giant (Oni dialect), Kaidanese

SQ change shape (human female, snake; *alter self*, *beast shape II*)

Ecology

Environment any

Organization solitary, gang (2-6 assorted oni) **Treasure** standard

Special Abilities

Hypnotic Gaze (Su) By sacrificing one of her bite attacks, a hebi-no-onna can make a hypnotic gaze attack against a single individual within 20 feet. If the targeted individual fails a DC 18 Will save (Charisma-based) he or she is dazed for one round. A hebi-no-onna in her true form can make up to three hypnotic gaze attacks a round by sacrificing all three of her bite attacks. In her snake form she can make only a single such gaze attack.

Poison (Ex) Bite- injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *initial effect* 1d2 Con; *secondary effect* 1d2 Dex; *cure* 1 save. DC is Constitution based

Wrap Around Attack (Ex) When making more than one attack a round against an adjacent foe of Medium size or smaller, a hebi-no-onna can choose to attack from multiple sides, providing herself a flanking bonus.

Oni Subtype: Oni are evil outsiders, who, although native to the plane of Jigoku, have taken on flesh in the material world. Oni possess a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here. This information replaces the oni subtype contained in the *Pathfinder Bestiary*.

- Immunity to cold and poison
- **Resistance** to electricity 10

• Change Shape (Su) Oni are natural shape changers. While some oni can also take on the form of an animal, all oni can appear as Small, Medium or Large humanoids; alter self or giant form I.

TUTUTALIAN

□ • *Regeneration* (Su) All oni regenerate, although the rate of regeneration varies. Most oni are susceptible to damage from fire or acid.

• Oni speak Abyssal, Common and Giant.

• An oni's natural weapons are treated as evil for the purpose of resolving damage reduction.

• **Native** Oni are native outsiders. As evil spirits clad in mortal flesh, all oni possess one of the humanoid subtypes, typically giant.

Ogre Brute (Oni)

111111111111111111

TTTL LUULUN

The creature towering in front of you has bright blue skin, short horns, glowering red eyes and massive tusked teeth. It grins wickedly in anticipation of violence.

Among the most common of oni, these brutes, like their ogre namesakes, glory in physical violence and mindless mayhem. When led by an ogremage, or some other powerful oni, they are able to keep their natures somewhat in check; but when left to their own devices, they are lazy gluttons, prone to drunken brawls and savage rages. Ogre brutes come in a variety of colors including red, blue, black and green, though they most often initially appear in shapes and visages other than their own. In their natural form, these oni stand approximately ten feet tall and weigh 580 pounds.

Ogre Brute (Oni) CR 5 (XP 1,600)

CE Large outsider (giant, native, oni, shapechanger) Init -1; Senses darkvision 60 ft., low-light vision; Perception +8

Defense

AC 16, touch 8, flat-footed 16 (+3 armor, +5 natural, -1 Dex, -1 size) hp 47 (5d10+20); regeneration 2 (fire or acid) Fort +7, Ref +0, Will +6 Resist electricity 10; Immune cold, poison; SR 16

<u>Offense</u>

MALTEL ILLIL

Spd 40 ft. **Melee** greatclub +11 (2d8+10) **Ranged** spear +3 (2d6+7) **Space** 10 ft.; **Reach** 10 ft. **Spell-Like Abilities** (CL 5th) 3/day – darkness, fly, invisibility

Statistics

Str 25, Dex 8, Con 16, Int 8, Wis 10, Cha 8 Base Atk +5; CMB +13; CMD +22 Feats Iron Will, Power Attack, Toughness Skills Bluff +7, Intimidate +9, Perception +8, Stealth +9, Survival +5; Racial +2 Intimidate, +2 Stealth. Languages Abyssal (Jigoku dialect), Giant (Oni dialect), Kaidanese

SQ change shape (Medium or Large humanoid; *alter self* or *giant form I*)

Ecology

Environment temperate or cold hills **Organization** solitary, pair, gang (3-4 assorted oni), family (5-16 assorted oni, predominately ogre brutes)

Treasure standard (studded leather armor, greatclub, spear)

Tamashinaki (The Soulless) (template) When a body has no soul, it is an empty vessel awaiting an owner. In Kaidan, certain malicious elemental spirits, akin perhaps to demons, enjoy entering such vessels in order to cause pain and suffering in the world. The exact nature of the tamashinaki depends on the vessel, but all of them are psychotic, delighting in torture, murder and bloodshed. Though not highly intelligent, tamashinaki possess a certain primitive cunning and can often pass for a member of the species to which its host-body belongs. However, tamashinaki are, by their nature, sadistic loners, eschewing companionship unless they believe they will be able to harm those they "befriend." Beyond their depraved violent nature, tamashinaki share another common characteristic: they make little sound and never speak, grunt or utter a vocal noise of any sort.

Creating a Tamashinaki

Tamashinaki is a template that can be added to any creature which would normally possess a soul, such as animals, humanoids and monstrous humanoids. Tamashinaki are created when a body has no soul, allowing a malevolent elemental spirit to take control of that body. A tamashinaki is intelligent enough to possess class levels, though classes with access to arcane or divine spells are never taken.

CR: +1

Type: The creature gains the outsider (native) type and the evil subtype. The creature also gains an elemental subtype (cold, earth, or fire). This does not affect the creature's HD or skills.

TT TLLUUM

111111111111111111

AL: All tamashinaki are Chaotic Evil, without exception.

Defense/Qualities: Darkvision 30 ft.; each tamashinaki is associated with a certain energy type (fire, acid, or cold). The tamashinaki has Resist 10 against its associated energy. All tamashinaki have Resist sonic 5.

Weakness: *Possessor* – If the tamashinaki fails its save versus a dismissal effect, the elemental spirit is driven from the host body, rendering the body comatose. The spirit cannot return to that same body again for 24 hours, though it will return if the body is not destroyed, protected by magic, or no other soul takes up residency in the spirit's absence.

Special Abilities: A tamashinaki has the following special abilities:

Bloodlust: Violence excites a tamashinaki. If the tamashinaki scores a hit which deals damage, it gains a +1 morale bonus to all attacks for one round. A tamashinaki which continues to hit continues to enjoy the bonus, but it is not cumulative with itself and if a tamashinaki fails to score a hit during a round, the effect ends until it does so again.

Elemental Strike: Once a day, a tamashinaki can, in connection with a critical hit, choose to unleash an elemental blast which delivers damage of the energy type associated with the tamashinaki. This strike does 1d6 points of additional damage for every 2 HD the tamashinaki possesses (minimum 1).

Sense Weakness: A tamashinaki naturally senses a creature's weak, vulnerable points. A tamashinaki is considered to have Improved Critical with any weapon or natural weapon it uses.

Special Qualities: *Mute* – A tamashinaki never makes any vocal noises and therefore cannot utilize any ability or effect which would rely upon doing so, such as spells with vocal components.

Abilities: Strength, Dexterity and Constitution are as base creature. Intelligence 7, Wisdom 12, Charisma 10. Other templates do not raise either Intelligence or Charisma, although magical effects might.

Skills: Available skills are as the base creature or according to class. In addition to any base racial modifiers, tamashinaki have a +8 racial modifier to Bluff, Sense Motive and Stealth.

Feats: A tamashinaki does gain any of its base creature's racial feats. It does naturally gain Dodge, Improved Critical (all), and Toughness. **Environment:** Change to any land.

Organization: All tamashinaki are solitary creatures

Stonefang Blacktongue

Kaidanese farmers carefully screen litters of pups born to their dogs, searching for signs of tamashinaki, for such creatures are dangerous to both beast and men. Unfortunately, Stonefang Blacktongue's mother birthed her pups away from the watchful eyes of men. A week after being born Stonefang had killed all of his litter-mates. A month later he had ripped apart his mother, preferring her blood to the milk she had been feeding him. Since that time Stonefang has haunted the island of Yonshu, murdering pets, livestock, and, when possible, men, stalking silently through the wilderness, easily evading all hunters. A massive dog with bristling brown fur, Stonefang stands three and half feet tall at the shoulders and weighs close to two hundred pounds. Stonefang is infamous on the island, indeed his name comes from the descriptions used in official dispatches describing his behavior and appearance. There is a standing bounty on his head of thirty pounds of rice.

Stonefang Blacktongue CR 3 (XP 800)

Male advanced dog tamashinaki CE Medium outsider (earth, evil) Init +4; Senses darkvision 30 ft., low-light vision, scent; Perception +10

Defense

AC 18, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +3 natural) hp 21 (2d8+12); Fort +7, Ref +7, Will +3 Resist acid 10, sonic 5 Weaknesses Possessor

Offense

Spd 40 ft. **Melee** bite +3 (1d6+3 plus trip; 19-20 x2 plus elemental strike) **Special Attacks** bloodlust, elemental strike (1/day, +1d6 acid), sense weakness

Tactics

Page 52

Before Combat Stonefang pursues prey cautiously, stalking it for hours. He only initiates combat if his prey is alone.

During Combat If caught in a fight with multiple opponents, Stonefang typically flees. Otherwise he toys with prey as long as possible, prolonging their agony. After a foe is defeated,

1111111111111111111



Morale If caught up in his bloodlust, Stonefang will fight to the death or until his bloodlust abates. Otherwise Stonefang flees if brought below half his hit points or if he is badly outnumbered.

Statistics

Str 19, Dex 19, Con 19, Int 7, Wis 16, Cha 10 Base Atk +1; CMB +5; CMD +19 (+23 vs. trip) Feats Dodge^B, Improved Critical^B, Skill Focus (perception), Toughness^B Skills Acrobatics +8 (+12 jumping), Bluff +8, Perception +10, Sense Motive +8, Stealth +12, Survival +3 (+9 tracking); Racial +4 Acrobatics (when jumping), +4 Survival (when tracking by

scent), + 8 Bluff, Sense Motive and Stealth Languages Kaidanese (understood)

SQ mute

Ecology

Environment any **Organization** solitary **Treasure** none

Snow-falling-on-the-Blood

The villagers call him Ashi, but he knows his name is Snowfalling-on-the-Blood for when he delivers a true killing stroke, the blood of his victims freezes. Traveling from village to village on the island of Yonshu, he sells his simple wooden toys to the children for paltry sums, smiling angelically the whole time. He points to his cut out tongue with sadness when questioned about his muteness. Villagers understand, for the samurai sometimes cut out tongues for the crime of insolence. The truth is Snow-falling-on-the-Blood cut out his own tongue and he sells toys because his preferred victims are children. That is not to say, however, that he will not waylay and torture women and men when the opportunity to do so presents itself. When Snow-falling-on-the-Blood takes a victim, he binds them and hides them away, going each evening with his dagger to "play" with them. He is clever enough to make sure that he is never connected in the minds of the villagers with any disappearances. For thirty years he has been successful, though how much longer his luck can last is hard to say. During the heat of the summer months Snow-falling-on-the-Blood is more slothful in his activity, but when the weather turns cold, his desire for blood and violence burns hot.

Snow-falling-on-the-Blood CR 6 (XP 2,400)

Male human tamashinaki rogue 6 CE Medium outsider (cold, evil) Init +3; Senses darkvision 30 ft., low-light vision; Perception +10

<u>Defense</u>

AC 16, touch 14, flat-footed 12 (+2 deflection, +3 Dex, +1 dodge) hp 39 (6d8+12) Fort +3, Ref +8, Will +3 Defenses trapfinding, trap sense +1, uncanny dodge; Resist cold 10, sonic 5 Weaknesses Possessor

<u>Offense</u>

Spd 30 ft.

Melee masterwork dagger +7 (1d4+1; 17-20 x2 plus elemental strike)

Special Attacks bleeding attack (3 bleed damage), bloodlust, elemental strike (1/day, +3d6 cold), sense weakness, sneak attack +3d6

Tactics

Before Combat Snow-falling-on-the-Blood prefers to strike unexpectedly, when his chosen victim is alone, utilizing either stealth or deception, as the situation warrants.

During Combat Once combat is initiated, Snowfalling-on-the-Blood uses his Bluff skill to set up subsequent sneak attacks. His goal in combat is to bleed his opponents into unconsciousness so that he can subsequently torture them.

Morale If outnumbered, Snow-falling-on-the-Blood flees, so long as he is not caught up in his bloodlust. Nevertheless, he will return, stalking any witnesses to his activities.

Statistics

Str 12, **Dex** 17, **Con** 13, **Int** 7, **Wis** 12, **Cha** 10 **Base Atk** +4; **CMB** +5; **CMD** 18

Feats Dodge^B, Improved Critical^B, Skill Focus (Bluff), Skill Focus (Stealth), Toughness^B, Weapon focus (dagger)

Skills Bluff +20, Craft (wooden toys) +7, Perception +10, Sense Motive +18, Stealth +23, Survival +7; **Racial** + 8 Bluff, Sense Motive and Stealth

Languages Kaidanese (understood)

SQ mute

Gear masterwork dagger, *ring of protection* +2 **Ecology**

Environment any

Organization solitary

Treasure Incidental and gear



Appendix 3: Pregenerated Characters Aarenia

Quote: The wind blows me, to sights unseen and people not yet met.

Aarenia lives to see new things. She has been traveling since she can't remember when and has never known a true home. Though some would chaff at such an existence, Aarenia revels in it, eagerly anticipating the next new sight. Because of her love of travel, she was a natural choice for church officials who wanted a report on Kaidan and the religions therein. Though by nature a softhearted, engaging individual, she has something of a temper. She particularly grows cross when she sees people mistreating or enslaving others.

Aarenia

112 TELETINI

Female human cleric 5 CG Medium humanoid (human) Init +3; Senses Perception +12 Aura chaotic (strong), good (strong) Defense AC 17, touch 9, flat-footed 17 (+7 armor, -1 Dex, +1 shield) hp 36 (5d8+10) Fort +5, Ref +0, Will +8 Offense Spd 20 ft. **Melee** +1 rapier +4 (1d6+1; 18-20/x2) Ranged sling +2 (1d4) Special Attacks channel positive energy (7/day, 3d6, DC 14) Domain **Spell-Like** Abilities (CL 5th; concentration +9) 7/day—agile feet, dazing touch Spells Prepared (CL 5th; concentration +9) 3rd – blindness / deafness (DC 17), fly^D, searing light 2nd – hold person (DC 16), locate object^D, sound burst (DC 16), summon monster II 1st - bless, charm person^D, comprehend languages (x2), sanctuary Orisons (at will) — detect magic, detect poison, resistance, stabilize **D** Domain Spells; **Domains** Charm, Travel **Statistics** Str 10, Dex 9, Con 12, Int 10, Wis 18, Cha 15 Base Atk +3; CMB +3; CMD 12 Feats Extra Channel, Improved Initiative^B, Selective Channeling, Turn Undead Skills Diplomacy +10, Knowledge (religion) +7, Linguistics +4, Perception +12 Languages Celestial, Common **Combat Gear** potion of cure light wounds (3),

potion of cure serious wounds; **Gear** +1 chain mail, +1 rapier, small metal shield, sling, hat of disguise, pearl of power (1st level), 500 gp.

Deymin

Quote: Honest labor never killed anyone, but why take the chance?

Deymin is a rascal and he knows it. He sees himself as a charitable sort, constantly giving to those in need. The fact that his generosity is most often expressed with other people's money has had an unfortunate tendency to land him in trouble. Most recently, the theft of a large sack of money from an unsavory crime lord and the subsequent distribution of that gold to the poor of the city, made Deymin very unpopular with some rather violent individuals. Thus Deymin decided to take an extended vacation to Kaydin until the heat died down.

Deymin

Male human rogue 5 CG Medium humanoid (human) Init +6; Senses Perception +8

Defense

AC 20, touch 13, flat-footed 17 (+5 armor, +2 Dex,

+1 dodge, +2 shield)

hp 31 (5d8+5)

Fort +1, Ref +6, Will +1

Defensive Abilities evasion, trap sense +1,

uncanny dodge

Offense Spd 30 ft.

Melee mwk rapier +7 (1d6+1/18-20)

Ranged mwk shortbow +6 (1d6/x3)

Special Attacks sneak attack +3d6 Statistics

Str 12, **Dex** 15, **Con** 11, **Int** 12, **Wis** 10, **Cha** 16 **Base Atk** +3; **CMB** +4; **CMD** 17

Feats Dodge, Improved Initiative^B, Persuasive, Weapon Focus (rapier), Weapon Finesse^B **Skills** Acrobatics +10, Appraise +9, Bluff +11,

Diplomacy +13, Disable Device +14, Intimidate +13, Knowledge (dungeoneering) +9, Perception +8, Sleight of Hand +10, Stealth +15 TTTLLUUM

111111111111111111

Languages Common, Elven

 ${\bf SQ}\,$ rogue talents (finesse rogue, surprise attack), trapfinding +2

Gear +1 glamered shadow mithral shirt, +1 light wooden shield, mwk rapier, mwk shortbow and 40 arrows, everburning torch, mwk thieves' tools, 500 gp

Kurain

「サウママフ

WALLELLULLULL

Quote: To die at the hands of a sharp blade, used skillfully? Such a death is a good death.

Kurain comes from a proud tradition of elven swordsmanship. His clan not only trains heavily in the use of the elven curve blade, they are also renowned as superior weaponsmiths. Having heard tales of the Kaidan Katana, the clan elders instructed Kurain to seek out an example of these blades to see if there was anything to be learned from them. Kurain has little respect for anything not elvish, except it be talent in the art of combat.

Kurain

Male elf fighter 5 NG Medium humanoid (elf) **Init** +3; **Senses** low-light vision; Perception +2 Defense AC 21, touch 14, flat-footed 17 (+7 armor, +3 Dex, +1 dodge) hp 37 (5d10+5) **Fort** +4, Ref +4, Will +1 (+2 vs. fear); +2 vs. enchantment Defensive Abilities bravery; Immune sleep Offense **Spd** 20 ft. **Melee** +1 frost elven curved blade +11 (1d10+8 plus 1d6 cold/18-20) Ranged mwk composite (+3 Str) longbow +9 (1d8+3/x3)**Special Attacks** weapon training (heavy blades +1)Statistics Str 16, Dex 16, Con 10, Int 14, Wis 10, Cha 10 Base Atk +5; CMB +8; CMD 22 Feats Cleave, Dodge^B, Mobility, Power Attack, Weapon Focus (elven curve blade) , Weapon Specialization (elven curve blade) B Skills Acrobatics +4, Climb +7, Linguistics +4, Knowledge (dungeoneering) +7, Ride +7, Swim +7; Racial +2 Perception

Languages Common, Draconic, Dwarf, Elven, Giant, Goblin

SQ armor training 1

Combat Gear potion of cure moderate wounds, potion of shield; **Gear** +1 chainmail, +1 frost elven curve blade, mwk composite (+3 Str) longbow with 20 arrows, 500 gp.

Lyshna

Quote: How can you not love a face like this?

Lyshna is a winsome halfling woman, with a nearperpetual grin. Perhaps because of her winning personality (or perhaps due to her use of scrolls containing *charm person*), she has always found it easy to find out secrets. Because of her penchant for subtle espionage, she has been commissioned with obtaining maps of Kaidan, something sorely lacking in the west. Lyshna, though charming, is somewhat self-centered, given to pampering herself whenever possible. She can rough it when necessary, but much prefers an inn to a tent and a hot bath to a cold, dewy morning.

Lyshna Flask

Female halfling sorcerer 5 CG Small humanoid (halfling) Init +1; Senses Perception +2 Defense **AC** 12, touch 12, flat-footed 11 (+1 Dex, +1 size) **hp** 25 (5d6+5) Fort +1, Ref +3, Will +5; +2 vs. fear Resist electric 10 Offense **Spd** 20 ft. Melee quarterstaff +2 (1d6-1) Special Attacks elemental ray (8/day, +4 ranged touch, 1d6+2 electricity) **Spells Known** (CL 5th; concentration +10) 2nd (5/day) – glitterdust (DC 17), invisibility, *scorching ray* (electricity) 1st (8/day)—burning hands (electricity, DC 16), comprehend languages, disguise self (DC 16), mage armor, magic missile Orisons (at will) – daze (DC 15), detect magic, *light, mage hand, open/close, read magic* **Bloodline** elemental (air) Statistics Str 8, Dex 12, Con 8, Int 10, Wis 11, Cha 21 Base Atk +2; CMB +0; CMD 11 Feats Craft Wand, Craft Wondrous Item, Eschew Material^B, Toughness Skills Acrobatics +3, Bluff +13, Climb +1, Diplomacy +10, Knowledge (Planes) +4, Spellcraft +7; Racial +2 Acrobatics, +2 Climb, +2 Perception Languages Common, Halfling SQ bloodline arcana **Combat Gear** dust of appearance, dust of disappearance,

dust of illusion, scroll of charm person, scroll of disguise self, scroll of enlarge person, scroll of mage armor, scroll of reduce person, wand of mage armor (27 charges), wand of magic missile (2 missiles, 31 charges); **Gear** quarterstaff, bag of holding (type 2), ring of feather falling, wind fan, 50 ft silk rope, 500 gp ITT TULLUTION

TILLIBUL TILLIBUL

Glossary of Words

7777W

1111111111111111

ITT ILLULULULU

おろう

スラフィードは

ヤカクラ

CLUTCH INCOME D

Cleren

NN

MALTECHERLET

HUTTHAL

Agoya	A forest town	
Asuras	The samurai caste	
Biwa	A stringed instrument	
Cho-Han	Even-Odd; a dice game	
Daimyo	Lord of a province	
Daitengu	The mountains of central Yonshu	
Eta	See Hinin	
Gaijin	Foreigners to Kaidan; sometimes	
	referred to as those from "beyond the	
	mist"	
Gaijinoshi	•••••••••••••••••••••••••••••••••••••••	
	the only port open to gaijin ships	
Hebi-no-o		
Henge	Humanoids that can	
	shapeshift between animal and man	
TT	forms	
Hinin	Also called Eta, the hungry-ghost or outcast caste	
T ² 1		
Jigoku	The hell of the oni; also the caste of	
T*1_*	demons, oni and goblins	
Jikininki Kadaahi	1 8 8 8	
Kadachi Short sword		
Kadachi-gumi A yakuza "family"; literally the		
Kaidan	Kadachi Group	
Kaldan	A cursed archipelago nation containing four main islands	
Kami	Spirits worshiped as divine	
Карра	Turtle-like humanoids who love	
Карра	to wrestle	
Kyodai	Big brother, yakuza boss	
Miko	A shrine priestess or oracle	
Nobushi	Bandits	
Ogre-brut		
Ojiisan	Grandfather	
Oni	Malevolent spirits who take on	
om	flesh	
Oniba	Main province of Yonshu Island	
Oyabun	Head of a yakuza district;	
0,000	literally "foster father"	
Ryokan	A traveler's inn	
Sake	Rice wine	
Shatei	Little brother, yakuza underling	
Shogun	The true ruler of Kaidan;	
0	makes decisions in the name of	
	the Emperor	
	1	

Shogunate	The office and minions of the Shogun
Tamashinaki	The soulless; bodies inhabited by malevolent elemental spirits
Tengu	Birdlike yokai
Tsue-jo	Main city and port of Yonshu
Uesaki	Port town of Yonshu
Wakagashira	A lieutenant in the yakuza
Yakuza	A criminal enterprise focused
	on gambling, drugs, entertainment and prostitution
Yokai	Humanoids with animal features
Yomi	Kaidanese realm of the dead
Yonshu	Smallest of the four main islands of Kaidan
Yurei	Undead, often a ghost, but the term can refer to any sort of undead
Zao	State religion of Kaidan

17/11/07/07

Glossary of Names

Aku	A porter
Atsukawa Kenshi	A ranger of Agoya
Babatsu Motojiro	Marl Tyro's guide to
	Tsue-jo
Blacklock, Captain T	hom Operator of the
	House of the Sleeping
	Crane, a tavern
Bok	A kappa bone-breaker
Chon	A kappa bone-breaker
Emudo Akiko	Wife of Emudo Koyo
Emudo Kioko	Miko; daughter of Emudo
	Koyo
Emudo Kirin	Youngest daughter of
	Emudo Koyo
Emudo Koyo	Priest of Agoya Shrine
Girok	An ogre-brute in service
Girok	to Jadoko
Gojiro	A porter
Hachiwara, Lord	Daimyo of Oniba
Haciliwara, Loru	province on Yonshu
Hakoto Maki	Elder of Agoya
	0.1
Himoji Takio	Ancient hero and oni
	slayer; the original
	owner of the <i>Golden</i>
···· · · · · · · · · ·	Spear
Hinjosha Kamoki	Portmaster of
	Gaijinoshima
Hitaka Goro	Caretaker of the Temple
	of the Tainted
Hojanda Masatani	Soldier hired to guard
	Muyatsu Kaneshi

ITT TULLULUM

11111111010111111

mm

TTULUUT

ILLICA

ALELUNI

1.474

MALIN

Hojanda Muneyoshi Soldier hired to guard Muyatsu Kaneshi Hvoe A porter Ikoshi A porter Jadoko Hebi-no-onna sent to capture the Golden Spear Yakuza thug Jojo Sadaka Soldier hired to guard Muyatsu Kaneshi A porter Kabo Kimbo, Captain Larlen Captain stranded in Gaijinoshima Assumed name of **Kiyozo**

Kushima Tesoko

lieutenant of the Kadachi-gumi

Tetsuki, now a

A magical axe

Nobushi leader

A nobushi leader

Harlot

fever

A porter

"Smiley"

A porter

A porter

monstrous ghoul

Son of Kushima Tetsuki,

Grandfather of Kushima

Oyabun of the Kadachi-

gumi of Gaijinoshima

Murdered nephew of Kushima Tetsuki

Captain of the Scarlet

A merchant bearing a

Soldier hired to guard Muyatsu Kaneshi

An official tasked with overseeing Marl Tyro's journey to Tsue-jo Owner of the Grinning

Gaijin Inn; nicknamed

brother to Sato Takyio

A kappa bone-breaker

Kushima Tetsuki

A mule-skinner

Owner of Agoya's lumberyard

A mule-skinner

Caretaker of the

Kushima Atesu

Jiro

TTTELLU

Kushima Tesoko

Kushima Tetsuki

Kushima Tonaka

Kuwagiri Larmley, Captain

Longtoes, Armia

Marl Tyro

Migita Iakanoko Mizuyoshi Iko

Mori Moroka Muyatsu Kaneshi

Nakamashi Akio

Nasato Eiji

Nobuma **Okuri Goru** Sadashi Sato Konshi

Sato Takio

Tanahashi Sato Toshi Yakoto Henshi

Yoi

Pronounciation Guide

Α	-	ah, as in 'rod'
Ε	-	eh, as in 'men'
Ι	-	ee, as in 'seen'
0	-	oh, as in 'bone'
U	-	oo, as in 'moon'
Ai	-	ah-ee
Ae	-	ah-eh
Ei	-	eh-ee
Ii	-	ee-ee
Ie	-	ee-eh
Oi	-	oh-ee, as in 'boy'
Ue	-	oo-eh

There are no silent E's; Buke is 'boo keh' There are no short U's; Shogun is 'show goon' There are no soft G's, as in *Gender*, always hard as in *Gift*.





OPEN GAME LICENSE Version 1.0a

ITT TULULUUU

NINTERAN

WWTEEL (FLOPIA

うちちろうろうろう

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

The following items are hereby identified as Product Identity and are not Open Content: All trademarks, proper names (characters, cities, etc.), dialogue, plots, storylines, locations, characters, artwork and trade dress. (Elements that have previously been designated as open game content or are in the public domain are not included in this deceleration.

Except for material designated as Product Identity (see above), the game mechanics of this Rite Publishing game product are Open Game Content. No material other than the portions designated as Open Game Content may be reproduced in any form without written permission.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

11111111111111111

1111111111111111111111

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000–2005, Wizards of the Coast, Inc.

KD01 sku св76802



The Shores of Kaidan Beckon... Beware

For centuries Kaidan has been isolated from the world. Now, at long last, by Imperial decree, its ports are open to gaijin sailors and merchants. You come to Kaidan, escorting a merchant and the gift he carries, a gift meant for a powerful Kaidanese lord. But Kaidan is cursed and once within its borders you may find that not even death will release you from the Islands' powerful grip. Do you have what it takes to survive the *Curse of the Golden Spear*?

The first of a three part campaign, *The Gift* is an adventure set in the cursed land of Kaidan and is suitable for a group of 5th level characters. Drawing inspiration from Japanese folklore, and fully compatible with the *Pathfinder Roleplaying Game*, Kaidan is a land of horror and mystery. In Kaidan, demons stalk the land in human form, the dead seldom rest easy, and life is cheap. This adventure serves to introduces players and game masters alike to the cursed realm of Kaidan.

An adventure for 4 players of 5th level Designed for use with the Pathfinder Roleplaying Game

Jonathan McAnulty





Rite Publishing





KD01



The Shores of Kaidan Beckon... Beware

For centuries Kaidan has been isolated from the world. Now, at long last, by Imperial decree, its ports are open to gaijin sailors and merchants. You come to Kaidan, escorting a merchant and the gift he carries, a gift meant for a powerful Kaidanese lord. But Kaidan is cursed and once within its borders you may find that not even death will release you from the Islands' powerful grip. Do you have what it takes to survive the *Curse of the Golden Spear*?

The first of a three part campaign, *The Gift* is an adventure set in the cursed land of Kaidan and is suitable for a group of 5th level characters. Drawing inspiration from Japanese folklore, and fully compatible with the *Pathfinder Roleplaying Game*, Kaidan is a land of horror and mystery. In Kaidan, demons stalk the land in human form, the dead seldom rest easy, and life is cheap. This adventure serves to introduces players and game masters alike to the cursed realm of Kaidan.

An adventure for 4 players of 5th level Designed for use with the Pathfinder Roleplaying Game





Rite Publishing

