

Adventures in Rokugan



STORM EEL'S REST

A 2023 FREE RPG DAY ADVENTURE

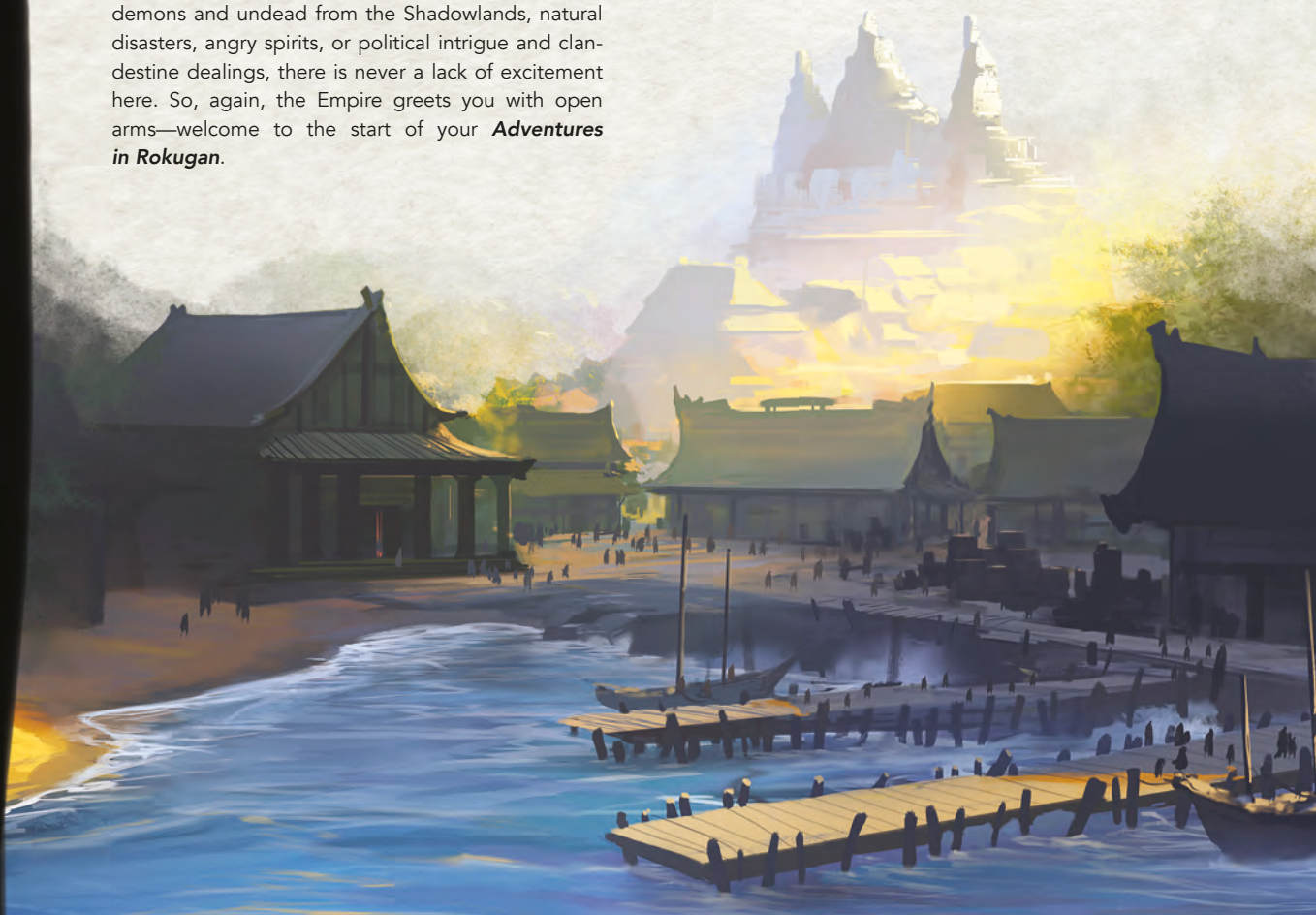
Storm Eel's Rest

Greetings, and welcome to Rokugan! The Emerald Empire is grateful that you are here—it is ever in need of those who thirst for adventure. In Rokugan, the samurai of the seven Great Clans and myriad Minor Clans steward the lands on behalf of the Emperor, whose dynasty has ruled for a thousand years. Although most beings here are human, the land is also home to many more species: serpentine naga, ratlike nezumi, birdlike tengu, specters, elemental spirits, demonic mazoku, amphibious ningyo, animal yōkai like the foxlike kitsune, and other mystical beings who live in the wilds.

The Great Clans are constantly competing with one another, vying for Imperial favor, land, influence, and strategic resources. From the courts to the countryside, the Empire is constantly fraught with one problem or another. Whether it is war, encroaching demons and undead from the Shadowlands, natural disasters, angry spirits, or political intrigue and clandestine dealings, there is never a lack of excitement here. So, again, the Empire greets you with open arms—welcome to the start of your **Adventures in Rokugan**.

THE FIRST ADVENTURE

Storm Eel's Rest is an adventure designed for Free RPG Day 2023 by Edge Studio. This journey gives you and your players a taste of what **Adventures in Rokugan** has to offer. It has been crafted to be played in a single four-hour session, though play times may vary depending on your players, your Game Master (GM) style, and the needs of your group. Included are six premade characters who are integral to the story, each of whom has their own personal objectives and personality tied into the narrative of the adventure. From this point forward, players should set aside this product and let their GM read on to avoid any spoilers. Game Masters, make sure to read through the entire adventure before sitting down with your players to start the game.





Part One: Adventure Background

This adventure takes place on and off the coast of Earthquake Fish Bay in a territory controlled by the Yasuki family of the Crab Clan but bordering on the lands stewarded by the Asahina family of the Crane Clan. The Yasuki family was once part of the Crane, but it defected to the Crab hundreds of years ago. The Crane remain embittered over losing their land and see it as rightfully theirs. This area is strategically significant because it provides a massive amount of seafood, medicinal aquatic herbs, and other valuable resources. It is contested by the Crane, who wish to seize control of the region by showing the Imperial family that they are more suited to protecting it and more worthy of accessing its boons. The Yasuki are concerned with maintaining their control over the area and quashing any Shadowlands invasions that would dare endanger the Empire, and the Crab are wary of any event

that could cause any disruption to their stewardship of the region. The Crane feel the Crab waste the gifts of the land and squander and mismanage the political opportunities of what could be a bountiful hub of water trade, the village of Storm Eel's Rest.

The Crane now have their opportunity to challenge the Crab's hold on the area, as the last several weeks have marked a large increase in the number of aquatic and amphibious beasts infesting the waters. Such monsters have always been a concern, as the corruption of the Shadowlands leaks into the waters of Earthquake Fish Bay, and from time to time, that spiritual and physical pollution births beasts that Storm Eel's Rest readily handles. But there was a time before the village and its protectors when the sea was much more dangerous.

In addition to the number of monsters increasing, the *Pale Moon*, a support ship sent to the Unnamed Island, has not returned. It is impossible to see through the unrelenting storm cloud that shrouds the island, and the reach of the recent storms has only grown larger in the last few days.

THE ORIGIN OF STORM EEL'S REST

Over four hundred years ago, the waters of Earthquake Fish Bay were prowled by a massive, malicious eel that held the power to summon storms and call lightning from both the sky and its own body. The eel was over one thousand feet long, able to crush and upturn fishing boats and even swallow them whole. The creature seemed invincible—but a group of Mantis Minor Clan sailors, Crab Clan samurai, water-dwelling merfolk known as ningyo, and fisherfolk came together to slay the creature. Stories say that over one hundred lives were lost that day, and it was only through the grace of the gods and the might and cunning of the warriors that the beast was outsmarted and slain, its spirit trapped within its remains. The bones of the Storm Eel wrap around a small island in the bay, which is constantly beset by storms. The island remains unnamed out of superstition that naming it would invite bad luck.

Of the survivors, those who were attuned to the elemental spirits or were talented in combat agreed to shed their affiliations and found a new monastic order: the Stormkeepers. Their number have devoted themselves to watching over the Unnamed Island and the body of the Storm Eel, whose corrupted spirit has remained imprisoned in its carcass. To destroy the eel's body would release its spirit to the world. Soon after the warriors trapped it, it became clear that the vile beast's spirit was intent on beckoning other monstrosities to the island as it searched for a new body for itself.

The Stormkeepers fend off the creatures that make it to the island and maintain a ritual to repress the eel's influence and reach, taking turns in the monastery where the eel's remains rest. Over time, the eel's constant murmurs and whispers take a toll on the monks, and the stress claims their lives. A monk who has taken the vow of the order would rather starve than leave their post, as every monk has heard the vile chattering of the eel and knows that it must be contained. The monks' numbers are maintained by willing warriors from the Crab, the Mantis, the village of Storm Eel's Rest, and occasionally the underwater capital of the ningyo. At any given time, there are no less than two dozen trained monks and a handful of monks in training on the island.

The people who helped slay the eel who were not warriors or elementalists founded Storm Eel's Rest, a village on the coast whose people support the monks' work by patrolling the waters for beasts and delivering supplies such as food, medicine, and repaired or new weapons. The village is overseen by the Yasuki family of the Crab, a family known for its shrewd merchants and talented negotiators. The Yasuki take Storm Eel's Rest and the island very seriously and are constantly ensuring that the village has everything it needs to maintain peace in the bay's waters.

ADVENTURE BREAKDOWN

This adventure is split into four parts, with an appendix of nonplayer characters (NPCs) at the end. What you are reading now is the first part, which includes the layout of the adventure, background context about the world, and a synopsis of the adventure for the GM.

Part Two: An Unforgiving Sea gives the PCs the opportunity to meet one another on the *Spider Lily*, a ship that has taken volunteers to find another ship, the *Pale Moon*, which has gone missing. It also includes background information about the player characters (PCs).

After the PCs have introduced themselves, they catch sight of the *Pale Moon* beached on the coast of the Unnamed Island and are prompted to take a smaller boat to the shore. Their goals are to rescue the sailors of the *Pale Moon*, help the monks of the Unnamed Island, and ensure that the Storm Eel's spirit remains bound to its bones.

Part Three: The Unnamed Island is the pinnacle of the adventure. Here, the PCs arrive on the island and find the *Pale Moon's* surviving crew under assault by a group of terrifying amphibious monsters. After dispatching the monsters, the PCs must search the island for the monks and ensure that the binding wards that surround the Storm Eel's skull remain intact. Along the way, they must either fight another group of horrors or sneak past them. At the Stormkeepers' monastery, the PCs find several monks—exhausted but alive—and the bodies of a dozen horrors.

The Stormkeepers give the PCs a pouch of powdered storm root—an herbal medicine that will rejuvenate them before the final encounter. Despite the monks' and PCs' efforts, the call of the Storm Eel has worked, and a monstrous catfish, the *namazu*, has begun the process of melding with it. The PCs and remaining monks have only one choice: slay the half-possessed abomination or be consumed by the Storm Eel's rage once it overtakes its new host.

Part Four: Resolution presents the adventure's possible conclusions. The PCs have either stopped the Storm Eel from obtaining a new body and returned to the village, or they have failed, and the new catfish-eel has consumed the island, the monks, and the PCs with it. Depending on which PCs survive and their telling of the tale, their actions could tip the balance of power and give the Crane the ammunition they need to convince the Emperor that they must take stewardship of the province that the village resides in. Alternatively, the PCs' actions may solidify the Crab's hold on the area.

MAJOR FACTIONS INVOLVED

The following are the major regional factions who have an immediate stake in the fate of Storm Eel's Rest and keeping the Storm Eel sealed away on the Unnamed Island.

THE CRAB CLAN

The Crab Clan is responsible for safeguarding Rokugan's southern border from the destructive forces of the Shadowlands: corrupted beasts, malicious oni, Lost samurai, malevolent spirits, and other malign entities. It is the Crab's ancient duty to protect the Empire from the nightmares that are borne from the twisted land's corruption. Crab samurai and peasants alike are known for their tenacity, vigilance, and stoic persistence in their pursuit to push back the never-ending stream of clawing, cunning, and vicious enemies. The creatures of this place are as plentiful as grains of sand on a beach and come in such a diversity of intelligence, strength, and abilities that the mission of the Crab seems hopeless—but these steadfast and unwavering bastions of the Empire fight on, crushing any creature that would threaten their home and their people.

THE CRANE CLAN

The Crane Clan represents what they consider to be the artistic heart of the Empire. They are great poets, authors, duelists, diplomats, and bureaucrats who always seem to have their finger on the pulse of Rokugan's politics. Their cultural and interpersonal skills and knowledge have become indispensable to the successful functioning of the Imperial Court. Many Crane see their duty as preserving the cultural heritage and essence of the Empire by generating good will, acting as mediators, and creating interdependency between the Great Clans in order to prevent bloody wars and conflict.

THE MANTIS MINOR CLAN

The Mantis Minor Clan is a group of rugged sailors that has grown from a loose alliance of merchants, rōnin, and castoff members of the Great Clans to a massive organization that operates along Rokugan's coastline. While the Crane Clan has historically been one of the Mantis's major clients, recent political turmoil has pushed the two clans apart, and the Mantis have sought allies elsewhere in the Empire. They sail from mainland ports to the islands off the coast and beyond, rivaling the Unicorn Clan in their exposure to foreign cultures. Having risen more recently than the Great Clans, they are not so quick to look down upon those of lower station—but humble origins do nothing to quell the ambitions of their dashing and piratical leader, Mantis Clan Champion Yoritomo.

The Mantis believe that everyone must prove themselves—a higher station at birth carries certain benefits, but it comes with an expectation that an individual must achieve greater heights to match. Even the lowliest member of the clan can advance if they serve exceptionally. The virtue of heroic courage holds a special place within Mantis culture.

THE COURTS OF THE NINGYO

The ningyo are a species of amphibious creatures that are similar in shape to humans but have scales, spines, fins, and gills that make them suited for life in the water. Their society is designed around a complicated political system and centers on their capital city far below the waves of the Sea of the Sun Goddess. Families are often assigned to specific portions of the ocean or, occasionally, smaller bodies of water to guard against any threat that might imperil the ecosystem or the machinations of the capital's courts. Some families have also mastered the ability to shift into human form, though this form is unique to each individual ningyo. The human form grows and ages as the ningyo does, and it retains any injuries and scars the ningyo has in their true form.

Part Two: An Unforgiving Sea

Players are strongly encouraged to use one of the six premade adventurers included with this adventure as their character for **Storm Eel's Rest**. If your group has not already done so, go around the table and have each player choose a character. Once each of the players has chosen their adventurer, read or paraphrase the following aloud:

From an outsider's perspective, the village of Storm Eel's Rest seems completely indistinguishable from any other fishing village along the coast of Earthquake Fish Bay. Every day, sailors and fisherfolk depart from its docks to ply their trades in the waters of the bay. Across from this mainland village, not far into the bay, is a small island constantly shrouded in storm clouds. A lonely monastery perches atop its rocky face. This monastery is home to the Order of Stormkeepers, a group of solitary monks whose existence is dependent on support and shipments of supplies from Storm Eel's Rest.

In recent weeks, the waters of the bay have become increasingly dangerous as reports of monstrous fish and horrifying beasts entering the bay and threatening ships have multiplied. The storms of the Unnamed Island have expanded, and now the village is continuously lashed with rain and choppy waters. Despite the risk, the village sent a ship called the Pale Moon out to the island to deliver

critical supplies to the monks and ensure they were safe. It has been too long, and the ship has not returned. Desperate to aid the missing sailors and the monks, but wary of leaving their village undefended by sending too many of their own people, the village elders have enlisted a group of volunteers to aid them. Your group now stands aboard the Spider Lily, pelted by a horrible storm, on your way to the Unnamed Island.

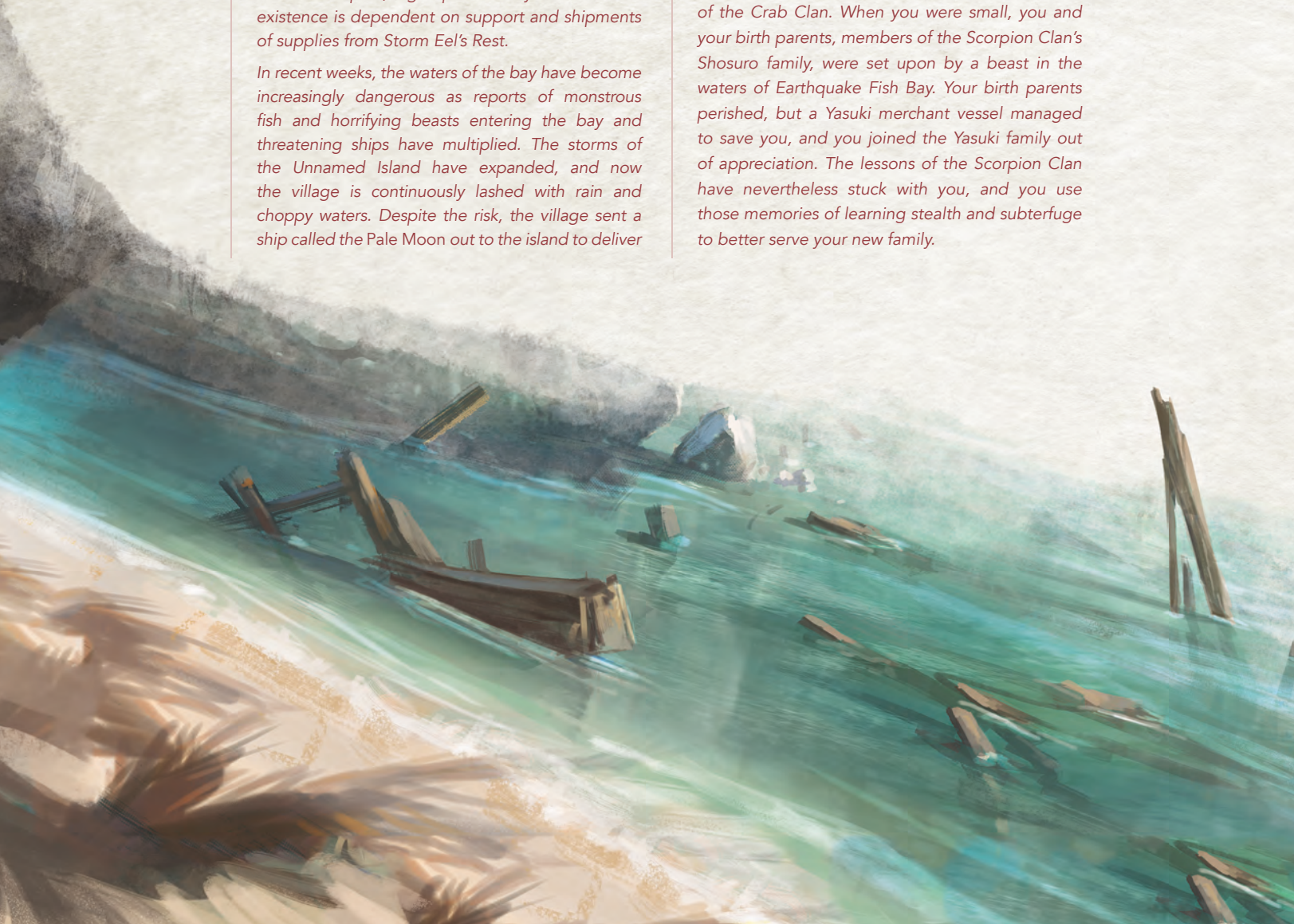
THE PLAYER CHARACTERS

You now have the opportunity to read each player character's backstory aloud and give the players their goals for the scenario.

YASUKI NARUMI [HUMAN, SHE/HER]

If a player chose Yasuki Narumi as their character, read or paraphrase the following aloud to that player:

You are the adopted daughter of the Yasuki family of the Crab Clan. When you were small, you and your birth parents, members of the Scorpion Clan's Shosuro family, were set upon by a beast in the waters of Earthquake Fish Bay. Your birth parents perished, but a Yasuki merchant vessel managed to save you, and you joined the Yasuki family out of appreciation. The lessons of the Scorpion Clan have nevertheless stuck with you, and you use those memories of learning stealth and subterfuge to better serve your new family.



The Yasuki are concerned about the recent influx of seaborne horrors plaguing the waters of the bay and harassing trade vessels. The order of monks that normally oversees the health of the waters may also be in jeopardy. The Yasuki family worries that if this new threat is not dealt with hastily, the Crab Clan's rival, the Crane, will use the chaos to catch the Imperial family's ear and try to take over the province. If the Crane can convince the Emperor that the Crab are failing in their duty to protect the bay, they might succeed. You cannot allow this.

Narumi's goals are (1) to see that the problems in and around the bay are dealt with in a manner that preserves the Crab Clan's reputation as exceptional stewards of the bay, and (2) to dispatch any Shadowlands creatures that threaten the bay, the Stormkeeper monks, or the seal that binds the Storm Eel to the Unnamed Island..

HIDA KATASHI **[MAZOKU, THEY/THEM]**

If a player chose Hida Katashi as their character, read or paraphrase the following aloud to that player:

You were once a bureaucrat for the Fortune of Death, spending your endless existence filing paperwork and delivering the Fortune's verdicts to the souls who sought their fate in the Realm of Waiting. But over time, the esteem of your position turned to a weight on your spirit, and you petitioned the Fortune for relief. The Fortune granted it with a wave, and you were thrust into the Mortal Realm unceremoniously, surrounded by the cursed soil of the Shadowlands. You wandered, seeking safety and companionship, only to be set upon by a horde of hungry goblins. As you were about to succumb to the snapping jaws of the creatures, a warrior clad in Crab Clan armor appeared out of the fog and fought back the swarm until they fled; he saved you and lost his life in the process. So inspired were you by the nameless warrior's sacrifice that you donned his armor and committed yourself to live your newfound life with the integrity and courage you witnessed that day.

Days later you found yourself at the Carpenter Wall, greeted by a woman who seemed overjoyed to see you—until she realized you were not who she thought. It took a long time, but the woman, a commander named Hida Kanami, listened to your story and eventually took you on as a ward to honor the fallen warrior: her son, Hida Goro.

Now, years later, you are on a mission to protect the lands of your clan and slay beasts that hail from the twisted wastes of the Shadowlands.

Katashi's goals are (1) to protect and preserve, at any cost, the monks of the Order of Stormkeepers who reside on the island, and (2) to ensure that the seal binding the Storm Eel to the island and to the eel's own remains is never broken. The Order of Stormkeepers plays a vital role in subduing the Shadowlands menace, and if the Storm Eel were to return, it would pose perhaps a greater threat than anyone—Crab or otherwise—is prepared for.

ASAHINA NAGISA [HUMAN, SHE/HER]

If a player chose Asahina Nagisa as their character, read or paraphrase the following aloud to that player:

Your story began several weeks ago in a private meeting with the head priest of your shrine, Asahina Reiji. Your close friend and ever-vigilant bodyguard, Daidoji Renjiro, sat quietly in the back of the room while you carefully requested to be allowed to travel to Storm Eel's Rest, a fishing village on Earthquake Fish Bay that is in desperate need of help as unseasonable storms ravage its denizens' homes. Offering aid to any who ask for it is paramount to the mission of peace and prosperity that your shrine aspires to. Reiji listened quietly to your impassioned speech on the virtues of assisting other clans in cases of disaster while stroking his long, neatly braided beard. After a time, he spoke. "Nagisa, the Crab are not a clan who take kindly to the intrusion of others in their business. This area you wish to aid has been one of tension between our clans since the Yasuki left us and the lands were turned over to the Crab. Your presence could be interpreted as a presumption that the Crab are unable to take care of their own at best, or even as sabotage at worst."

The elder's words sat in the air for a moment, but just a moment, before you could not help but burst out that the village was asking for aid—and that to ignore that plea would damage your integrity and undermine the values the shrine stands for. The elder sighed and shook his head but relented. "You must be cautious and take Renjiro with you. Help only in the ways you are asked, and represent our shrine and our family well. The Asahina is a family of peace, so I will not stop you from sowing seeds from which peace may grow."

After many long days of travel in frequent rain, you and Renjiro now find yourselves on the Spider Lily, prepared to take on your task.

Nagisa's goals are (1) to support the village and the Crab in mitigating the impact of the storm and its cause, (2) to be an ambassador for her family and show that the Asahina are well-intentioned, and (3) to protect the natural world and the innocent from the corrupting influence of the Shadowlands.

DAIDOJI RENJIRO [HUMAN, HE/HIM]

If a player chose Daidoji Renjiro as their character, read or paraphrase the following aloud to that player:

When you reached your coming-of-age ceremony, your family offered you the choice of training as a guard for the Doji family's palace or serving as a guard for one of the Asahina family's shrines. You chose the latter, preferring the company of shrine tenders and nature to the bustle and bureaucracy of palace life. Since your first day at the shrine, Asahina Nagisa has been the Fire to your Earth, the passion to your steady calm. When Nagisa told you her plan to advocate for delivering aid to some small village on the coast that was experiencing a torrent of unnatural storms, you knew that you would end up going. You spent days preparing your bow, arrows, rations, and equipment.

Before your departure, you received a letter from a prominent courtier of the Crane Clan—Doji Hotaka—explaining that the Crane have a special request for you. The clan wants to take over the village of Storm Eel's Rest and the land it lies on. The Crane believe their clan could better utilize the region's resources, protect it, and appreciate it. Tension between the Crane and Crab has been increasing by the day, and proving that the Crab are derelict in their duties would be just what your clan needs to convince the Imperial family that the land should be given over to the Crane. The best way to do this, Hotaka surmises, would be to make a certain young Asahina the hero of the bay. For a young woman, just a handful of years after her coming-of-age ceremony, to outshine everything the Crab have to offer would be a mighty blow to the Imperials' confidence in the Crab's stewardship of the area.

Renjiro's goals are clear: (1) to protect Nagisa, and (2) to ensure that Nagisa, and by association the Asahina, appear to save the day to make the Crab Clan look incompetent.

TOZEN [SPECTER, THEY/THEM]

If a player chose Tozen as their character, read or paraphrase the following aloud to that player:

Ever since the original battle with the Storm Eel over four centuries ago, you have felt a clawing pull beckoning you to the Unnamed Island. Your spirit remains disquieted, and you cannot move on to the Realm of Waiting while the Storm Eel's spirit remains a threat to the Mortal Realm. The thought of that blasted eel taking any more lives rests like a hot stone in your belly, lighting a fire within that you cannot ignore. None but the monks of the Order of Stormkeepers and the occasional Crab soldier are allowed anywhere near the island, however, so up until now, you have had no means of contending with the siren-like call of the island.

Tozen has three goals: (1) rescue the crew of the Pale Moon, (2) aid the Stormkeeper monks on the island, and (3) find a way to stop the Storm Eel and free themselves from the serpent's pull.

BIKUNI WAKUMI [NINGYO, HE/HIM]

If a player chose Bikuni Wakumi as their character, read or paraphrase the following aloud to that player:

You hail from a place far below the waves, one of architectural wonder and political grace. Your family are Protectors, ningyo who tend to specific waters away from the ningyo capital city and manage the flora and fauna of the sea. Your immediate family stewards the area that the land-walkers call Earthquake Fish Bay.

For generations, twisted beasts from a place of corruption and unnatural meddling occasionally beset the bay, beasts that only hungered and disrupted the balance of the waves. The worst of these was the Storm Eel. When it lived, long ago, your family made a pact with the land-walkers of the Mantis to slay the beast, and many of your kin perished in the battle. Those who survived helped the remaining sailors and warriors bind the Storm Eel's essence to its remains, trapping it on the island for eternity.

Now, years later, the waters have become increasingly infested with an unending swarm of shadow-tainted monsters who kill everything and pollute the water with their vile ilk. The Storm Eel has always drawn grotesque beasts to the island, but never in numbers like these. The waters and skies have been so vicious and violent that travel even beneath the waves has been treacherous. It has been nearly a

week since any of your people have made contact with the monks, and even longer since you saw your friend Mako, who took their oath a year ago. Your family is struggling to keep the infestation of the bay under control, and you have only just managed to get permission to check on Mako. You know you cannot go to the Unnamed Island alone, so you have traveled to the village of Storm Eel's Rest to seek aid in your human form—and now you find yourself on a boat headed to rescue your friend and fulfill your family's duty.

Wakumi has several goals: (1) make it to the island and aid the Stormkeeper monks, (2) protect the bay and its peoples at all costs, and (3) ensure that the Storm Eel's essence remains sealed on the island.

SIMULATING THE JOURNEY

The waters of Earthquake Fish Bay are treacherous in these stormy conditions, and all hands are needed to keep the ship sailing smoothly. There are twelve crew including the captain, as well as four Crab soldiers accompanying Hida Katashi. If needed, each Crab soldier uses the **Stormkeeper Master** profile with the following changes: they lose the Shadow-Sundering Palm feature, have a Strength of 12, have 16 hit points, and use a straight sword, single-edged instead (*Melee Weapon Attack*: +4 to hit, range 5 ft., one target. *Hit*: 5 [1d10 + 1] slashing damage.) Each crew member has an AC of 10, 10 hit points, and has 10 for every ability score except Dexterity, which is 12 instead.

This section can be skipped if time is short, but simulating the journey can be a great way to start building tension before the PCs make it to the Unnamed Island. If you would like to add an extra sense of danger to the journey, you may require all the PCs to involve themselves with the operation of the ship. Following are some example tasks with their associated checks:

- ⊗ **Secure lines:** Strength (Athletics) check
- ⊗ **Climb rigging:** Dexterity (Acrobatics) check
- ⊗ **Secure knots:** Dexterity (Sleight of Hand) check
- ⊗ **Help read winds:** Intelligence (Nature) check
- ⊗ **Serve as lookout for the *Pale Moon*:** Wisdom (Perception) check
- ⊗ **Assist with navigation:** Wisdom (Survival) check
- ⊗ **Help motivate crew:** Charisma (Persuasion) check

The DC for each check is 15. If half or more of the PCs' checks are successful, then they succeed as a group; if less than half of the checks succeed, the PCs fail. If the group succeeds, the group rolls on **Table 1–1: Dangers of the Bay** (page 10) with advantage to determine what happens next; if the check fails, they roll on the table with disadvantage.

THE PALE MOON

After some time, one of the *Spider Lily's* crew spots something through the pouring rain: another ship, stranded ashore on the Unnamed Island, visible through the storm thanks only to the occasional flash of lightning. It's the *Pale Moon*, its masts toppled and its hull covered in scorch marks. Only six sailors can be seen, fighting on the ship and shore. Although the PCs don't know this yet, these six are the only crew from the *Pale Moon* who remain alive.

The sailors are not the only living things the PCs see: several horrible fishlike monstrosities have set upon the crew, striking out with fang and fin and tentacle. Attacking the *Pale Moon's* crew are number of **amphibious horrors** equal to half the number of PCs (rounded down), as well as a number of **stinging horrors** equal to the number of PCs (see profiles on pages 16 and 18).

The PCs must make their way ashore, contending with the raging waters and dense rain in a small auxiliary boat. The boat can make it to the island in 4 rounds, but the time it takes can be reduced through the PCs' efforts. For every additional round past round 2 before the PCs make it ashore, one of the six sailors dies. Each round, one PC may make a DC 13 Wisdom (Perception) or Wisdom (Survival) check to navigate the waters, and one PC may use a Help action to give the first PC advantage on the check. On a success, the PCs reduce the time it takes to reach to the island by 1 round, to a minimum of 2 rounds. Every round, each PC must succeed on a DC 12 Dexterity saving throw or be thrown overboard. As soon as the PCs make it ashore, half of the horrors turn their attention to them and attack. After the battle, additional reinforcements from the *Spider Lily* make it ashore and help tend to the injured sailors and PCs. Each PC regains 1d6 + 2 hit points from the *Spider Lily* crew's first aid efforts.

TABLE 1-1: DANGERS OF THE BAY

1D20 ROLL	EVENTS
1-5	<p>Crashing Tide. Visibility is low, so none of the crew are prepared when a massive shadow beneath the water rises and crashes into the boat—that wasn't just a wave, was it?</p> <ul style="list-style-type: none"> • Characters must succeed on a DC 15 Strength (Athletics) check to avoid being knocked prone. Characters who fail by 10 or more are thrown from the deck, 15 feet away from the boat and into the sea below. • Characters in the water must succeed on a DC 13 Strength (Athletics) check to stay above the choppy waves. They can then use their speed or swim speed to determine how far they move in the water per turn (characters without a swim speed treat water as difficult terrain). Characters who fail to stay afloat begin to drown (see the Aquatic Rules to Consider sidebar, below). Each turn, drowning characters must succeed on a DC 15 Strength (Athletics) check to surface, or they continue to suffer from the effects of drowning. • Characters who have a swim speed or succeed on their check to stay afloat may assist other characters in the water. Assisted characters have advantage on their rolls to stay afloat.
6-10	<p>Lightning Strike. Thunder rumbles ominously, directly above the ship. With a sudden crack, lightning splits the sky, striking one of the ship's masts. The mast explodes into splinters while the sail and rigging catch fire, swinging freely and flinging flaming debris across the deck. Each character must make a DC 12 Dexterity saving throw. On a failure, they take 1d8 force damage from the explosion; on a success, they take half that amount. Each PC must then attempt to help put out the fires, either through magical means or with a DC 12 Dexterity, Constitution, or Wisdom ability check.</p>
11-15	<p>Raging Whirlpool. The waters of the bay are dangerously choppy due to the storm; waves the height of three humans threaten to throw the ship's passengers off the deck. Suddenly, the captain calls for all hands on deck. Seemingly from nowhere, a whirlpool has formed.</p> <ul style="list-style-type: none"> • A successful DC 12 Wisdom check lets a character safely help the captain and crew navigate the ship through the whirlpool. A character with significant experience sailing (like Tozen) may add their proficiency bonus to the roll. On a success, the crew is able to safely navigate. On a failure, each character takes 1d6 bludgeoning damage as they are tossed about by the storm.
16-20	<p>The Castaway. As the ship sails onward, something floating in the water comes into view. A successful DC 12 Wisdom (Perception) check identifies it as a floating chunk of wood that might have been a raft at one point. A single person clings to it. Some of the NPC sailors dive in to rescue the castaway; the PCs may join them.</p> <ul style="list-style-type: none"> • Once the castaway is on board, a successful DC 10 Wisdom (Medicine) check allows a character to stabilize them. If the castaway is successfully stabilized, they divulge that the <i>Pale Moon</i> made it to the island, but then monsters attacked, so some sailors tried to return to the village to seek help. Along the way, lightning struck their ship, and then monsters attacked it. The crew was vastly outnumbered, and the castaway, one of the sailors, barely managed to escape on one of the ship's utility boats.

AQUATIC RULES TO CONSIDER

Holding Your Breath and Drowning. A PC or other creature who finds themselves underwater is able to hold their breath for a number of minutes equal to 1 + their Constitution modifier, with a minimum of 30 seconds. A PC or creature who then runs out of breath can survive without air for a number of rounds equal to their Constitution modifier (minimum 1 round). At the start of their next turn, they immediately drop to 0 hit points and begin dying.

Excessive exertion or damage can make it difficult to hold one's breath. When it seems appropriate, you may wish to have your players make a Constitution saving throw to see if PCs in danger of drowning can continue to hold their breath. Similar to a saving throw to maintain concentration when taking damage while spellcasting, a character's saving throw to continue to hold their breath has a DC equal to 10 or half the damage they took from the source (whichever is higher).

Part Three: The Unnamed Island

After the fight, the PCs have an opportunity to take in their surroundings. The island is small—made even smaller by the storm's rising tide—and from the beach landing, it is just a short trip up a rugged hillside to the monastery. Horrifying noises emanate from the path ahead, and the threat of even more monsters becomes clear.

UP TO THE GATE

On the way up the rocky hill, the PCs must contend with the difficult terrain of the island's slick, rocky surface. As they approach the monastery, the PCs spot a large crablike monster leading yet more horrors in an attack on the monastery's gatehouse. Several corpses—sailors from the *Pale Moon*, judging by their appearance—litter the ground outside. The gate appears to be barred from the inside.

PCs who choose to fight face off against one **crab horror**, then a number of **amphibious horrors** and **stinging horrors** each equal to half the number of PCs (rounded down). (See profiles on pages 16 and 18.) If only two PCs are fighting, only one crab horror and one stinging horror attack.

If the PCs vanquish the monsters, the two monks who barred the gate allow the PCs in. The gate opens onto the monastery's courtyard (see **The Courtyard**, page 12).

Alternatively, the party might attempt to sneak past the monsters attacking the gatehouse. To do so, the PCs must each succeed on a DC 10 Dexterity (Stealth) check. If they fail, the horrors attack. Since the horrors are at the barred gate, instead of entering via the gate, the PCs need to climb the monastery's 15-foot wall. Scaling the wet surface requires a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. If a character fails, they take 1d6 bludgeoning damage from the fall, plus an additional 1d6 if they failed the check by 10 or more.

THE MONASTERY OF THE STORMKEEPERS

The monastery of the Order of Stormkeepers, resting place of the terrible Storm Eel, is under siege by denizens of the Shadowlands. Once the PCs enter it, they must rush to rescue the order's monks and then protect the sealed remains of the Storm Eel from an attack by a giant Storm Eel-possessed catfish monster.



TOZEN'S CORPSE

If any of the players are playing as Tozen, they feel a strange sensation in their core as they make their way up the rocky hillside. They sense that something is buried near the left side of the path. Tozen and any other PCs who wish to assist Tozen must each make a DC 12 Intelligence (Investigation) check to search the area. If any character succeeds, the party finds a small, decorated lacquer box under a foot of sandy dirt. If Tozen sees it, they recognize it as theirs, a personal memento lost when their life was taken by the Storm Eel. Tozen and each PC who assisted them may add 1d6 to their next ability check or saving throw.

THE COURTYARD

To the left and right of the gatehouse, a cloistered corridor forms the outer wall of the monastery, meeting again at the main hall opposite the entrance. Inside the walls is a large, well-maintained courtyard, with structures on the left and right serving as the monks' quarters and the monastery's archive. In the center of the courtyard, the vegetation has been trampled down to the dirt, implying use as a space for exercise or running drills.

In the courtyard, three monks have been securing the gate against the monsters outside. They appear surprised to see the PCs but seem relieved that help has arrived. Read or paraphrase the following aloud:

"Allies, we are grateful you have come. The creatures from below have been ceaseless in their attacks and have done everything they can to claw their way to the Storm Eel's skull. They ambushed us in the night during a rise in the storm and killed some of our order. Something bigger, a monstrous catfish-like creature, the namazu, has risen out of the ilk of the Shadowlands, and we believe it seeks to break the seal that binds the eel and be overtaken by it. We cannot allow the Storm Eel to take on a new body, or it will cause immeasurable harm to the region, and perhaps the Empire."

THE PCs' GOALS

The PCs must complete an optional side objective and two required objectives before they can achieve this section's primary goal: stopping the namazu.

Obtain Storm Root: The Monks' Quarters [Optional]

The monks also tell the PCs that if they are feeling confident, there is a supply of rejuvenating storm root in the monks' quarters that could help turn the tide of the battle against the namazu.

Obtain the Ritual Scroll: The Archive [Required]

In order to stop the Storm Eel, the monks need the PCs to help them obtain the *ritual scroll* that is locked inside a chest within the archive. One of the monks gives the key to this chest to one of the PCs (you may wish to choose a PC whose player could use a little extra encouragement).

Get to the Storm Eel's Crypt: The Main Hall [Required]

The PCs need to make it through the main hall to the crypt.

Destroy the Namazu: The Storm Eel's Crypt [Required]

The PCs must stop the namazu from breaking the seal that binds the Storm Eel.

THE MONKS' QUARTERS

In the monks' quarters—a single-story, wood-paneled structure—the sole door is barricaded from the outside by a pile of stone statues, wooden beams, and furniture. If the PCs talk to the monks at the gate, those monks mention that when the horrors invaded, they managed to break into the dormitory and attack while many of the monks were asleep. Some monks managed to escape and barricade the creatures inside, though unfortunately not without trapping the injured with them. They want to retrieve the monks' bodies but have been unable to leave their station since the attack began.

Sounds of monstrous gnashing and wailing come from inside the building. If the PCs decide to remove the barricade (no checks needed), they are hit with the overwhelming stench of death as they open the door.

Within, blood and viscera spatter the floor and the rice-paper partition walls. Several **amphibious horrors**, equal to half the number of PCs (rounded up), attack the PCs on sight. A PC may make a DC 15 Intelligence (Investigation) check to locate the stash of storm root if the horrors are still alive and threatening the PCs. If the horrors are killed or otherwise incapacitated, the PCs find the storm root without any difficulty instead.

Storm Root

Very rare

Storm root is a blue-gray root ground into a fine powder with a mortar and pestle and contained within a simple cloth satchel. It has a taste like the ash of a campfire mixed with metal.

A character may spend 10 minutes consuming the powder by allowing it to dissolve in their mouth. At the end of the 10 minutes, the character regains all hit points up to their hit point maximum; loses any temporary hit points they possess; and restores any expended spell slots, actions, and class features as if they just finished a long rest. The next time the character takes a long rest, they must sleep for 16 hours (or trance for 8, if applicable) or suffer two levels of exhaustion at the end of their long rest (see **Exhaustion** in the SRD, page 358).

THE ARCHIVE

As the PCs approach the archive, read or paraphrase the following aloud:

The archive is a squat building with a sweeping roof and sliding rice-paper partition walls. Something has punched through many of these walls or torn them off their tracks entirely. A half-dozen dead monsters lie scattered around the building's exterior, but no sounds of violence can be heard coming from inside.

Within the archive, a modest collection of shelves and scroll racks contains scrolls and papers of various sizes and qualities. Resting against one of the shelves is a bespectacled and harried-looking young monk, exhausted and breathing heavily. The sound of you entering causes them to jump in alarm, though they settle down somewhat upon realizing they are not being attacked by more horrors.

If Wakumi is in the party, then the monk's face lights up and they stand to greet the PCs. They introduce themselves as Mako, a new scholar of the Order of Stormkeepers. When the Shadowlands creatures attacked

the monastery, Mako was separated from the rest of the monks and ended up in the archive, defending the records of the order with their life. They managed to dispatch a few horrors, but their energy has been spent. If the PCs tell Mako about the key, Mako's eyes widen. The monk stands up quickly, hurrying toward the back corner of the room. Mako leads the PCs to a finely crafted chest made of wood with a cherry hue and covered in swirling symbols, and tells them this is what they must be looking for. Upon opening the chest, the PCs obtain the *ritual scroll* and can either return it to the monks outside or attempt to decipher the document themselves with a DC 16 Intelligence (Religion) or Intelligence (Arcana) check. As Wakumi's family taught the monks the ritual originally, Wakumi gains advantage on this check.

If the PCs decide to return to the monks, they find that only one remains. Read or paraphrase the following aloud:

"We found a survivor, and the other two monks took them to be healed somewhere more secure. The scroll! Here, let me tell you how to perform it..."

The remaining monk helps the PCs decipher the scroll if they have not already done so, and tells them that they can find the Storm Eel's skull in the crypt behind the main hall.

The Ritual Scroll

Very Rare

As an action, a character who can see the Storm Eel's skull can make a DC 12 Intelligence (Religion) or Intelligence (Arcana) check to reinforce the seal. On a success, the skull gains 2d4 hit points. This is the only way the skull can gain hit points.

THE MAIN HALL

As the PCs enter the main hall, read or paraphrase the following aloud:

The monastery's primary place of learning is the main hall, a massive structure of red-painted wood with an impressively ornate roof and a stone base. Stone steps lead from the courtyard to the hall's intricately carved, solid wood front doors. On either side of the hall, the cloistered walkways lead to simpler sliding-door entrances. The sounds of fighting can be heard from within. Wood carvings detailing the battle, defeat, and ritual binding of the Storm Eel line three of the four walls of the space. Straw tatami mats cover the floors, and folding shoji

screens demarcate sections of the room. In the center of the space is the monastery's main shrine, dedicated to a water spirit of Earthquake Fish Bay.

The bodies of monks and monsters alike litter the hall, and in front of the entrance to the Storm Eel's crypt stands an old, fatigued-looking monk who is facing down a two massive monstrosities. If the PCs assist her, together they face two **crab horrors** (see profile on page 16). The old monk uses the **Stormkeeper master** profile (page 18).

If the PCs and monk defeat the monsters, the monk thanks the PCs and introduces herself as the monastery's abbot, Master Towa. She tells the group that the catfish-monster has broken into the crypt and is trying to break the seal that binds the Storm Eel by smashing the skull to dust. The seal not only binds the Storm Eel to the skull but reinforces it; however, even such mystical warding can only withstand so much before breaking. Master Towa, exhausted, asks the PCs to serve the Empire and their people, and to do what is right: stop the namazu and keep the seal in place.

THE STORM EEL'S CRYPT

As the PCs enter the crypt, read or paraphrase the following aloud:

As you open the doors, you are confronted with the bludgeoned bodies of horrors and monks alike strewn across the floor of the mostly empty stone room. Directly across from you is the massive skull of the Storm Eel, its empty sockets glowing a vile reddish black. A bulbous catfish creature slams a tentacle-like whisker down on the symbols painted on the center of the remains. The monster is nearly twenty feet long, with wet, gaping eyes and a wide mouth filled with gnashing, uneven teeth like those of a shark. It has four clawed, salamander-like legs and several massive prehensile whiskers that lash around it with a chaotic vigor. As you step forward, several of the dead monks rise up, their eyes glowing the same reddish black as the eel.

The namazu does not react when the PCs enter the room, regardless of how loud they are. The creature's only concern is to break the Storm Eel's skull and meld with the eel's spirit, giving it life anew. The drowned Stormkeepers are there to slow the PCs down so the namazu can complete its goal. Three drowned Stormkeepers are present, plus one for every two allies the PCs have with them. Allies might include Mako and Master Towa, who use the **Stormkeeper master** profile (page 18); Crab soldiers (use the **soldier** profile with the **Crab Clan** template in *Adventures in Rokugan*, pages 391 and 388); or even sailors from the *Spider Lily* (use the **ruffian** profile in *Adventures in Rokugan*, pages 400 and 401).



The Storm Eel's skull has 30 hit points. Each round, the namazu attacks the skull, dealing 10 damage unless the namazu has taken 12 or more damage since its last turn.

If the Storm Eel's remains are destroyed during the battle, the namazu gains new powers (as noted in the sidebar **The Storm Eel Unleashed**, page 17). If the namazu is defeated after the Storm Eel's spirit is released from its binding, the spirit becomes free to return to the Shadowlands to re-form. One PC may make a DC 18 Intelligence (Religion) or Intelligence (Arcana) check while holding the *ritual scroll* to rebind the eel's spirit to its skull. One other PC may offer advantage by using the Help action. If they succeed, the spirit is bound once more. If they fail, the spirit escapes the island.

When the namazu is defeated, any remaining drowned Stormkeepers immediately collapse.

Part Four: Resolution

Once the weather has cleared and the remaining horrors have fled or been picked off by the surviving monks, the time comes for the PCs to return to the *Spider Lily*. The monks thank the surviving PCs for their assistance. If two or more Crab soldiers remain alive, two resolve to join the order to bolster its numbers; some PCs—Katashi and Tozen especially—may resolve to do the same. Depending on how the PCs performed, the captain of the *Spider Lily* reports their successes and failures to Storm Eel's Rest. Listed below are some of the potential resolutions that could stem from the PCs' actions.

DID THE PCS DESTROY THE NAMAZU?

If the PCs return from their mission, then it is likely that they survived an encounter with the namazu. However, it is also possible that they fled from or abandoned their duty to the Order of Stormkeepers.

If the namazu has been destroyed, accolades for the Crab or Crane Clan may be awarded based on which PC was responsible for delivering the killing blow to the beast.

If the namazu was not destroyed and the PCs abandoned the mission, the Crab Clan, and specifically the Yasuki family, are disgraced. This will certainly reflect poorly upon the Crab Clan in the Emperor's eyes...

DID THE STORM EEL'S SEAL BREAK?

If the seal remains intact, then the Storm Eel's vile spirit continues to haunt the island. The Order of Stormkeepers is pleased that everything is as it should be, though they will need to redouble their efforts in Earthquake Fish Bay. The Storm Eel will continue to call Shadowlands monsters to the Unnamed Island, and in time, it will find a new host with which to try to liberate itself. This event is inevitably doomed to repeat itself.

If the seal is broken and the PCs destroyed the Storm Eel's mortal form but were not able to rebind its spirit, then the evil spirit has been banished back to the Realm of Torment. The order is not happy with whoever made this decision, as the Storm Eel will almost certainly return someday, at the peak of its powers once more. For the time being, though, the bay will begin to clear of the aquatic monstrosities, and the villages on its shores will prosper.

WHO IS TO BLAME?

If the PCs so desire, they may attempt to assign blame for this incident. The Storm Eel, of course, acts as a force of primeval evil, so the onus for luring the Shadowlands horrors to the bay cannot be placed on mortal shoulders. However, with a compelling enough argument, PCs or others can intimate that some of the monks were responsible for allowing the monsters to overrun the monastery. Or perhaps an agent of the Crane Clan could have somehow made their way to the island, hidden among the monks, and agitated the Storm Eel in the first place. Who is to say what happened on the island, truly?

IF THE PCS ARE VANQUISHED

The battle against the namazu is a harsh one, and it is very possible that the PCs could have been overwhelmed. If the PCs all perished in the final battle, then the Storm Eel has succeeded in its endeavor to free its spirit. In short order, the namazu appears on the shores of Storm Eel's Rest, destroying the village and the headquarters of the Order of Stormkeepers before proceeding to harass even more villages along the coast. By the time the Storm Eel is stopped, it will have done great harm to the Yasuki family's prosperity, as well as to their credibility as a family capable of safeguarding Earthquake Fish Bay. Such a tragedy surely means that another clan's claim on stewardship may be worth revisiting...

Appendix: NPC Profiles

The following are the profiles needed to run this adventure.

AMPHIBIOUS HORROR

Some of the Shadowlands' denizens have become adapted to life in the water. Though they vary in shape and size, the ones called *amphibious horrors* all bear features and appendages of fish, frogs, salamanders, mollusks, or eels. Those in Earthquake Fish Bay appear to have been drawn there by an otherworldly call emanating from the Storm Eel's enshrined remains.

AMPHIBIOUS HORROR						
MEDIUM LOST FIEND			ALIGNMENT: CHAOTIC EVIL			
STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA	
14	11	12	9	12	6	
(+2)	(+0)	(+1)	(-1)	(+1)	(-2)	

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

Saving Throws Str +4, Con +3

Skills Perception +3

Damage Vulnerabilities radiant

Damage Resistances necrotic

Senses darkvision 120 ft., passive Perception 13

Languages understands Rokugani but cannot speak it

Challenge 1/2 (100 XP)

Amphibious. The amphibious horror can breathe air and water.

Pack Tactics. The amphibious horror has advantage on an attack roll against a creature if at least one of the amphibious horror's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The amphibious horror makes two melee attacks, each with a different weapon.

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

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

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

CRAB HORROR

A massive creature with a hard black shell and enormous pincers, the crab horror appears to be an amalgamation of a number of different types of mollusks and crustaceans. Its heavy shell protects it from many attacks, though a large-enough hit may be enough to crack it.

CRAB HORROR						
MEDIUM MONSTROSITY			ALIGNMENT: CHAOTIC EVIL			
STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA	
14	9	19	2	8	4	
(+2)	(-1)	(+4)	(-4)	(-1)	(-3)	

Armor Class 17 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 20 ft.

Saving Throws Str +4, Con +6

Skills Athletics +4

Damage Vulnerabilities radiant

Damage Resistances necrotic, piercing, slashing

Senses passive Perception 9

Languages understands Rokugani but cannot speak it

Challenge 1 (200 XP)

Cracked Carapace. The crab horror has a tough armored shell that can be destroyed by a strong-enough blow. If the crab horror takes 15 or more damage in a single attack, its shell shatters, reducing its AC to 11 and removing its resistances to piercing and slashing damage.

ACTIONS

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

DROWNED STORMKEEPER

Not all the brave monks and sailors who have faced the Storm Eel have lived to tell the tale. Some have become lost beneath the waters, unable to find rest while the great eel's spirit holds them captive. Now these undead Stormkeepers, empowered by the soul of the Storm Eel, seek to end their unlife by freeing the eel.

DROWNED STORMKEEPER						
MEDIUM UNDEAD			ALIGNMENT: LAWFUL NEUTRAL			
STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA	
14	11	15	7	10	6	
(+2)	(+0)	(+2)	(-2)	(+0)	(-2)	

Armor Class 13
(concealed armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.
Saving Throws Str +4,
Con +4
Skills Athletics +4,
Intimidation +0,
Perception +2
Damage Vulnerabilities
radiant

Damage Immunities
poison
Condition Immunities
bleeding, charmed,
exhaustion, poisoned
Senses passive
Perception 12
Languages Rokugani
Challenge 1/2 (100 XP)

Undead Fortitude. If damage causes the drowned Stormkeeper to drop to 0 hit points, it must make a Constitution saving throw with a DC equal to 5 + the damage taken (from the attack that dropped it to 0 hit points), unless the damage is radiant or from a critical hit. On a success, the drowned Stormkeeper drops to 1 hit point instead. If the damage is radiant or from a critical hit, the drowned Stormkeeper cannot make the saving throw.

ACTIONS

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands.

THE NAMAZU

The Storm Eel has found a new partial host in the form of a monstrous catfish, the namazu. The namazu's twin tentacular whiskers search for prey, seemingly of their own volition, while the great eel's rage splits the very sky with crashes of thunder and tendrils of lightning. The namazu seeks to destroy the Storm Eel's remains.

THE NAMAZU

LARGE LOST FIEND ALIGNMENT: CHAOTIC EVIL

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
17	10	15	3	12	6
(+3)	(+0)	(+2)	(-4)	(+1)	(-2)

Armor Class 14 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 20 ft., swim 40 ft.
Saving Throws Str +5,
Con +4
Damage Vulnerabilities
radiant

Damage Resistances
necrotic, thunder
Damage Immunities
lightning
Senses tremorsense 60 ft.,
passive Perception 11
Languages Rokugani
Challenge 2 (450 XP)

Amphibious. The namazu can breathe air and water.

ACTIONS

Whisker. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 3 (1d6) lightning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). The namazu has two whiskers, each of which can grapple one target.

Drag Down. The namazu dives into the water, dragging any characters it is grappling with its whiskers along with it. Grappled targets must succeed on a DC 13 Constitution saving throw to hold their breath before being dragged under, or they immediately begin drowning (see **Aquatic Rules to Consider**, page 10). If a target's saving throw is successful, the target is able to hold their breath following the suffocation rules in the SRD, page 86 (a number of minutes equal to their 1 + their Constitution modifier; if the modifier is negative, they can hold their breath for a total of 30 seconds instead).

Tempest (Recharge 6). Each creature within 10 feet of the namazu must make a DC 12 Dexterity saving throw. On a failure, a creature takes 5 (2d4) lightning damage and 5 (2d4) thunder damage, is thrown 10 feet in a random direction, and is knocked prone.

Summon Horrors (1/day). the namazu can summon a number of **amphibious horrors** (see page 16) equal to half the number of PCs, rounded down. These amphibious horrors appear on the battlefield within 10 feet of the namazu and must appear adjacent to or in water.

THE STORM EEL
UNLEASHED

If the Storm Eel's skull is destroyed, the seal keeping its vile spirit chained to the isle breaks. The Storm Eel's energy flows rapidly into the namazu, filling it with malign power. The namazu immediately gains the following:

- ⊗ **Storm's Vigor.** The namazu gains temporary hit points equal to the number of PCs × 5.
- ⊗ **Thunderous Resilience.** The namazu's resistance to thunder damage becomes an immunity, and it gains resistance to bludgeoning, piercing, and slashing attacks that aren't magical.
- ⊗ **Wrath of the Storm Eel.** The namazu gains the Innate Spellcasting special trait, which it can use to cast the following spells. Its spellcasting ability is Wisdom (spell save DC 11).
 - At will: *minor illusion, shocking grasp*
 - 1/day: *thunderwave*

STINGING HORROR

These wisps of malevolent energies borne of the Shadowlands appear as floating translucent purple sea jellies with long, stinging appendages. Their small size and dark but sheer bodies make them especially dangerous in low light, in which they can silently sneak up on an unsuspecting sailor and paralyze them with a touch.

STINGING HORROR

SMALL LOST FIEND

ALIGNMENT: CHAOTIC EVIL

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
5	14	8	10	9	6
(-3)	(+2)	(-1)	(+0)	(-1)	(-2)

Armor Class 13 (natural armor)

Hit Points 10 (4d6 - 4)

Speed 15 ft., fly 30 ft.

Saving Throws Dex +4, Wis +1

Skills Perception +1, Stealth +4

Damage Vulnerabilities radiant

Damage Resistances necrotic

Condition Resistances paralyzed, poisoned

Condition Immunities blinded

Senses blindsight 30 ft., passive Perception 11

Languages understands Rokugani but cannot speak it

Challenge 1/4 (50 XP)

ACTIONS

Stinger. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. The target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage, or until another creature uses an action to shake it awake.

Stunning Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* The target must succeed on a DC 12 Constitution saving throw or become stunned for as long as the stinging horror remains within 5 feet of it. The target may repeat the saving throw at the end of each of its turns, ending the effect on a success.

STORMKEEPER MASTER

The Order of Stormkeepers' monks are among the finest and most dedicated people the Crab Clan has to offer. Each is devoted to the cause of the order and would rather die than abandon the island and leave the bay unprotected from the monsters of the Shadowlands.

STORMKEEPER MASTER

MEDIUM HUMANOID (HUMAN)

ALIGNMENT (SUGGESTED): ANY

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
11	14	13	10	14	8
(+0)	(+2)	(+1)	(+0)	(+2)	(-1)

Armor Class 14 (unremarkable garb)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

Saving Throws Str +2, Dex +4

Skills Acrobatics +4, Insight +4, Stealth +4

Senses passive Perception 12

Languages Rokugani, any one other (if appropriate)

Challenge 1/2 (100 XP)

Shadow-Sundering Palm (Recharge 5-6). When the Stormkeeper master hits a creature with an unarmed strike, the Stormkeeper master may change the damage type from bludgeoning to radiant.

ACTIONS

Multiattack. The Stormkeeper master makes one attack with its quarterstaff and one unarmed strike.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, range 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

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



Character Name

Daidoji Renjiro

Player Name

Class Bushi

Archetype Vanguard

Background

Daidoji family of the Crane Clan

Species/Ancestry Human

Summary

You are a trained bodyguard and archer sworn to protect Asahina Nagisa and the interests of the Crane Clan.

Adventures in Rokugan



STRENGTH

+1
12

DEXTERITY

+3
16

CONSTITUTION

+2
15

INTELLIGENCE

+1
13

WISDOM

+0
10

CHARISMA

-1
8

PROFICIENCY BONUS

+2

SAVING THROWS

- +1 Strength
- +5 Dexterity
- +4 Constitution
- +1 Intelligence
- +2 Wisdom
- 1 Charisma

SKILLS

- +3 Acrobatics (Dex)
- +0 Animal Handling (Wis)
- +1 Arcana (Int)
- +3 Athletics (Str)
- 1 Deception (Cha)
- +3 History (Int)
- +0 Insight (Wis)
- 1 Intimidation (Cha)
- +1 Investigation (Int)
- +2 Medicine (Wis)
- +1 Nature (Int)
- +0 Perception (Wis)
- 1 Performance (Cha)
- +1 Persuasion (Cha)
- +1 Religion (Int)
- +3 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +0 Survival (Wis)

ARMOR CLASS

15

INITIATIVE

+3

SPEED

30 ft.

CURRENT HIT POINTS

Hit Point Maximum 42

TEMPORARY HIT POINTS

HIT DICE

Total 3d12

DEATH SAVES

Successes
Failures

EQUIPMENT

Modified Lacquered Armor

You have disadvantage on stealth checks

20 Willow-Leaf Arrows

2 Armor-Piercing Arrows

When this arrow hits a creature, that creature must make a DC 15 Dexterity saving throw. On a failure, that creature suffers the distracted condition (-2 AC, removed after hit by an attack) for 1 minute.

Currency 8 koku/gold

INSPIRATION

PASSIVE PERCEPTION (WISDOM)

10

OTHER PROFICIENCIES & LANGUAGES

Armor: Light and medium armor

Weapons: Simple weapons, martial weapons

Tools: Bowyer's kit

Languages: Rokugani, battle argot

ATTACKS

NAME	ATK BONUS	DAMAGE/TYPE	PROPERTIES
Longbow	+5	1d8 + 3 piercing	Ammunition (150/600), heavy, two-handed
Wakizashi	+5	1d6 + 3 slashing	Finesse, light, thrown (10/30)
Daggers (2)	+5	1d4 + 3 piercing	Finesse, light, thrown (20/60)

Character Name **Daidoji Renjiro**

Age 18 Height 5'9" / 175cm Pronouns He/Him
Eyes Dark Grey Skin Light Brown Hair White

Adventures in Rokugan

MOTIVATIONS

Renjiro's Goals

- 1) To protect Nagisa.
- 2) To ensure that Nagisa, and by association the Asahina family, appear to save the day to make the Crab Clan look incompetent.

PERSONALITY TRAITS & ALLIES

Renjiro is focused, patient, and precise. He does not waste words or arrows.

Asahina Nagisa — Best friend and charge.

Doji Hotaka — Elder Crane courtier with a mission for Renjiro.

Crane Clan — The clan that raised you and cared for you all of your life. You consider yourself loyal to them, but close relationships are more important.

FEATURES, TRAITS & FEATS

Focus Points

By understanding the rhythm of battle, you can find the exact right moment to begin pressing an attack, to defend, or to launch a finishing strike. This clarity in combat grants you access to the focus points that fuel your martial techniques. At your current level, your maximum number of focus points is 3. Additionally:

- You start each encounter with 0 focus points.
- You gain 1 focus point at the end of each of your turns.
- You accrue additional focus points at the end of each of your turns based on your combat stance.
- At the end of an encounter, unspent focus points are lost.
- You can't gain focus points while unconscious.

Focus Points: 3 maximum

Combat Stances

When you roll initiative, you may choose one stance to adopt. You can switch stances by spending your full movement or an action. Stances may only be used during combat.

Sudden Clarity

At the start of your turn as a free action, you can use this feature to gain 1 focus point for each hostile creature you can perceive within 10 feet of you. May be used once per long or short rest.

TECHNIQUES & INVOCATIONS

Mountain Stance

You set your stance to protect against foes from multiple directions, using the fray of battle to guard the angles you must leave vulnerable.

Stance Effects: When there is at least one hostile creature within 5 feet of you, you benefit from half cover (+2 bonus to AC and Dexterity saving throws) against other hostile creatures' attacks, invocations, spells, and other negative effects.

Focus Generation: At the end of your turn, you gain 1 additional focus point for each hostile creature within 5 feet of you.

River Stance

You keep mobile, swirling past your foes with a flowing stance.

Stance Effects: Your movement increases by +5 feet. Additionally, on your turn, you can spend a bonus action to take a Dash, Disengage, Help, or Search action.

Focus Generation: At the end of your turn, you gain 1 additional focus point for each Dash, Disengage, Help, or Search action you took.

Thicket Stance

You set a stance that lets you quickly switch between weapons and foes, presenting threats in all directions.

Stance Effects: When you take an Attack action or use a martial technique, you can use your bonus action to make an attack against a creature you did

not target as part of that Attack action. You gain a +2 bonus to this attack roll.

Focus Generation: At the end of your turn, you gain 1 additional focus point for every different creature against which you made an attack since the end of your last turn.

Swirling Viper Shot

You swiftly fire a shot in the fray of battle, creating an opening to dart back out of harm's way.

Activation Time: 1 attack

Focus Cost: 2+

Range: Weapon's short range

Duration: Instantaneous

Mandatory Movement: None

Required Weapon: Any ranged or thrown weapon
Effects: Make a ranged attack roll against one creature within range. On a hit, the creature suffers damage equal to your weapon's damage plus your ability modifier.

After making this attack, you can move up to 10 feet. You do not provoke opportunity attacks during this movement.

Bonus Effects: If you are within 10 feet of your target and you hit, your target takes 1d6 additional piercing damage, plus a further 1d6 piercing damage for every 2 focus points you spent beyond the base cost.

If you spent at least 3 focus points, the range becomes "weapon's range."

Weave through the Storm

As a foe lunges toward you, you sidestep, bracing your weapon against the exposed side of your arm or body to deflect any strike that catches you away from your center of mass. If executed properly, this defense can leave your foe unbalanced, giving you a chance to slip back or move in for a finishing blow.

Activation Time: 1 reaction

Focus Cost: 1+ (you must spend at least 1 focus point, and you can optionally spend any number of additional focus points from among those you have available)

Range: Self

Mandatory Movement: None

Required Weapon: You must be wielding a weapon to use this technique

Effects: After a creature chooses you as a target for an attack, but before it makes its attack roll, you can use your reaction to increase your AC against that attack by +1 per focus point you spent. Additionally, if the attack hits, the damage you take is reduced by that amount as well.

Bonus Effects: If you cause the attack to miss or reduce its damage to 0, the attacker is subjected to the disoriented condition (it can't make opportunity attacks) until the end of your next turn.

Adventures in Rokugan

Character Name **Yasuki Narumi** Player Name _____

Class Shinobi Archetype Infiltrator Background Shosuro family of the Scorpion Clan

Species/Ancestry Human Summary You were born to a theater troupe of the Scorpion, but are now a dedicated scout for the Yasuki family of the Crab Clan.

STRENGTH **-1** (8)

DEXTERITY **+3** (16)

CONSTITUTION **+2** (14)

INTELLIGENCE **+1** (12)

WISDOM **+0** (10)

CHARISMA **+2** (14)

PROFICIENCY BONUS **+2**

SAVING THROWS

- 1 Strength
- +5 Dexterity
- +2 Constitution
- +3 Intelligence
- +0 Wisdom
- +2 Charisma

SKILLS

- +5 Acrobatics (Dex)
- +0 Animal Handling (Wis)
- +1 Arcana (Int)
- +1 Athletics (Str)
- +4 Deception (Cha)
- +1 History (Int)
- +0 Insight (Wis)
- +4 Intimidation (Cha)
- +1 Investigation (Int)
- +0 Medicine (Wis)
- +1 Nature (Int)
- +0 Perception (Wis)
- +2 Performance (Cha)
- +4 Persuasion (Cha)
- +1 Religion (Int)
- +5 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +0 Survival (Wis)

ARMOR CLASS **14**

INITIATIVE **+3**

SPEED **30 ft.**

CURRENT HIT POINTS

Hit Point Maximum 30

TEMPORARY HIT POINTS

HIT DICE Total 3d8

DEATH SAVES

Successes

Failures

EQUIPMENT

- Unremarkable Garb
- Concealed Armor
- Mask
- Rope
- Disguise Kit
- Infiltrator's Equipment
- Venom Vials (3)
- Kunai
- Dice and Cup

Currency 10 koku/gold



INSPIRATION _____

PASSIVE PERCEPTION (WISDOM) **10**

OTHER PROFICIENCIES & LANGUAGES

Armor: Light armor

Weapons: Simple weapons, shuriken, chain sickle, katana, nunchaku, sai, swordbreaker

Tools: Ninja tools, tools of subterfuge

Languages: Rokugani, courtly Rokugani, Ningyo sign-speak

ATTACKS			
NAME	ATK BONUS	DAMAGE/TYPE	PROPERTIES
Straightsword, Double-Edged	+5	1d6 + 3 slashing or piercing	Finesse, special, versatile (1d8)
Wakizashi	+5	1d6 + 3 slashing	Finesse, light, thrown (10/30)
Daggers (4)	+5	1d4 + 3 piercing	Finesse, light, thrown (20/60)

Character Name

Yasuki Narumi

Age 25

Height 5'10" / 178cm

Pronouns She/Her

Eyes Brown

Skin Dusky Tan

Hair Deep Brown

Adventures in Rokugan

MOTIVATIONS

Narumi's Goals

- 1) To see that the problems in and around the bay are dealt with in a manner that preserves the Crab Clan's reputation as exceptional stewards of Storm Eel's Rest and the island.
- 2) To dispatch any Shadowlands creatures that threaten the safety of the village, the Stormkeeper monks, or the seal that binds the Storm Eel to the island.

PERSONALITY TRAITS & ALLIES

Narumi is tenacious, patient, and blunt.

Yasuki Shiori — Your superior and mentor.

The Yasuki Family — The family that adopted you after your ship capsized when you were very young.

The Shosuro Family — Your birth family.

Villagers of Storm Eel's Rest — Some of these folks are the ones who saved you from drowning, or are their relatives.

FEATURES, TRAITS & FEATS

Merciless Strikes

You have mastered the art of attacking hindered foes. When you make a melee attack against a creature that is suffering from one or more negative conditions, you can deal 2d4 additional damage per negative condition that creature is suffering, to a maximum of 4d4 additional damage. You can use this feature multiple times per turn, but you can't apply it to the same creature more than once per turn.

Expert Prowler

- Climbing costs no additional movement.
- You have advantage on Dexterity (Stealth) checks when you are 10+ feet above or below all creatures you are trying to hide from.

Nimble

You know how to slip past foes, confusing them in the process. Once per turn when you leave a hostile creature's reach, you can spend 15 feet of movement to slip away. When you do, you force the creature to make an Intelligence saving throw. On a failure, the creature is subjected to the disoriented condition (it can't make opportunity attacks) until the end of your next turn.

Overwhelming Assault

You give opponents little to no time to react when ambushing them. When you make an attack against a creature that isn't aware of your presence or views you as an ally, or during a surprise round or the first round of combat, that creature must make a Wisdom saving throw. On a failure, it is stunned until the end of its next turn.

FEATURES, TECHNIQUES & INVOCATIONS

Ninjutsu

You are trained in the art of ninjutsu, using cunning tactics, devious devices, and stealth to achieve your ends use for your shinobi features, techniques, and feats as well as for your ninja tools.

Ninjutsu Ability Attribute: Dexterity

Save DC: 13

Attack Bonus: +5

Ninja Tools. Further, you can prepare and use a number of ninja tools, which are weapons and devices that facilitate your clandestine activities. You have two prepared ninja tools. After you use a ninja tool, it is expended. As part of a long rest, you can prepare new ninja tools as long as you are not restrained during that time.

Venom Vial

Use Time: 1 action

Range: Self

You coat a weapon of your choice in a unique poison you have brewed from multiple toxins. The next successful attack with the weapon also forces the target to make a Constitution saving throw. On a failure, the target takes 1d6 poison damage and is subjected to the poisoned condition for 1 minute. If the creature succeeds, it takes half damage instead. An enemy poisoned this way may make a Constitution saving throw at the end of each of their turns to end this effect. A vial of poison has enough liquid to be used three times. The poison loses its potency if applied to a weapon and not used for 4 hours, and it becomes ineffective.

Shower of Kunai

Use Time: 1 action

Range: 30 feet

You throw specialized knives at several creatures around you. Make a multitarget ninjutsu attack against a number of different creatures within range up to your Dexterity modifier. On a hit, a creature takes piercing damage equal to 1d6 + your Dexterity modifier and is subjected to the bleeding condition (1d4 piercing damage at the start of each of its turns, removed after it regains hit points) for 1 minute.

Character Name

Asahina Nagisa

Player Name

Class Ritualist

Archetype Artisan — Charm Creation

Background Asahina family of the Crane Clan

Species/Ancestry Human

Summary You are a priestess devoted to helping others, fostering peace, and purging the world of the Shadowlands' corruption.

Adventures in Rokugan



STRENGTH

-1
8

PROFICIENCY BONUS

+2

ARMOR CLASS

12

INITIATIVE

+1

SPEED

30 ft.

DEXTERITY

+1
12

SAVING THROWS

- 1 Strength
- +1 Dexterity
- +1 Constitution
- +3 Intelligence
- +4 Wisdom
- +3 Charisma

CURRENT HIT POINTS

Hit Point Maximum 21

CONSTITUTION

+1
12

TEMPORARY HIT POINTS

INTELLIGENCE

+3
17

SKILLS

- +1 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +5 Arcana (Int)
- 1 Athletics (Str)
- +1 Deception (Cha)
- +3 History (Int)
- +2 Insight (Wis)
- +1 Intimidation (Cha)
- +3 Investigation (Int)
- +2 Medicine (Wis)
- +5 Nature (Int)
- +2 Perception (Wis)
- +1 Performance (Cha)
- +3 Persuasion (Cha)
- +5 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +2 Survival (Wis)

HIT DICE

Total 3d6

DEATH SAVES

Successes
Failures

EQUIPMENT

Sanctified Vestments

You gain resistance against the following:

- supernatural sources
- spells
- magic weapons
- invocations
- externalizations

You gain advantage on saving throws against being charmed by magic or beguiled by illusions.

Calligraphy Set

Divination Kit

Currency 10 koku/gold

INSPIRATION

PASSIVE PERCEPTION (WISDOM)

12

ATTACKS

NAME	ATK BONUS	DAMAGE/TYPE	PROPERTIES
Blessed Yew Staff	+3	1d4 + 1 bludgeoning	Defensive, finesse, Counts as Magic
Wakizashi	+3	1d6 + 1 slashing	Finesse, light, thrown (10/30)

OTHER PROFICIENCIES & LANGUAGES

Armor: None

Weapons: Simple weapons

Tools: Calligraphy set, divination set

Languages: Rokugani

Character Name

Asahina Nagisa

Age 16

Height 5'5" / 165cm

Pronouns She/Her

Eyes Grey

Skin Beige

Hair White

Adventures in Rokugan

MOTIVATIONS

Nagisa's Goals

- 1) To support the village and the Crab in mitigating the impact of the storm and its cause.
- 2) To be an ambassador for her family and show that the Asahina are well-intentioned.
- 3) To protect the natural world and the innocent from the corrupting influence of the Shadowlands.

PERSONALITY TRAITS & ALLIES

Nagisa is passionate, personable, and stubborn.

Daidoji Renjiro — Your closest friend and protector for the last four years.

Asahina Reiji — Your mentor and the head of your shrine.

The Asahina Family — Your family by birth, a pacifistic, patient, and artistic group.

FEATURES, TRAITS & FEATS

Favor

Invocations reflect a bond between yourself and various spirits, and favor is an abstract reflection of the willingness of spirits to go above and beyond to assist you. You must spend favor equal to an invocation's base favor cost to perform that invocation. Additionally, you can spend additional favor to add potent effects to the invocation.

Spent favor is restored after you finish a long rest or after you spend at least 4 hours performing tasks to spiritually align yourself in a spiritually active place like a shrine or pristine glen. These tasks might include quiet contemplation, making small offerings, or conversation with a spirit you know well.

Casting and Technique Ability Attribute:

Intelligence

Save DC: 13

Favor: 3 maximum

Attack Bonus: +5

Channeling

Once per day when you finish a short rest, you can recover up to 3 favor.

Charms

At the start of the session, choose one of the following charms to have active:

- **Preservation Charm.** The Fortune of Midday Sun grants you another breath. When you make a death saving throw, before rolling dice, you can use this charm to automatically succeed.
- **Protection Charm [Lightning].** The Fortune of Physical Mastery fortifies your flesh against a certain type of damage. You can use this charm and your action to gain resistance against damage of that type until the start of your next turn.
- **Restoration Charm.** The Fortune of Healing and Medicine applauds your trust in them. When you are healed for 1 or more hit points, you can use this charm to heal additional hit points equal to 1d6 + your proficiency bonus.

As a bonus action, you can pick a different charm to have active instead. You may give another person a charm, instead of yourself, but you can only have one charm active at once.

TECHNIQUES & INVOCATIONS

Commune with the Spirits

Tier 0 any element scrying

Casting Time: 1 minute Components

Base Favor Cost: 0 (Required): V, S

Range: 30 feet

Resonances: You are in a shrine, temple, or other place of spiritual power (2 bonus favor)

Duration: Instantaneous

Effects: You reach out to the spirits in the world around you, gaining a boon based on the element you used:

- **Air:** You ask the spirits of air for whispers of the beings around you. You detect all elemental, fiend, and undead beings within range, even if they are invisible, incorporeal, or otherwise hidden. You do not know their exact locations, but you know how many of these creatures there are and whether their intentions toward you are hostile, neutral, or friendly.
- **Fire:** You seek inspiration or a creative answer to a problem you are facing, and the spirits of fire answer with a flash of insight. You have a brief vision of either a possible answer to your problem or a place where you could get an answer. The GM is the final arbiter of the contents of this vision, but it should help you progress in solving the problem you have encountered.

Empowerments

1 favor: You hasten the rites, treating this invocation's casting time as "1 action."

1+ favor (Air Only): You increase the range by +10 feet per favor spent this way.

Path to Inner Peace

Tier 1 water mending

Casting Time: 1 action Components

Base Favor Cost: 0 (Required): V, S

Range: Touch

Resonances: You are standing or swimming in a body of fresh water such as a river or pond (1 bonus favor); you are in a shrine, temple, or other place of spiritual power (2 bonus favor)

Duration: Instantaneous

Effects: You call upon palliative water spirits to soothe the wounds of one creature within range. If it has 0 hit points, it immediately stabilizes. If that creature has 1 or more hit points, it can spend and roll 1 Hit Die. It immediately regains hit points equal to the result + its Constitution modifier.

Empowerments

1 favor: You hasten the rites, treating this invocation's casting time as "1 bonus action."

1+ favor: You increase the range by +10 feet per favor spent this way.

2 favor: You call upon the water spirits to mend cuts and bruises. Your target regains additional hit points equal to 1d4 + your invocation ability modifier. If your target's current hit points are lower than or equal to half of its maximum hit points, it regains hit points equal to 1d8 + your invocation ability modifier instead.

3 favor: You call upon the water spirits to mend serious gashes and sprains. Your target regains additional hit points equal to 2d4 + your invocation ability modifier. If your target's current hit points are lower than or equal to half of its maximum hit points, it regains additional hit points equal to 2d8 + your invocation ability modifier instead.

Strike of the Tsunami

Tier 1 water smite

Casting Time: 1 action Components

Base Favor Cost: 0 (Required): V, S

Range: Self (5-foot sweep)

Resonances: You are standing or swimming in a body of fresh water such as a river or pond (1 bonus favor), you are standing or swimming in the ocean (2 bonus favor)

Duration: Instantaneous

Effects: You call up a curtain of water to smash your foes backward in a 5-foot sweep around you. Make a multitarget invocation attack against each creature in the sweep. On a hit, a creature suffers 1d6 cold damage, and if it is Medium or smaller, the creature is pushed 5 feet in a direction of your choice.

Empowerments

1+ favor: You increase the length of the sweep by 5 feet per favor spent this way.

1+ favor: You push with greater force, allowing this invocation to move creatures up to one size category larger per favor spent this way.

2 favor: You push the affected creatures farther, moving them up to 20 feet instead.

2+ favor: You form the water into freezing blades, increasing the damage dealt by 1d6 per 2 favor spent this way.

3 favor: You bring down the crushing force of the ocean, subjecting each creature you hit to the maimed condition until the end of its next turn.

Character Name

Tozen

Player Name

Class Duelist

Archetype Adept

Background Mantis Clan

Species/Ancestry Specter

Summary Not even death could keep you from your duty and your promise: contain or kill the Storm Eel, and avenge all of the lives lost to its ravenous hunger.

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STRENGTH

+1
12

PROFICIENCY BONUS

+2

ARMOR CLASS

14

INITIATIVE

+3

SPEED

30 ft.

DEXTERITY

+3
16

SAVING THROWS

- +1 Strength
 +5 Dexterity
 +2 Constitution
 -1 Intelligence
 +3 Wisdom
 +0 Charisma

CURRENT HIT POINTS

Hit Point Maximum 30

CONSTITUTION

+2
14

SKILLS

- +3 Acrobatics (Dex)
 +1 Animal Handling (Wis)
 -1 Arcana (Int)
 +3 Athletics (Str)
 +0 Deception (Cha)
 -1 History (Int)
 +3 Insight (Wis)
 +0 Intimidation (Cha)
 -1 Investigation (Int)
 +1 Medicine (Wis)
 -1 Nature (Int)
 +3 Perception (Wis)
 +2 Performance (Cha)
 +0 Persuasion (Cha)
 -1 Religion (Int)
 +3 Sleight of Hand (Dex)
 +3 Stealth (Dex)
 +3 Survival (Wis)

TEMPORARY HIT POINTS

INTELLIGENCE

-1
8

HIT DICE

Total 3d8

DEATH SAVES

Successes ○○○
Failures ○○○

WISDOM

+1
13

EQUIPMENT

Shark Leather Armor

Reduce nonmagical slashing damage you take by 3

Paired Sickles

When you use these paired sickles, you may add your ability modifier to the damage of the second attack as well as the first.

Snaring. Once per turn, when you hit a creature that is Large or smaller, instead of dealing damage, you may force your target to make a DC 10 Dexterity saving throw. If it fails, it becomes restrained. It can use its action to make a DC 11 Strength (Athletics) check to free itself.

Currency 3 koku/gold

INSPIRATION

PASSIVE PERCEPTION (WISDOM)

13

ATTACKS

NAME	ATK BONUS	DAMAGE/TYPE	PROPERTIES
Paired Sickles [Kama]	+5	1d4 + 3 slashing	Finesse, light, paired, snaring (10)
Wakizashi	+5	1d6 + 3 slashing	Finesse, light, thrown (10/30)
Dagger	+5	1d4 + 3 piercing	Finesse, light, thrown (20/60)

OTHER PROFICIENCIES & LANGUAGES

Armor: None

Weapons: Simple weapons, martial weapons

Tools: Ships, sword maintenance kit

Languages: Rokugani, Ningyo sign-speak, Ivindi

Character Name

Tozen

Age Unknown

Height 5'9" / 175cm

Pronouns They/Them

Eyes White

Skin Translucent Pale Blue

Hair Black

Adventures in Rokugan

MOTIVATIONS

Tozen's Goals

- 1) To rescue the crew of the *Pale Moon*.
- 2) To aid the Stormkeeper monks on the island.
- 3) To find a way to stop the Storm Eel and free themselves from the serpent's pull.

PERSONALITY TRAITS & ALLIES

Tozen is energetic, impulsive, and perceptive.

The People of Storm Eel's Rest — Your community.

FEATURES, TRAITS & FEATS

Focus Points

By understanding the rhythm of battle, you can find the exact right moment to begin pressing an attack, to defend, or to launch a finishing strike. This clarity in combat grants you access to the focus points that fuel your martial techniques.

Focus Points: 3 maximum

Additionally:

- You start each encounter with 0 focus points.
- You gain 1 focus point at the end of each of your turns.
- You accrue additional focus points at the end of each of your turns based on your combat stance.
- At the end of an encounter, unspent focus points are lost.
- You can't gain focus points while unconscious.

Combat Stances

When you roll initiative, you may choose one stance to adopt. You can switch stances by spending your full movement or an action. Stances may only be used during combat.

Ghostly Dispersal

When you are hit by an attack, you can use your reaction to disperse your corporeal form, granting you resistance against that attack's damage, then causing you to fade into mist or motes of pale flame before vanishing entirely along with all items

on your person. You can also use your action to disperse. When you are dispersed, your creature type is undead instead of humanoid, you are invisible, and you have immunity to all non-psychic damage and all conditions.

You cannot attack, perform invocations, or take any action other than to reincorporate yourself, returning to your physical form along with all of your items. Once you have dispersed and reincorporated, you cannot disperse again until you finish a short rest.

Evasive Footwork

Choose Intelligence, Wisdom, or Charisma. When you are not wearing armor and not wielding a shield, your Armor Class equals 10 + your Dexterity modifier + the modifier for the ability score you chose.

Additionally, while you are dueling, you gain a +2 bonus to AC against any attack made by a creature that is not participating in the duel.

Dual Strikes

When you engage in two-weapon fighting, you can treat one versatile weapon you wield as being light as long as the other weapon you wield is light. Additionally, you treat them as having the paired property (allowing you to add your proficiency bonus to damage when engaging in two-weapon fighting).

TECHNIQUES & INVOCATIONS

Cormorant Stance

You hold yourself ready to throw probing strikes or dive for a deadly blow at your foe's moment of greatest vulnerability.

Stance Effects: When you hit with an attack or opportunity attack, your target is subjected to the distracted condition (–2 AC, removed after it is hit by an attack) for 1 minute.

Focus Generation: At the end of your turn, you gain 1 additional focus point for each attack you have made since the end of your last turn.

Dragon Stance

The dragon presents a threat with its head and with its tail, and so too does your stance allow you to menace your foes with both your main and offhand weapon, or even a single weapon used alongside a bare hand.

Stance Effects: When a creature you can perceive within 5 feet makes a weapon attack against you, you can use your reaction to subject it to the distracted condition (–2 AC, removed after it is hit by an attack) for 1 minute.

Focus Generation: At the end of your turn, you gain 1 additional focus point for each attack you made.

Twin Streams Thrust

Wielding two blades as a single instrument of violence, you weave through your foes inflicting a series of deadly cuts, emerging past them covered in red.

Activation Time: 1 action and 1 bonus action, or 2 attacks

Focus Cost: 2+

Range: Self (5-foot line)

Duration: Instantaneous

Mandatory Movement: 10 feet (before attacking)

Required Weapons: Any two paired melee weapons
Effects: Make a multitarget melee attack using one of your weapons. On a hit, a creature takes damage equal to your weapon's damage plus your ability modifier.

Then make a second multitarget melee attack roll using your other weapon with advantage. On a hit, a creature takes damage equal to your weapon's damage plus your ability modifier.

Bonus Effects: If you use two slashing weapons, after you make both attacks, you can move an additional 10 feet. You can move through enemies during this movement, and you do not provoke opportunity attacks while doing so.

If you spent at least 3 focus, increase the range by +5 feet per focus spent beyond the base cost.

Dawn's Grace Strike

You deliver a precise strike that cuts through your foe's defenses and lays bare any flaws in their conviction. Against your practiced prowess, even creatures of supernatural malice cannot escape entirely unscathed.

Activation Time: 1 attack

Focus Cost: 1+ focus point (you must spend at least 1 focus point, and you can optionally spend any number of additional focus points from among those you have available)

Range: Your weapon's range

Mandatory Movement: None

Weapon Used: You must be wielding a weapon to use this technique

Effects: Make a weapon attack against a creature within range, adding a number equal to the focus points you spent to the attack roll. If you hit, your target suffers damage equal to your weapon's damage plus your ability modifier plus the focus you spent.

Bonus Effects: If you spent at least 3 focus points, your weapon is considered magic for the purposes of overcoming damage resistances and immunities on this attack. If you miss, you regain 1 focus point.

Character Name

Hida Katashi

Player Name

Class Courtier/Bushi

Archetype Protector

Background Realm of Waiting administrator

Species/Ancestry Mazoku

Summary You walk proudly among the Crab Clan, honoring the sacrifice of a man who did not know your name, but traded his life for yours anyway.

Adventures in Rokugan

STRENGTH

+3
16

DEXTERITY

+2
14

CONSTITUTION

+2
14

INTELLIGENCE

+1
12

WISDOM

+0
10

CHARISMA

-1
8

PROFICIENCY BONUS

+2

SAVING THROWS

- +3 Strength
- +2 Dexterity
- +4 Constitution
- +1 Intelligence
- +2 Wisdom
- 1 Charisma

SKILLS

- +2 Acrobatics (Dex)
- +0 Animal Handling (Wis)
- +1 Arcana (Int)
- +5 Athletics (Str)
- 1 Deception (Cha)
- +3 History (Int)
- +2 Insight (Wis)
- 1 Intimidation (Cha)
- +1 Investigation (Int)
- +0 Medicine (Wis)
- +1 Nature (Int)
- +0 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- +1 Religion (Int)
- +2 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- +0 Survival (Wis)

ARMOR CLASS

16

INITIATIVE

+2

SPEED

30 ft.

CURRENT HIT POINTS

Hit Point Maximum 42

TEMPORARY HIT POINTS

HIT DICE

Total 3d12

DEATH SAVES

Successes
Failures

EQUIPMENT

Scaled Armor
Two Ounces of Jade
Calligraphy Kit
Blacksmith's Kit
Traveler's Clothes

Currency 8 koku/gold

INSPIRATION

PASSIVE PERCEPTION (WISDOM)

10

OTHER PROFICIENCIES & LANGUAGES

Armor: Light armor, medium armor, silk armor
Weapons: Simple weapons, martial weapons
Tools: Blacksmith's kit, calligraphy kit
Languages: Rokugani, courtly Rokugani, battle argot

ATTACKS

NAME	ATK BONUS	DAMAGE/TYPE	PROPERTIES
Iron-Studded Club	+5	2d6 + 3 bludgeoning	Heavy, two-handed
Wakizashi	+5	1d6 + 3 slashing	Finesse, light, thrown (10/30)
Daggers (2)	+5	1d4 + 3 piercing	Finesse, light, thrown (20/60)
Claws	+5	1d8 + 3 slashing	Counts as Magic



Character Name **Hida Katashi**

Age Mind your own business! **Height** 6'9" / 205cm **Pronouns** They/Them
Eyes Red **Skin** Earthen-Yellow Hue **Hair** Graying Brown

MOTIVATIONS

Katashi's Goals

- 1) To protect and preserve the Order of Storm-keeper monks who reside on the island at any cost.
- 2) To ensure that the seal binding the Storm Eel to the island and its remains never be broken.

PERSONALITY TRAITS & ALLIES

Katashi is stern, unwavering, and polite.

Hida Kanami — Katashi's mentor and the mother of Katashi's savior.

The Crab Clan — The group Katashi is working with; loyalty to it is paramount.

The Hida Family — Katashi's adoptive family.

FEATURES, TRAITS & FEATS

Focus Points

By understanding the rhythm of battle, you can find the exact right moment to begin pressing an attack, to defend, or to launch a finishing strike. This clarity in combat grants you access to the focus points that fuel your martial techniques.

Focus Points: 3 maximum

Additionally:

- You start each encounter with 0 focus points.
- You gain 1 focus point at the end of each of your turns.
- You accrue additional focus points at the end of each of your turns based on your combat stance.
- At the end of an encounter, unspent focus points are lost.
- You can't gain focus points while unconscious.

Combat Stances

When you roll initiative, you may choose one stance to adopt. You can switch stances by spending your full movement or an action. Stances may only be used during combat.

Sudden Clarity

At the start of your turn as a free action, you can use this feature to gain 1 focus point for each hostile creature you can perceive within 10 feet of you. May be used once per long or short rest.

Darkvision 60 ft.

Demonic True Form

You can transform into your terrifying true form by spending a bonus action. When you are in your demonic form, your creature type is fiend instead of humanoid. After a number of rounds equal to your proficiency bonus, you transform back. After you transform back, you cannot use this feature again until you finish a long rest.

- **Swiftiness of Death.** When you transform into your demonic form, roll 1d8 and add your proficiency bonus. Starting the next round, your initiative value for the encounter is increased by this amount.
- **Tireless Certainty.** You do not suffer the negative effects of exhaustion, and you have advantage on Constitution checks and saving throws. Additionally, when you transform into your demonic form, you immediately gain temporary hit points equal to 2d6 plus your proficiency bonus.

Strategic Opening

You are skilled at exposing and creating opportunities for your allies to exploit with your actions and your words alike. Once per round, when you attack or use a rhetorical flourish on a creature, you can expose one of its weaknesses. Until the start of your next turn, the next time a creature other than you hits the exposed target with an attack, it gains a bonus to its damage roll equal to your proficiency bonus or courtier level, whichever is lower.

TECHNIQUES & INVOCATIONS

Weave through the Storm

As a foe lunges toward you, you sidestep, bracing your weapon against the exposed side of your arm or body to deflect any strike that catches you away from your center of mass. If executed properly, this defense can leave your foe unbalanced, giving you a chance to slip back or move in for a finishing blow.

Activation Time: 1 reaction

Focus Cost: 1+ (you must spend at least 1 focus point, and you can optionally spend any number of additional focus points from among those you have available)

Range: Self

Mandatory Movement: None

Required Weapon: You must be wielding a weapon to use this technique

Effects: After a creature chooses you as a target for an attack, but before it makes its attack roll, you can use your reaction to increase your AC against that attack by +1 per focus point you spent. Additionally, if the attack hits, the damage you take is reduced by that amount as well.

Bonus Effects: If you cause the attack to miss or reduce its damage to 0, the attacker is subjected to the disoriented condition (it can't make opportunity attacks) until the end of your next turn.

Ember Stance

You adopt a menacing stance that makes your foes think twice about approaching you.

Stance Effects: When a hostile creature that you can perceive ends its movement within 10 feet of you, you can use your reaction to subject it to the marked for death condition (your next successful melee attack against it deals an additional 1d8 force damage) for 1 minute.

Focus Generation: At the end of your turn, you gain 3 additional focus points if you reduced at least one hostile creature to 0 hit points since the end of your last turn.

Oak Stance

You keep a wide stance that reduces your mobility but lets you shield yourself and your comrades.

Stance Effects: You and each other friendly creature within 10 feet gain a +1 bonus to Armor Class.

A creature can't benefit from multiple increases to its AC from multiple instances of this ability. Additionally, your movement is halved.

Focus Generation: At the end of your turn, you gain 2 additional focus points if your current hit points are less than or equal to half of your hit point maximum, or 1d4 + 1 additional focus points if your current hit points are less than or equal to a quarter of your hit point maximum.

Willow Stance

You maintain a loose stance that lets you throw sudden, unexpected strikes to catch your foes off balance.

Stance Effects: During your turn, you can spend your bonus action to grapple or shove one creature within 5 feet of you. You can use Dexterity (Acrobatics) instead of Strength (Athletics) for any contested checks you make as part of this action.

Focus Generation: At the end of your turn, you gain 1 additional focus point for each contested check and unarmed strike you made this turn.

Character Name **Bikuni Wakumi** Player Name _____

Class Ritualist Archetype Elementalist (Water) Background Bikuni family of the Ningyo

Species/Ancestry Ningyo Summary Your family has protected these waters for centuries. Now an old evil threatens all you hold dear.

STRENGTH **-1** (8)

DEXTERITY **+1** (12)

CONSTITUTION **+2** (14)

INTELLIGENCE **+3** (16)

WISDOM **+2** (14)

CHARISMA **+0** (10)

PROFICIENCY BONUS **+2**

SAVING THROWS

- 1 Strength
- +1 Dexterity
- +2 Constitution
- +3 Intelligence
- +4 Wisdom
- +2 Charisma

SKILLS

- +1 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +3 Arcana (Int)
- +1 Athletics (Str)
- +0 Deception (Cha)
- +5 History (Int)
- +2 Insight (Wis)
- +0 Intimidation (Cha)
- +3 Investigation (Int)
- +4 Medicine (Wis)
- +3 Nature (Int)
- +2 Perception (Wis)
- +0 Performance (Cha)
- +2 Persuasion (Cha)
- +3 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +2 Survival (Wis)

ARMOR CLASS **11**

INITIATIVE **+1**

SPEED **30 ft.**

CURRENT HIT POINTS

Hit Point Maximum **24**

TEMPORARY HIT POINTS

HIT DICE Total **3d6**

DEATH SAVES

Successes

Failures

EQUIPMENT

Sanctified Vestments
 You gain resistance against the following:

- supernatural sources
- spells
- magic weapons
- invocations
- externalizations

You gain advantage on saving throws against being charmed by magic or beguiled by illusions.

(20) Willow-Leaf arrows

Currency **2 koku/gold**

INSPIRATION

PASSIVE PERCEPTION (WISDOM) **12**

OTHER PROFICIENCIES & LANGUAGES

Armor: None

Weapons: Simple weapons

Tools: Weaver's kit, divination kit, fishing kit

Languages: Nehiri, Rokugani, Ningyo sign-speak, courtly Rokugani

ATTACKS			
NAME	ATK BONUS	DAMAGE/TYPE	PROPERTIES
Hunting Bow	+3	1d6 + 1 piercing	Ammunition (80/320), two-handed
Daggers (2)	+3	1d4 + 1 piercing	Finesse, light, thrown (20/60)



Character Name

Bikuni Wakumi

Age 43

Height 5'9" / 175cm

Pronouns He/Him

Eyes Amber

Skin Sea green-blue

Hair Light-pink head frills

Adventures in Rokugan

MOTIVATIONS

Wakumi's Goals

- 1) To make it to the island and aid the Storm-keeper monks.
- 2) To protect the bay and its peoples at all costs.
- 3) To ensure that the Storm Eel's essence remains sealed on the island.

PERSONALITY TRAITS & ALLIES

Wakumi is tenacious, clever, and mischievous.

Mako — Your friend, a Stormkeeper on the Unnamed Island.

The Courts of Ningyo — You and your family have pledged yourselves to serving the interests of the Ningyo courts, who strive to protect the sea and all who dwell there peaceably.

FEATURES, TRAITS & FEATS

Favor

Invocations reflect a bond between yourself and various spirits, and favor is an abstract reflection of the willingness of spirits to go above and beyond to assist you. You must spend favor equal to an invocation's base favor cost to perform that invocation. Additionally, you can spend additional favor to add potent effects to the invocation.

Spent favor is restored after you finish a long rest or after you spend at least 4 hours performing tasks to spiritually align yourself in a spiritually active place like a shrine or pristine glen. These tasks might include quiet contemplation, making small offerings, or conversation with a spirit you know well.

Casting and Technique Ability Attribute:

Intelligence

Save DC: 13

Favor: 3 maximum

Attack Bonus: +5

Channeling

Once per day when you finish a short rest, you can recover up to 3 favor.

Innate Shapeshifting

After a long or short rest, you can choose your human form or your ningyo form. Your clothing and armor shifts to fit your current form.

Being of Myth [Nature]

Once per long rest, if you make a Strength (Athletics) check and the result is 5 or lower, you can reroll the check. You must keep the new result.

Elemental Alignment [Water]

When you spend 2 or more favor on a Water invocation, you gain an additional 1 favor to spend on that invocation's effects.

TECHNIQUES & INVOCATIONS

Strike of the Tsunami

Tier 1 water smite

Casting Time: 1 action

Base Favor Cost: 0

Range: Self (5-foot sweep)

Components (Required): V, S

Resonances: You are standing or swimming in a body of fresh water such as a river or pond (1 bonus favor), you are standing or swimming in the ocean (2 bonus favor)

Duration: Instantaneous

Effects: You call up a curtain of water to smash your foes backward in a 5-foot sweep around you. Make a multitarget invocation attack against each creature in the sweep. On a hit, a creature suffers 1d6 cold damage, and if it is Medium or smaller, the creature is pushed 5 feet in a direction of your choice.

Empowerments

1+ favor: You increase the length of the sweep by 5 feet per favor spent this way.

1+ favor: You push with greater force, allowing this invocation to move creatures up to one size category larger per favor spent this way.

2 favor: You push the affected creatures farther, moving them up to 20 feet instead.

2+ favor: You form the water into freezing blades, increasing the damage dealt by 1d6 per 2 favor spent this way.

3 favor: You bring down the crushing force of the ocean, subjecting each creature you hit to the maimed condition until the end of its next turn.

Blade of the Elements

Tier 1 any element summoning

Casting Time: 1 action

Base Favor Cost: 0

Range: Self

Components (Required): V, S

Offerings (Optional): A gemstone chip (1 bonus favor)

Resonances: You are at a famous historical battlefield (1 bonus favor), you are at a blacksmith's forge (1 bonus favor)

Duration: 1 minute, or until the end of any turn in which the weapon leaves your hand

Effects: You extend your hand, and a weapon of elemental energy forms in your hand. A weapon of earth juts up from the ground, while a weapon of flame seethes into existence with a crackle of ignition. A weapon of wind swirls into your hand, and a weapon of water coalesces from the moisture in the air around you. You create and ready a simple melee or ranged weapon of your choice made of the element you used to perform this invocation. It persists for the duration of the invocation. Its damage is considered magical for overcoming resistances and immunities, and its type is based on the element used:

- **Air:** Thunder

- **Earth:** Bludgeoning

- **Fire:** Fire

- **Water:** Cold

At the end of its duration, the weapon crumbles, extinguishes, dissipates, or evaporates.

Empowerments

1 favor: You hasten the rites, treating this invocation's casting time as "1 bonus action."

1 favor: The weapon persists even if it leaves your hand, and it can be wielded by others. You can voluntarily end its duration by using your reaction or a bonus action on your turn.

1 favor: You create a martial weapon instead of a simple weapon.

1 favor: You create two identical weapons instead of one weapon. These must be weapons with the light or paired property.

1+ favor: You cause the weapon to seek the foe of its own volition. When making an attack roll with it, add an additional +1 to hit for every favor spent this way.

3 favor: When the weapon's duration ends or it is otherwise destroyed, instead of harmlessly vanishing, it explodes in a torrent of elemental power. Each creature within 5 feet of it must make a Dexterity saving throw. On a failure, the creature takes 2d8 damage of the weapon's damage type.

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Adventures in Rokugan™

STORM EEL'S REST

*IN THE WATERS OF EARTHQUAKE
FISH BAY, SOMETHING VILE CALLS
OUT TO BE FREED.*

A 2023 Free RPG Day Adventure

The monks of the Unnamed Isle have guarded the remains of the great Storm Eel for centuries, ensuring that its twisted spirit remains contained. They have taken an oath to ensure that the beast will never again be allowed to torment the waters of Earthquake Fish Bay or the Sea of the Sun Goddess. With the help of Storm Eel's Rest, a village nestled along the shore and stewarded by the Yasuki family of the Crab, and the aid of the ever-vigilant waterborne ningyo, the monks have been successful—until now.

The storms rage, and something below the waves answers the Storm Eel's screeching litany. Now, a ship is missing, the monks are silent, and the waters are stalked by amphibious monstrosities. The region is on the cusp of a catastrophe, and the Empire needs you—so take up your blade, pray to the spirits, and prepare to take on the storm in Storm Eel's Rest.

Introduce your players to roleplaying in the Emerald Empire with this Free RPG Day adventure set using the *Adventures in Rokugan* gameline. This product is an excellent way to introduce players to some of the more fantastical elements of the *Legend of the Five Rings* setting, while also delving into two of the seven Great Clans and some of the other factions that inhabit the land of Rokugan.

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