

UNSPOKEN SHAME

by Andrew Getting

Lord Jingoro has been many things in his past. While he was but a youth, the voices of his ancestors guided and supported him. As a man, he fought with unparalleled skill and valor. As a general, he led armies to victory in the emperor's name. As a daimyo, he has faced treason, famine, plague, and war, battling each in turn.

Never before has Lord Jingoro known fear. His ancestors have always granted him their strength and wisdom. Regardless of the nature of his turmoil, these great spirits have always stood beside him. Until now.

Nightmares plague Lord Jingoro — nightmares of his ancestors meeting their ends, not as the histories say they did, but as cowards and men without honor. As he sees each of his idols topple one by one, his own resolve founders. Soon his enemies realize his weakness, and exploit it to their own ends.

As madness dogs his footsteps, the daimyo calls upon his most loyal servants to aid him in uncovering the mysteries of his ancestors... and undoing their most tragic mistake.

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Requires the use of the
Dungeons & Dragons® Player's Handbook,
Third Edition, published by
Wizards of the Coast®



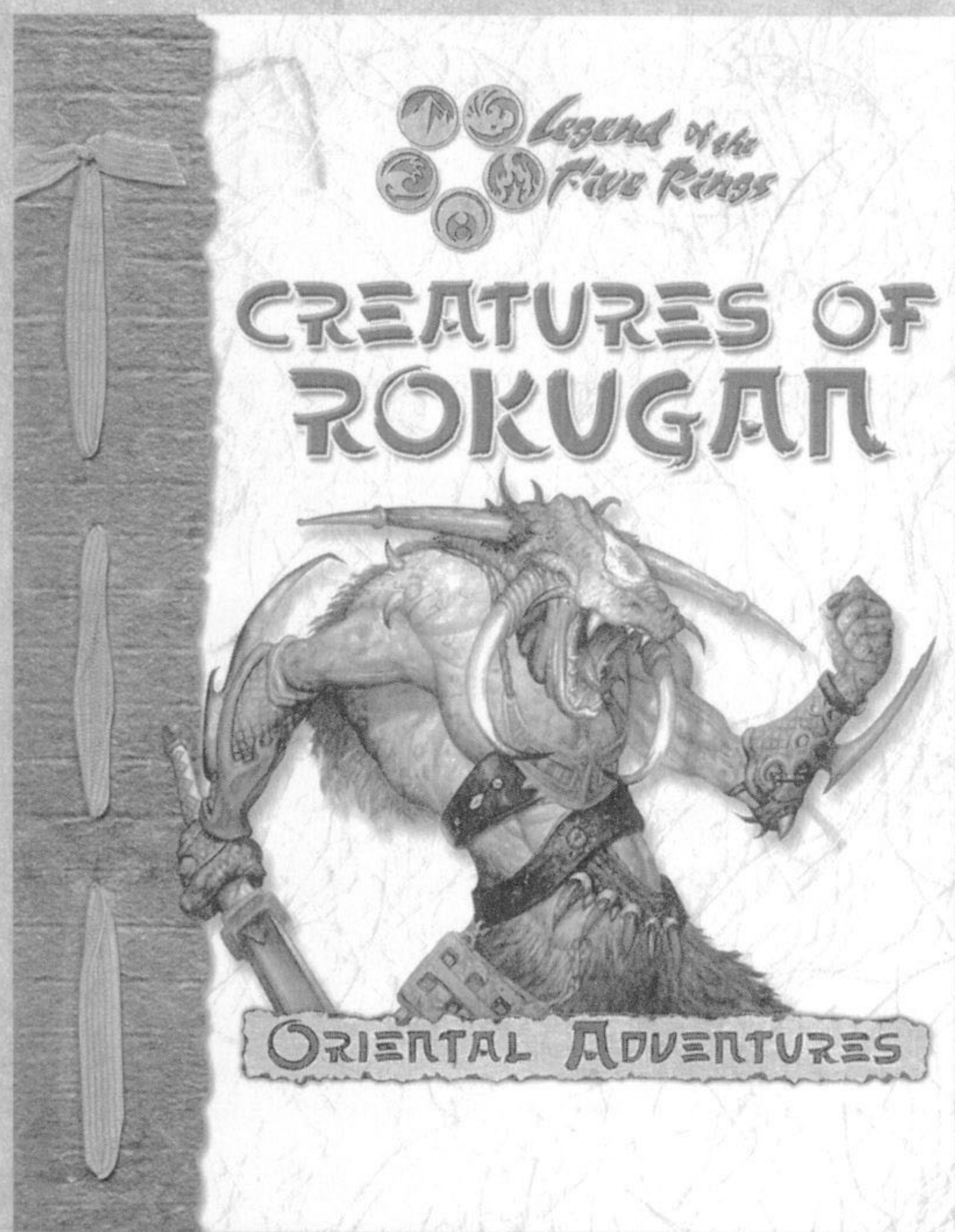


This adventure is designed to be easily dropped into your existing *Third-Edition D&D* campaign. It can be run in a just a single session and makes for an excellent evening's gaming. To prepare yourself to run the adventure, you should read it completely at least once to familiarize yourself with the material. You may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players to introduce them to the adventure. After that, you're ready to begin. Good luck!

DUNGEONS AND DRAGONS

This module requires the use of the *Dungeons & Dragons® Player's Handbook, Third Edition*, published by Wizards of the Coast.® You won't be able to run this adventure without it.

"Mostly Harmless..."



Illus. Jim Pavelec © AEG 2001

Shape-shifting tricksters. Foul name-bound demons from the depths of Jigoku. Blood-drinking ghosts. Faceless spirit armies driven only by vengeance. These are only a few of the creatures that stalk the Jade Empire. *Creatures of Rokugan™* is a great resource for *Legend of the Five Rings™* fans or *Dungeons and Dragons®* players looking for something new and unexpected.

Fans of Asian fantasy will appreciate the familiar creatures of the *Legend of the Five Rings™* collectible card game and role-playing game, fully updated and compatible to the *Oriental Adventures™* rules. *Creatures of Rokugan™* also contains advanced rules for playing Naga, Nezumi (Ratlings), kenku, goblins, and other strange races as player characters, as well as new feats and prestige classes for monstrous characters.

Requires the use of the *Dungeons and Dragons® Player's Handbook, Third Edition* and *Oriental Adventures™*, published by Wizards of the Coast®



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GAME MASTER BACKGROUND

Unspoken Shame is an adventure for 4–6 characters, levels 3–5. It is designed for a campaign with Oriental flavor.

Lord Jingoro is the PCs' lord and one of the empire's most celebrated heroes in recent memory, exemplifying bushido in his every action, particularly with regards to piety. Unusually gifted with keen insight into his ancestors' spirits, Jingoro swore to stand beside them after he died. Now old and nearing retirement, the daimyo's enemies have conspired with an ancestor spirit who feels himself slighted by the daimyo's lack of affection.

This spirit, Shindoku, pretended to heroism in life, only to have his own kin slay him for his quiet dishonors. Shindoku's survivors quickly forgot both his honors and his shames, relegating him to a small shrine in Jingoro's ancestral hall. His worship consists of little more than token sacrifice and prayer, and he grew even more twisted in the spirit world.

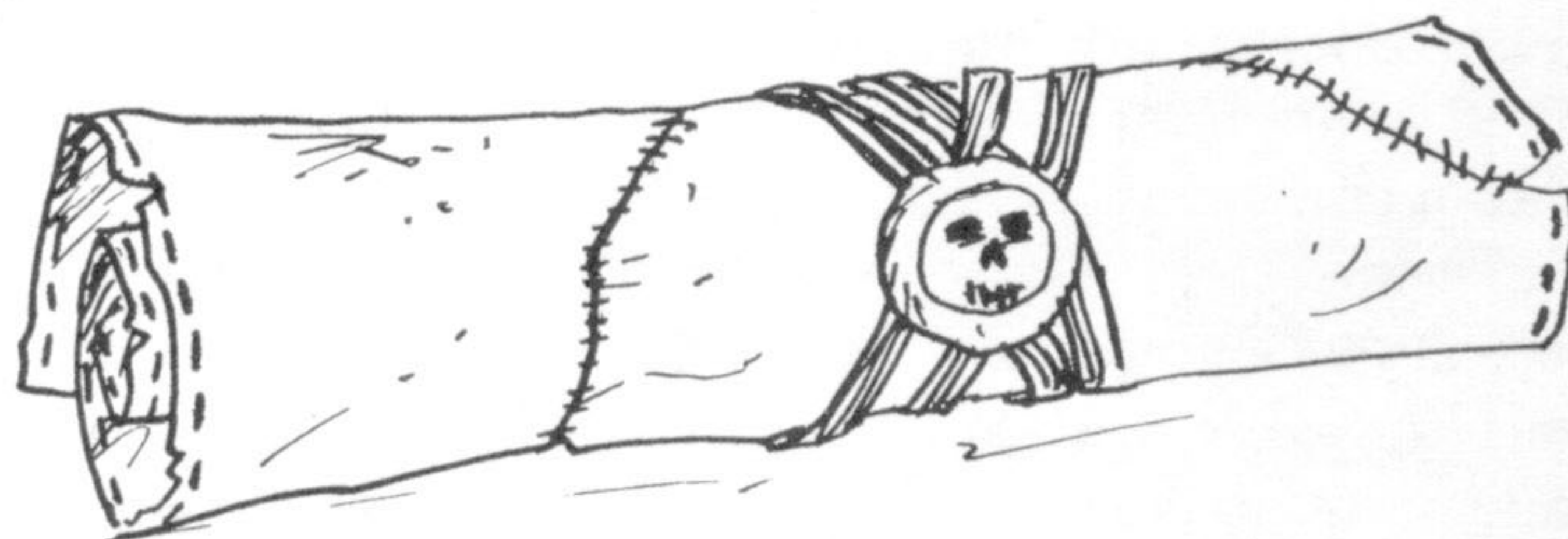
He also grew more familiar with his fellows, and more hateful of them. As an ancestor spirit, Shindoku found that the tales of the others were scarcely more than half-truths themselves, with many of the more noble spirits, so favored by his descendants, being every bit as corrupt as he himself was. The bitterness grew within him, but lay impotent without a focus to his rage.

Then came Izudenki. In his youth, Jingoro earned his status by overthrowing a corrupt lord, Izudenki's master. Though Izudenki found himself disgusted with his master's practices, honor forced him to serve regardless, and with his lord's death, Izudenki found himself a ronin. Izudenki swore to avenge his lord's death before committing seppuku, but fell into a deep depression.

Late one night, drunk upon sake, Izudenki stole into the hall of ancestors, seeking the completion of a half-formed plan to find a dishonored ancestor there before passing out. Izudenki's sake-dimmed mind, combined with his hateful heart, allowed Shindoku to take hold.

With flesh and hatred at his command, Shindoku turned his power upon the daimyo, intent upon bringing the man to ruin before the daimyo could become yet another honored ancestor, while Shindoku himself lay forgotten and neglected. He leaves Shindoku's body while the daimyo sleeps, and haunts his descendant's dreams by telling him the full truth of the other spirits.

It is this very action that will lead to his undoing.



THE ADVENTURE

Because this adventure takes place within the home of the PCs' daimyo, the GM may wish to warn the PCs (or, at the very least, the PCs with honorable characters) that they are charged with protecting the daimyo's estate as well as the daimyo's person. Characters who damage furniture or cast area-effect damage spells incur severe displeasure from their daimyo.

It is a beautiful morning. A gentle breeze, the mild temperature, and the slightest hint of freshly cut bamboo fill the air. Assuredly portents of a gentle day.

Allow the PCs to go about their normal activities and allow them to relax somewhat, while reminding them of their duties to the daimyo. The more honorable characters should quickly round up the others, but allow the PCs the illusion of calm before breaking it.

When the players are ready to continue, read on:

Approaching Lord Jingoro's estate, the calm of the morning evaporates as quickly as dew. Though the servants go about their duties, they do so with quick, uneven steps, and a few even dare to make eye contact before collecting themselves and hurrying along. At the front entrance awaits Lord Jingoro's wife, Suko, her normally impeccable powder streaked with tears.

If the party stops a servant and asks about the morning's events, see encounter #11 for the response.

Suko eyes you, her lips pursed, almost white with the effort. She feigns a smile, and speaks quickly.

"Domo arigato. Please, come with me, quickly."

The daimyo's wife won't speak of her husband's ailment and quietly glares at anyone who refuses to comply with her. As wife to the daimyo, she still outranks the PCs.

Suko leads you into the estate, stepping quickly past the blooming garden and bustling servants. Several guards watch as you pass, but make no move to collect your weapons. Finally, at the rear of the grounds, Suko looks around outside a door, and stops.

"Whatever secrets you find today, guard with the utmost concern. My husband is unwell, and has complained of nightmares for several days. At first, he dismissed it as a passing weight upon his mind, a test of faith from his ancestors. Now... now, I must warn you that Jingoro's many enemies would no doubt fall upon us all, should they discover his current state. Please, let this be second most in your mind, only preceded by restoring him to his proper health."

With that, she slides open the door.

The scent of the room is thick with the odors of stale sweat and melting wax. Within lies a bed ringed with candlesticks. Lying upon the bed, shivering, is the sickly form of Lord Jingoro.

With a weary hand, [the daimyo] waves at you to stop speaking. He gulps twice; licking his dried lips, and then speaks in a low, cracked voice:

"For two weeks now, I have suffered. Outside," Jingoro says, pointing to the south, "is my family's hall of ancestors, where we place our shrines. I thought myself blessed. Blessed to be the heir to a prestigious line of heroes. Blessed to be their humble and dutiful servant. Blessed, too, to be their student, so near to them that I could hear their voices even as a boy.

"How wrong I was. I refused to believe the dreams, fearing they were a portent of my own unworthiness to stand among those glorious spirits when I died. I ignored the visions that haunted me for three days, before I called for a history, to verify or deny them.

"How sad I was, when my nightmares proved true. I am no heir to heroism, but rather to thieves, brigands, and villains. The stories I heard from my family, and from the spirits themselves, were nothing more than lies."

Lord Jingoro leans forward, coughs, and smiles. "Lies. All of it. My whole life based upon lie after lie after lie, and I did nothing but praise the liars."

He raises a hand to his face, tearing the cheek with a fingernail, and Suko rushes to his side to sooth his pain. When his hacking subsides, he speaks again.

"I cannot allow this lie to continue. I have decided in the morning, I shall write what I have learned of my accursed line and I shall send the findings to the Emperor. Then I shall commit *seppuku*, to end my shame." Point to one of the PCs, "I would like you, to be my second."

"Hush, husband, you must rest. Decide upon such happenings in the morning, when you have rested better." Lord Jingoro nods and his wife escorts you from the room.

"You know my husband. You know he is a brave man. These dreams are not fancy. This much is clear. Voices from beyond speak to him in his trauma. You know what you must do."

Suko pauses. "He keeps the documents of his ancestors' misdeeds in his study, and you may wish to investigate his shrine as well."

Lady Suko does not allow the PCs entrance until they mention the possibility of an akumu to her, at which point progress to the Finale.

2. THE STUDY

"The study, normally barred, is now open. To the north, Lord Jingoro's personal guard noisily trains and to the south is his trophy room, where he entertains special guests. Along the eastern wall is a case for holding scrolls, but several lie scattered about the floor before it."

A Search or Spot check (DC 20) reveals the slightest trace of blood about the room less than a old.

PCs may jump to the reasonable conclusion that someone has ransacked these quarters. This is not the case. Lord Jingoro, in a fit of depression, left his study before cleaning up after himself. Allow the PCs to pursue this course. Several of the newest servants are, in fact, spies attempting this end, and the PCs may uncover their purpose before the spies do any lasting harm.

If the PCs investigate the scrolls although them to find each one, after 15 minutes of searching. These are the most prominently displayed ancestors at the shrine (#4). Each of these scrolls contains enough information to disgrace the daimyo and the spies will hear of and seek out the documents if the PCs tell anyone other than the daimyo, Suko, or Izudenki of the scrolls' contents. The PCs may continue to search the scrolls, but below are the only ones not sealed.

Make a note of who keeps these documents — the spies attempt to pilfer the papers from their present keepers.

SCROLL 1

This scroll describes the life of Yuuki, the founder of the family, and who once uncovered a conspiracy of monks who sought to overthrow the emperor. This scroll, however, suggests that Yuuki was himself an agent of those monks, and betrayed them when he realized that they had no intention of allowing him to survive the plot.

SCROLL 2

This scroll is ragged and charred. Evidently a fragment of a much larger document, it tells of a modest courtier, Yasashisa, and how she blackmailed one of the emperor's finest magistrates into marrying her.

SCROLL 3

This is a document almost torn in two and bearing the personal mon of Jingoro's great uncle, Jun. While Jun was personally responsible for the extermination of several bandit gangs, the note nevertheless demands that the recipient offer up payment, or his or her gang is next.

This specific document is a crass forgery — Jun was far too crafty to leave evidence of his wrongdoing, and anyone may roll Knowledge (history or nobility) at DC 18 to realize this. If they succeed by 5 or more, they also know that Jun retired to a monastic life early over a scandal. Izudenki (possessed by Shindoku) slipped this into the other scrolls to further torment the daimyo, but though the note itself is a lie, its suggestions as to Jun's character are not.

SCROLL 4

This paper contains a hastily-drawn script, with several sloppy kanji and spilled ink in one corner. It is a confession describing his ties to several others in the family, each a prominent member of a blood cult. The author then goes on to beg the emperor's forgiveness, and for permission to commit seppuku. It is signed in similarly atrocious calligraphy as Goro, Lord Jingoro's great maternal grandfather.

SCROLL 5

This note is dated nearly eighty years ago, apparently as part of a personal log. The author describes winning a great battle after receiving orders to surrender; the writer makes reference to burning the notice and slaying the messenger." A Knowledge (history) check (DC 22) reveals similar events transpiring in the life of Jingoro's father.

SCROLL 6

This parchment bears a date just over two hundred years old, and recounts of the writer, Naitomen, witnessing his own brother hiring an assassin. Naitomen then describes the horror he felt as he drew his blade against Shindoku, and the shame that burned within him as he told their father what had happened.

A knowledge (history) check (DC 15) reveals that Naitomen was a minor functionary, but that Shindoku was a noted diplomat between clans.

3. GUARDPOSTS

Guardposts are set aside for visiting family of Lord Jingoro's six guards now stand watch here. They bow.

If asked about the daimyo's condition, the guards respond.

Each night for over a week, he has awoken with screams. Each night, we rush to his side, fearful that some treachery has brought him low, but no. His only visitor is the weird, black incense which he burns in his candles.

If asked about suspicious persons in the area or about the blood in #2, they respond:

The only suspicious thing going on is that one of Lord Lord Jingoro's new hires is missing. The rest of the servants have had to work all the harder for his absence.

The "servant" in question is Izudenki, who was placing the forged document among the others when the spies came upon him. He managed to wound three before they fled, but was wounded in the process. He quietly cleaned up his blood, and fled for the secret chamber (#13) before collapsing. Shindoku is deathly afraid Izudenki will die before Jingoro does, which would slay Shindoku as well. This is why he left hints in room #12. He hopes someone will discover Izudenki, and tend to him.

If the PCs mention any of the documents from #2, the guards strongly suggest the PCs remain quiet about the whole affair, lest unsavory ears hear of the daimyo's impure lineage. Unfortunately, they say this within earshot of one of the spies. Every time the PCs enter or leave a room, roll 1d8 and subtract the number of spies caught. If the result is less than five, a "servant" attempts to pick one of the PC's pockets. See #9 for details.

Guards, Ftr4: CR 4; SZ M (humanoid); HD 4d10; hp 30; Init +4 (Improved Initiative); Spd 20 ft.; AC 14 (+4 scale mail); Atks Katana +6 melee (1d10); SV Fort +4, Ref +4, Will +1; Str 13, Dex 10, Con 11, Int 10, Wis 10, Cha 10; AL LN. Skills: Climb +2, Jump +2, Listen +3, Ride +2, Search +3, Spot +3, Swim +2. Feats: Alertness, Blind-Fight, Dodge, Improved Initiative.

4. SHRINE

Outside is a large, freestanding building — [the daimyo's] hall of ancestors. Within lie the remains of his most prestigious forebears.

If the PCs have already looked over the documents from #2, they quickly find the shrines to each ancestor here. Of especial note is that, despite Naitomen's relatively low status within the family, his shrine is much larger and more tended than that of nearby Shindoku's. A Search check (DC 20) reveals that someone has recently disturbed Shindoku's shrine, spilling some of its funerary ashes.

5. TROPHY ROOM

This is the room where the daimyo entertained his closest friends — to the south is where he met others. Within lies his most cherished possessions — key items of many of his ancestors' lives, such as armor, daisho, mempo, writings, and other effects.

Shindoku has an artifact present — his masterwork yumi. While it, like all the other items here, is trapped (see below), it was a prized possession of Shindoku's while he was alive. Interfering with it, or destroying it, brings it forth to attack.

Alarm Trap: CR 1; no attack roll necessary (sounds an alarm if the associated object moves); Search (DC 15); Disable Device (DC 10).

This is where Lord Jingoro met most of his guests, particularly for treaties or similar agreements. A lowered table centers the room.

6. MEETING CHAMBER

There is nothing of consequence here, but a Spot check (DC 25) or Knowledge (architecture) check (DC 10) reveals that this room is significantly larger than room #12 (assuming the PCs have been there), despite the doors being directly across the garden from each other.

7. KITCHEN

A blast of steam welcomes you to the kitchen, and the servants scurry about. Nearby are the servants' chambers.

If the PCs have already confronted the other spies in location #9, the remaining conspirator uses the confusion in the room to attack the PCs. All Hide and Move Silently checks in the kitchen get a +3 situational bonus, due to the persistent sounds of cooking and the associated steam.

If the PCs question the servants, the peasants immediately drop to their knees and do not speak unless first spoken to.

If the PCs ask about the daimyo's condition, the peasants' respond:

Jingoro-sama has had nightmares, gracious lords, but we are certain this will not deter him from future glories. We offer him our own humble protections in prayers.

If the PCs ask about banishments, or the cause of the nightmares, the servants respond:

Oni cause nightmares among the righteous, in retaliation for their good deeds. Every morning, we have chased away a demon of black smoke from Jingoro-sama's room.

If the PCs ask the servants about the documents, the servants beg forgiveness and promise not to tell anyone of the daimyo's ancestors.

If the PCs ask about the missing servant (Izudenki), the servants respond:

He was the only one of the new servants to have shirked his duties. [The daimyo]-sama is fair, but also expects much of us. Perhaps this wastrel decided to abandon his duties rather than strive to achieve them.

If the PCs ask about suspicious persons, the spy attacks (see #9). This solitary spy attacks until he has slain all the PCs, or until he takes damage, after which he flees.

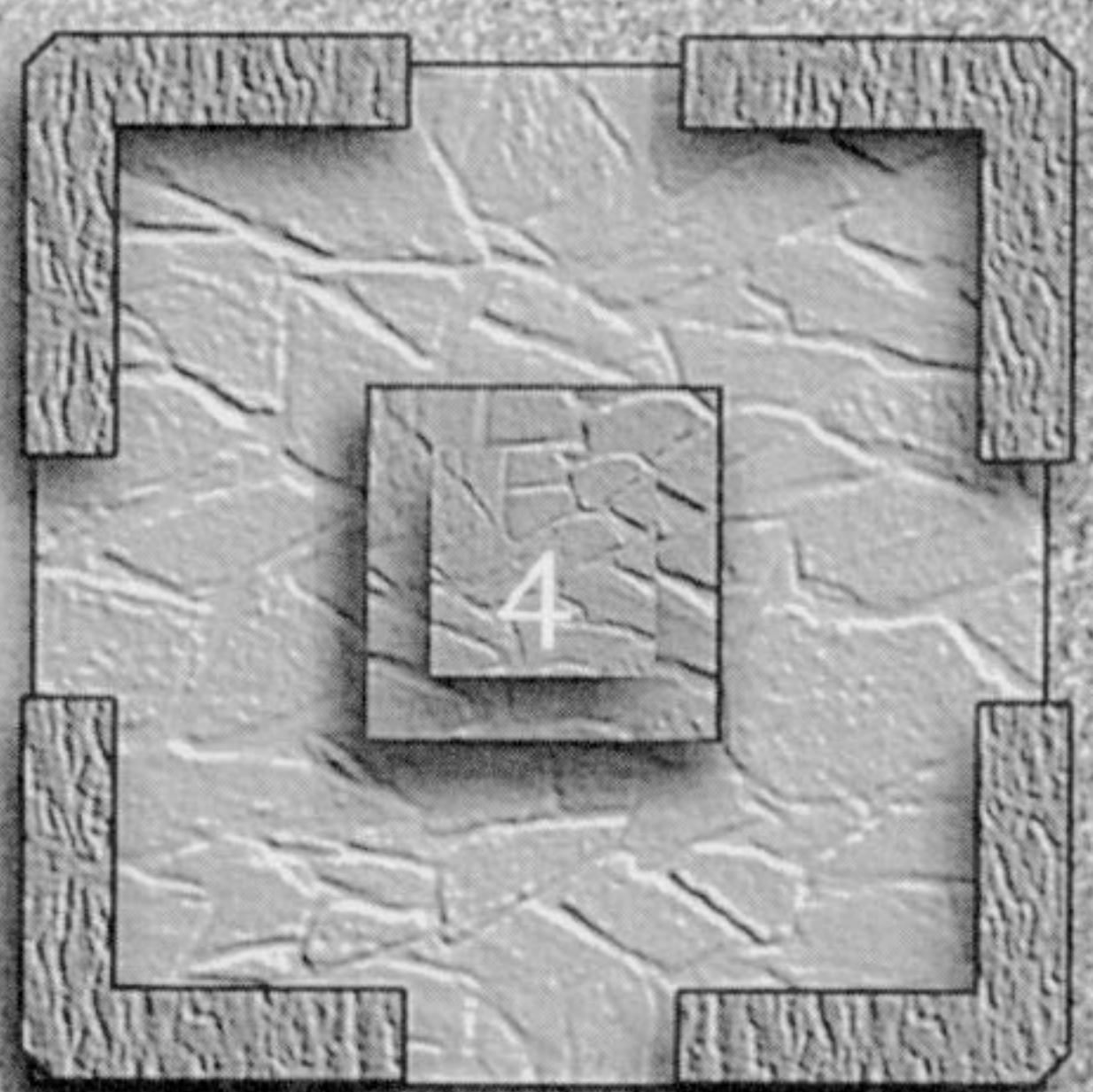
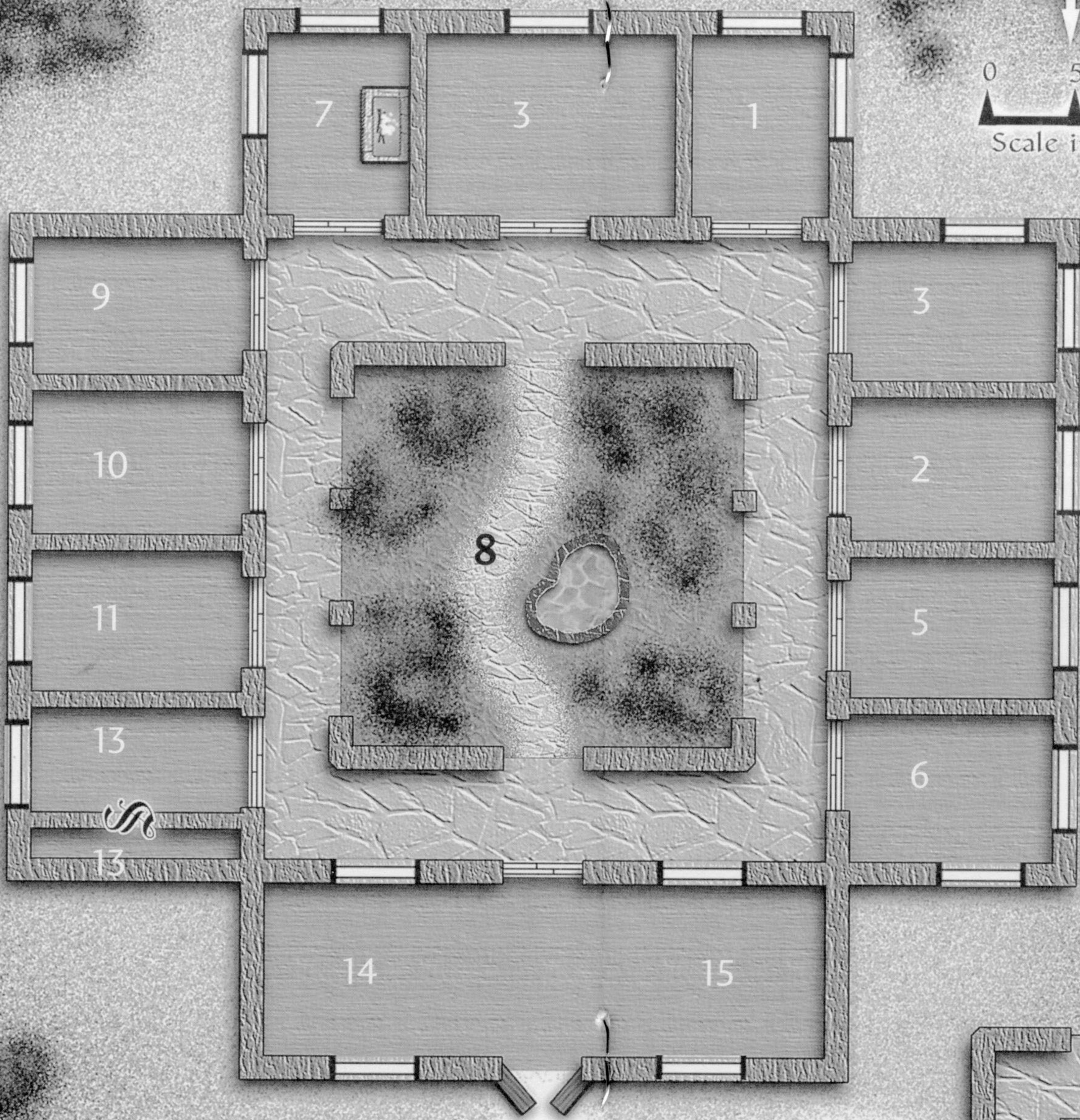
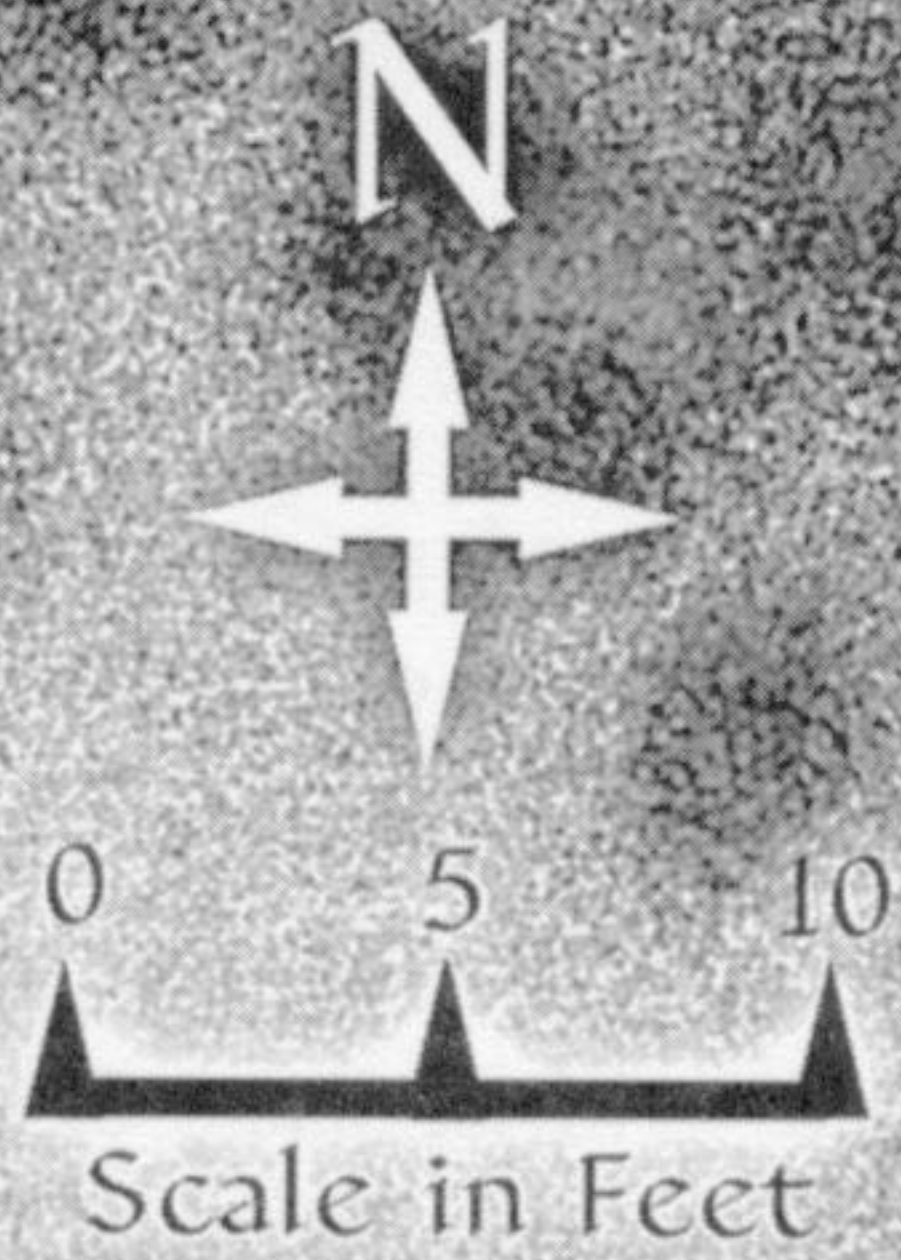
8. GARDEN

Lord Jingoro's garden was once his quietest accomplishment, an overflowing source of greenery which he personally maintained. Already, however, its natural tendencies have rebelled against his ministrations, overcoming the pruning he has since neglected.

A Search check (DC 15) reveals a trail of blood along the garden floor, leading from #2 to #12.

Any fight that occurs here quickly draws the attention of the nearby guard.

THE DAIMYO'S ESTATE



	Wooded Doors		Secret Door
	Sliding Screen		Tree
	Window		

9. SERVANTS' QUARTERS

If the PCs have already uncovered the spy in #7, the spies here have heard the screams of the other servants, and await here in ambush. Unless the PCs approach this room carefully, the spies catch the PCs flat-footed. Otherwise, they react as do the servants in #7; they, too, are investigating the daimyo's madness, but for their own master's purposes.

Spies, Rog7: CR 7; SZ M (humanoid); HD 7d6; hp 21; Init +6 (+2 Dex, +4 Imp Init); Spd 30 ft.; AC 12 (+2 Dex); Atks Ninja-to (shortsword) +7 melee (1d6); SV Fort +2, Ref +5, Will +2; Str 11, Dex 15, Con 11, Int 10, Wis 10, Cha 10; AL NE. Skills: Bluff +4, Disable Device +4, Disguise +6, Escape Artist +4, Forgery +2, Gather Information +6, Hide +6, Innuendo +3, Listen +5, Move Silently +7, Open Lock +4, Pick Pocket +8, Read Lips +7, Search +5, Sense Motive +2, Spot +5, Swim +2. Feats: Alertness, Blind-Fight, Dodge, Weapon Finesse (ninja-to).

Three of the spies in this room are already wounded, having only 10 hp. Their bandages are plainly visible, and if asked about them, they attack. Unless the PCs make a great deal of noise, the guards do not hear the fight over the racket in the kitchen.

The spies in this room fight until at least two of them have died. The others surrender, and offer up that another servant, Izudenki, was prowling in the study. After their arrest, they escape and flee with any proof of the daimyo's madness or dishonorable ancestry.

10. STOREROOM

"This room contains the provisions needed for the kitchens to the north — large crates of spices, rice, and vegetables."

If the spies have stolen any of the documents from #2, they have hidden the papers here. A Search check (DC 20) reveals them tucked away inside an empty crate.

11. SERVANTS' QUARTERS

"Here are several servants, mostly errand boys, relaxing in their quarters. Upon noticing your arrival, they fall to their knees before you."

The servants here act like those in #7 and #9, but there are no spies here. In addition, if asked about the demon haunting the daimyo, they acknowledge that they chased it to the spare room to the south, but fled when it turned back upon them.

12. SPARE ROOM

This is another guest room, reserved for those less favored than the ones adjacent to [the daimyo's] chambers. As such, it is rarely used... but someone has clearly gone to much trouble within. A trail of blood leads to the southern wall, just below a portrait of [the daimyo's father] in a dueling stance.

A Spot check (DC 25) reveals that the portrait's stance is not entirely accurate; the swordsman is gripping the wrong way with his left hand. If the PCs push on the left side of the portrait, the door opens.

13. SECRET ROOM

The door slides open, revealing the bloodied form of a man dressed in simple peasant clothes. A wakizashi dangles from his left hand, but his wounds are not self-inflicted. He looks up at you, smiles, and speaks. "At last."

Izudenki has been quietly awaiting his death here. He neither knows nor cares that Shindoku is an akumu, caring only that he released this foul spirit on an enemy, which deserved a more honorable death. If left alone for another hour after the PCs find him, he bleeds to death. He is presently too weak to stand on his own. If the PCs stabilize him, he is still weak (he still suffers from the damage Shindoku has inflicted upon him, even if his physical wounds are gone).

He tells the PCs what he knows as soon as he realizes that they are not spies, but servants of the daimyo.

"I must apologize for what I... we have done to your master... I am Izudenki... a ronin... Long ago, bushido compelled me to serve a dishonorable lord... [The daimyo] did what I could not and slew my master... Now a ronin, I swore revenge but could find no honorable way to avenge my lord... Many days ago... I drank too much sake, and found myself at your master's shrine. Drunken, I stumbled and tipped over an urn. At first I thought the smoke was nothing but ashes... but the cloud remained in the air before descending upon me... The demon Shindoku... compelled me to serve it. I disguised myself as a servant... and came here, while it attacked Lord Jingoro nightly. One night, it forced me to place... a forgery among many histories and some other servants... attacked me. I drove them off, covered my tracks, and crawled here to die."

"The akumu... will come again tonight... we must face it and best it... or your lord will never be the same."

The PCs may summon the akumu either by meddling with Shindoku's bow (#5) or by awaiting it within the daimyo's chambers (#1). In either case, progress to the Finale once the PCs are set in their position.

14. WESTERN GALLERY

At the entrance to Lord Jingoro's home is an expansive series of murals decorating the walls. This mural depicts several of his ancestors. Here, too, are several decorative bonsai, and unrolled scrolls of haiku.

If the PCs look closely, they find Shindoku — he is the only ancestor with a bow. The other ancestors include the ones mentioned in room #2, and several less notable others.

15. EASTERN GALLERY

This mural displays Lord Jingoro's most courageous act, the overthrow of a corrupt daimyo, here portrayed as cowering behind more noble protectors. Jingoro cuts down all his foes with ease, but his eyes lock onto his true enemy.

The other daimyo in this picture is Izudenki's dead master.

FINALE

If the PCs await the akumu in location #1, read the following aloud:

After initial protests, Suko assents. Izudenki quietly begs Jingoro's forgiveness, but your lord is in a feverish state, and either does not hear or does not respond. Soon, however, the darkness sets in, and the candles smoke...

If, however, the PCs summon the akumu by using the bow in #5, read the following:

As soon as you move the bow, a wild howl shrieks from outside, and a black smoke oozes into the room from the southeastern corner.

Arrows fired from this bow may strike the akumu as though they were magical.

In either case, continue:

The spirit coalesces into the form of a great, black cat with the face of a man — Shindoku. The spirit hisses, and leaps into your midst.

Whether the PCs can damage Shindoku directly or not, a successful hit causes it great pain. If the PCs are in #1, Shindoku hurriedly attempts to weave past them, and slay the daimyo. Allow Shindoku a coup de grace attempt if the PCs do not stop him. This is a full-round action and draws an attack of opportunity. If the daimyo dies, the akumu shrieks in triumph and quickly departs.

Over the next few days, weeks and months, it attacks the daimyo's wife, any children they might have, and finally any remaining family.

Once the akumu is present, Izudenki attempts to commit *seppuku*. Shindoku may possess Izudenki as a free action, unless disrupted as above. It takes Izudenki five rounds to complete the three cuts, and he refuses any second for the ritual. If he succeeds before the daimyo dies, the daimyo's madness immediately fades, and Shindoku is irrevocably destroyed.

EPILOGUE

If the daimyo survives, and Izudenki committed *seppuku*, read the following aloud:

Lord Jingoro awakes the next morning, refreshed. His nightmares have passed, and as you tell him of Izudenki's death, he sighs sadly. "He was a good man felled by misplaced loyalties, but he was still a good man. He died in my service, seeking only my salvation where my ancestor sought my doom. I shall call a shugenja to bless Shindoku's shrine, then rededicate it to Izudenki-san. Though he intended to slay me, and though he and I never met before last night, he is as my son to me."

If the daimyo dies, read the following aloud:

With a roar of triumph, Shindoku leaps through the wall, dissipating into smoke. A low rattle escapes the lord's throat. The next morning, you quietly gather your possessions, and, with Izudenki, set off in search of the spirit which stole your master's soul. Ensuing encounters find Shindoku aided by another akumu, this one with the face of the daimyo. If Izudenki dies after the daimyo does, he too rises again as an akumu.

If the daimyo lives, but Izudenki dies before committing *seppuku*, read the following aloud:

Izudenki's death destroyed Shindoku, but brought no mercies upon Lord Jingoro. He wakes in the morning, gibbering and incoherent. He refuses to look upon either you or his wife, and soon Suko takes over his affairs, announcing that her husband has retired to a monastery."

Depending on the PCs' performance, the daimyo's wife may choose not to keep them on as retainers.

LOOSE ENDS

Izudenki was most assuredly not the fallen daimyo's only retainer, and others will most certainly follow, especially if they hear word of Izudenki's actions.

If any of the spies escape (quite possible, given that at least one is not in room #9), they report to their unknown master all that they have seen or heard. Unless the spies succeeded in their theft of the daimyo's documents, they have no proof which could directly undo Jingoro's position,

but the mere knowledge of the akumu should prove interesting. If the spies escape with at least one of the documents, it takes 1d6 weeks minus the number of stolen documents for the spies' master to mount a case against Jingoro, half that if he is dead or insane.

If the akumu escapes, it likely has new akumu in service to it. Shindoku dispatches these to other family before itself fleeing to stalk other kin. The destruction of the akumu, especially as Shindoku personally acquires more power, could provide even the newly-ronin PCs with a quest.

If Jingoro survives with both body and mind intact, the problem of his unwholesome lineage remains. While disposing of the evidence against him is a simple enough manner, the daimyo is an honorable man, and asks the players to uncover the victims of his ancestors' crimes, that he might make good upon their mistakes.

NEW FEATURE

SOUL OF PURITY (ANCESTOR)

Following Izudenki's death by seppuku, Jingoro decrees that Izudenki join his family's shrine, thereby honoring the ronin's sacrifice. The PC who behaved most honorably over the course of this adventure is approached by Izudenki in thanks, offering his services as an ancestor. Note that, as a spirit, Izudenki no longer falls prey to mortal trickery, and won't aid a PC who has merely pretended to be honorable.

After Izudenki offers his patronage to a PC, that PC may take this feat at his or her next available opportunity to gain a feat, ignoring normal rules for ancestor feats.

Benefit: When making a Sense Motive check, you may always take 10, even when normally not allowed to.

NEW MONSTER

AKUMU

Medium Incorporeal Undead

Akumu are malevolent spirits of dreams and nightmares, often the eventual evolution of neglected ancestors of already base character. Rather than reentering the cycle or fading from memory, their hatred forces them to feed upon their own, living kin.

Though incorporeal, akumu appear as shadowy wolves or large cats with the faces of who they were in life. They have long, snake-like tongues which they use to feed and attack. They are all but invisible in dim light.

Unlike most undead, akumu show a stark preference for their prey: they may only feed properly upon their living descendants and kin. At night, they prowl their victims' homes like the beasts they resemble, feeding upon each as they sleep and taking care to avoid notice. In daylight hours, they hide in either ancestral shrines or, more rarely, by possessing other victims not of their family.

COMBAT

Akumu typically show little patience for fighting, as it disturbs their primary victims' rest. To this end, they prefer to flee before a threat presents itself, or to attack viciously and brutally, in the hopes of bringing down any opposition before the foe can sound an alarm.

Wisdom Damage (Su): The touch of an akumu's tongue deals 1d6 temporary Wisdom damage to a living foe. A creature reduced to 0 Wisdom falls unconscious. Alternately, if the opponent is unconscious, the akumu may choose to feed instead, draining one Wisdom point permanently as the victim suffers terrible nightmares of the akumu's choosing. An akumu may not feed more than once per night from the same victim.

Create Spawn (Su): Kin who die by having an akumu feed upon them become akumu themselves after the next sunset, under control of their killer.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently. Unlike most incorporeal creatures, akumu suffer pain (but take no physical damage) if attacked with weapons that could not otherwise harm it. This typically causes the akumu to flee to its shrine or possession victim (leaving a trail of wispy smoke), or to attack.

Hit Dice: 10d12 (65 hp)

Initiative: +6 (+2 Dex,

+4 Improved Initiative)

Speed: 40 ft. flying (perfect)

AC: 14 (+2 Dex, +2 Deflection)

Attacks: Incorporeal touch

+7 melee

Damage: Incorporeal touch

1d6, plus wisdom damage

Face/Reach: 5ft. by 5ft./5 ft.

Special Attack: Wisdom damage,

create spawn

Special Qualities: Undead,

Incorporeal, +2 turn

resistance

Saves: Fort +3, Refl +3, Will +7

Abilities: Str –, Dex 14, Con –,

Int 11, Wis 11, Cha 13

Skills: Hide +10, Intimidate +13,

Intuit Direction +8, Listen

+10, Spot +10

Feats: Dodge, Improved

Initiative, Mobility

Climate/Terrain: Any land

Organization: Solitary, 5-20

(pack)

Challenge Rating: 6

Treasure: None

Alignment: Always chaotic evil

Advancement: 11-20 HD

(Medium), 21-30 HD (Large)

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