

UNREST IN SYFIA

AN ANIME 5E ADVENTURE

ORIGINAL ADVENTURE CONCEPT AND WRITING BY

Dev T

ADDITIONAL WRITING AND UPDATING BY

Just Honey Badger It

ARTWORK BY

Niko Geyer

ANIME 5E WRITTEN BY

Mark MacKinnon

ANIME 5E PUBLISHED BY

Dyskami Publishing Company with Japanime Games



Anime 5E is a trademark of Dyskami Publishing Company
<http://www.dyskami.ca>

Adventure text © 2021 Just Honey Badger It
All rights reserved under international law. No part of this book
may be reproduced in part or in whole, in any form or by
any means, without permission from the publisher,
except for brief quotes for use in reviews.

<http://Anime5E.com>



OVERVIEW

Syfia is a tiny, conservative town, with a settled population of only 300. Life is hard, but is the ideal slow pace for those who seek to get away from the larger affairs of the kingdom. Recently, there's been unrest in Syfia and the characters of a nearby royal family must investigate.

This scenario is intended to introduce the players to the *Anime 5E* game system mechanics, and how they work for low-powered dramatic adventures that focus on role-playing more than combat. The story is loosely described rather than completely scripted, and requires the DM to flesh out certain details and make important decisions about some aspects of the plot. The entire scenario, including up to one hour for character creation, should take 4-8 hours (6 hours is typical). The DM should be reasonably familiar with *Anime 5E* game mechanics, while the players need only to have watched a limited number of anime movies or TV episodes to follow along with the narrative. The adventure is suitable for all levels of player experience, from novice to advanced.

CHARACTERS

Unrest in Syfia is an introductory adventure for *Anime 5E* for 4-8 players from 1st to 4th Level (2nd Level is recommended). The player characters are all minor human nobles or employees of an ancient outlier royal family with modest holdings – the Yubet Family (though the Connected Attribute from A5E page 98 is not required to reflect these ties). The primary Yubet ancestral estates are relatively isolated, located at the foot of a mountain range a short distance from town.

The characters should ideally be created with the entire gaming group at the beginning of the scenario, and range from 12-30 years old. Player should keep in mind that their characters have been together for many years before the scenario begins, though they are not considered to be “adventurers”. The DM should encourage the players to develop brief backgrounds that complement each other, and create their character concepts in concert.

DMs with limited experience with the *Anime 5E* game mechanics (or Fifth Edition in general) may wish to restrict characters to the following Classes: Broker, Hunter, Ninja, Samurai, and Warder. Traditional Fifth Edition Classes from the PHB may also be considered, such as Barbarian, Fighter, Monk, Ranger, and Rogue.

DIRE MESSAGE

When the scenario begins, the characters are all assumed to be present in the Yubet estate. Through appropriate means (servants, house guards, etc.), they are all summoned with some urgency to the audience chamber of the family matriarch, Lady Emile Yubet.

The DM should paraphrase or role-play out the following information to the players:

A messenger starbird arrived early in the day with a missive from the town of Syfia. This is surprising, since there is no one in Syfia with the training and access to starbirds to send such a message. The details of the message indicate that it is from a travelling merchant who is trapped in the town and accused of murder. He is requesting intervention from Lady Emile as Syfia falls under her jurisdiction; more importantly, the Yubet estate happens to be the closest holdfast of any kind. The letter reads as follows:

Lady Yubet,

I am a respected and authorised merchant who travels across the kingdom regularly, and I am in dire need of your intervention. I have been wrongfully accused of murder in the town of Syfia. My men and I are trapped in the smithy, barely out of the reach of an unreasoning mob.

Please come to Syfia immediately and discover the truth of this matter!

Myron Raechfold

DISPATCHED TO SYFIA

Lady Yubet dispatches the player characters to resolve the issue. They are to leave immediately, since the Lady fears that the townsfolk may take justice in their own hands.

Officially the eldest noble of the house will be in charge, but it is understood that guidance will be provided by everyone dispatched. Lady Yubet stresses that this issue must be resolved with some tact to prevent conflict with the planet's merchant guilds.

The characters should ready themselves quickly. They are provided with riding mounts and pushed to leave right away.

JOURNEY TO SYFIA

The characters will travel across the mountain passes to the main road, and then north to the town of Syfia. Provided they do not dally, the characters should take roughly half a day to reach the outskirts of the town (arriving an hour past noon).

DANGEROUS JOURNEYS

On the way to Syfia, the group should encounter a hungry beast, a small band of kobolds or goblins, or some other encounter to give the players a taste of the *Anime 5E* combat system. See A5E, Chapter 11, for sample game stats for this encounter.

ADVANCED LOOK

If anyone scouts ahead, they will find that a large portion of the town has gathered around the smithy and are demanding entry. If no one is scouting ahead, then the players will ride into the village and encounter the following scene.

ARRIVAL IN SYFIA

As mentioned, Syfia only has a population of 300. 200 people or so live in the town proper, and the rest make their homes on outlying farms. Syfia has one inn, one smithy, the mill, and a central meeting space.

RIOT AT THE SMITHY

A sizeable crowd has formed around the smithy. The people are angry, tired, and volatile. Their nasty mood has been fostered by a local farmer named Jubei, the leader of the mob.

Jubei, backed up by his two loyal friends, Big Karl and Three-Fingered Merle, has gathered 30 or so townsfolk to help him break into the smithy. The crowd is on the verge of storming the building, and the characters must act quickly to diffuse the situation.

CALMING THE CROWD

A show of strength and presence is enough to temporarily break through the crowd's fury. A commanding voice may be enough at this point, although the threat of arms will quickly cow even the most outspoken of the townsfolk. A character attempting to disrupt the crowd should make a DC 10 Skill check using an appropriate Skill. The characters should not need to actually resort to violence at this stage.

When the crowd is successfully subdued, the characters can learn the following information (presented in no particular order). As it is a confusing,

hostile group, it may take the characters a little time to sort out of the information.

- » A woman, Fenna, was found dead in the river
- » The murderer is a travelling merchant, and he has three men with him
- » The smith, Hisato the Strong, is helping shelter them, and is still in the smithy
- » Jubei is a wealthy farmer leading the mob – along with allies, Big Karl and Three-Fingered Merle – demanding justice be served for the murder

At this point, the mob begins to shuffle about uneasily again. Jubei demands that any one of the noble Yubet characters present smash open the smithy and drag the merchant to justice.

The player characters should realise they need to investigate to find out what's really going on.

LET THE SMITH GO

As the characters mill about and try to take charge of the situation, Hisato the Strong will ask them to allow him safe passage out of the smithy. He wants to rejoin his family. His protection of the merchant was due to his sense of true justice, and because he has had honourable dealings with this merchant for years. He does not believe Myron Raechfold is capable of this crime, and did not want the man hung without a fair trial. Now that someone of royal blood is here, he hopes true justice can be done.

If the characters get the mob to move back, Hisato will emerge. The mob will boo and hiss, but not harm the smith. The merchant will secure the door immediately, while Lucian watches from the rooftop of the smithy armed with a bow.

RUMOURS

The following rumours are common among the crowd and can be easily picked up by the party. These can either be role-played out or the GM can provide information based on appropriate DC 10 Skill check. They are listed in order of "common knowledge", from most commonly held belief to the wildest rumour.

- » Myron assaulted Fenna and then killed her to shut her up
- » One of Myron's companions killed Fenna
- » Jubei killed Fenna in a fit of rage after discovering she had slept with Myron, or else for refusing to marry him
- » Old Man Jakob killed Fenna after discovering she had been seeing Myron
- » A demon riding inside the urchin child, Pod, possessed Fenna and drove her to her death
- » The ancient creators that gave life to Syfia claimed Fenna's soul to punish Old Man Jakob for being a follower of foul gods

ADVENTURE NPCs

The cast of prominent story characters and their motivations and backgrounds include:

AT THE INN

OLD MAN JAKOB

Owner of the inn and father to Fenna. His wife died in childbirth and the rest of his family died in military conflict. Once he learns of Fenna's death, he drinks all day, and can be found in the inn in a rough state. Jakob will not be helpful in providing any useful information. If anyone engages him, he will only tell tales of woe and how he lost all his family, moved North to start again and now he has lost his only child. If pressured for information, Old Man Jakob will become hysterical and then inconsolable.

FENNA

Fenna is found dead in the river. She was known to be headstrong and very pretty. Jakob indulged her and let her have her way as she was his only kin. In her room can be found a chest holding some summer dresses and small bits of simple jewellery. This is a little unusual as the clothes are of a southern style and too light for this climate, and the jewellery is atypical for a practical northern girl of her social standing.

MIDOKO

An old cleaning woman who is quite hard of hearing. She works for Old Man Jakob, and lives in a small room in the inn. She knew that Fenna did not like Jubei and that she had been sleeping with the Myron the merchant. She will divulge this information in private for a sufficient bribe.

TOWNFOLK

BIG KARL

A large farm hand who works on Jubei's property. He is a big, loyal lug. He isn't particularly skilled with the spear he carries, but he is very strong.

JUBEI

He is a bad-tempered farmer of considerable wealth for the region. He has long wanted to marry Fenna. Jubei often drinks in the inn and had known Fenna since childhood. He had Old Man Jakob's blessing to marry the girl, and believes Fenna would have made a good wife for him and he a good husband. In relative terms, Jubei is considered a "good catch" despite his gruff demeanour. With Fenna's death and the suspicion around Myron, Jubei becomes more and more convinced that Fenna cheated on him with the merchant. He has no proof, but is a jealous type.

LITTLE AITO

One of Jubei's cousins, who owns a small farm.

HISATO THE STRONG

The local smith. His family lives above the smithy – a solid two-story brick building. He has a wife and three young children.

POD

An abandoned child (7 years old) who lives around the town. He survives on the scraps of whatever he can find. Easy to intimidate, and prone to lying. Pod will do whatever anyone wants if he can get something to eat or avoid a beating. He is known to steal and cheat.

THREE-FINGERED MERLE

A friend of Jubei and a retired soldier. He is skilled with a crossbow (and has one) and is the level-headed one of the bunch. He can be persuaded to keep Jubei in line and reasoned with. If pushed to a fight, Merle should be a match for any of the characters.

OTHER FOLKS

Feel free to add more townsfolk as needed to create a believable atmosphere of a working town and (more importantly) a threatening mob. The mob will follow the characters as they go about the village. If threatened to back off, they will, but as time goes by they will press back in to observe the actions of the group. The only time they will respectfully back off is if a royal examines the body of Fenna, in which case they will give them privacy.

MERCHANTS

MYRON RAECHFOLD

A minor merchant who has made a name for himself amongst several guilds across the kingdom. He travels through the region buying and selling good.

GARETH

A young apprentice (13 years old) sponsored by one of the guild leaders. Gareth's responsibilities on the road include the bookkeeping and letter writing. This is his third trip with Myron.

LUCIAN

A merchant guard known to be a skilled hunter. He travels with Myron frequently, and is loyal because he believes Myron has potential to rise high in the guild ranks.

AZUMI

Azumi is actually a young woman who dresses like a man to avoid complications. She is Myron's niece and a skilled merchant guard.

PLOT ELEMENTS

The player characters should investigate the truth of the murder. The smith, safely reunited with his family, can act as a voice of conscience if need be. As the characters investigate, they will learn various details from the Timeline of Events (page 6).

GUARDING THE ACCUSED

For the duration of the character's visit, Myron and his group will try to stay holed up in the smithy. Conversely, Jubei and his men will try to drag them out. If at any point the characters leave the smithy unattended, Jubei may try to smash through the door, or order wood to be piled on the smithy (the building is brick) to try to smoke out the merchant. If Jubei gets Myron out, he and his men will attempt to kill the merchant immediately.

THE UNFOLDING TALE

The story told is that Pod found the body early in the morning when down at the river's edge. This was south of the mill. Pod informed Jubei first, and led him and several of his men to look at the body. Jubei and his men discovered it was Fenna, and fished her out, and brought her back to the inn.

Fenna was recently betrothed to Jubei with her father's blessing. Old Man Jakob thought it was a good match that could improve her station. They were to be married at the next festival in one month.

The immediate assumption is that Myron, a visiting merchant, murdered her. No one knows why the merchant would have murdered her, but perhaps it was for lust.

QUESTIONING POD

Pod first says he just found the body that morning. If asked if he knows more, he will say that he heard Myron and Fenna fighting last night in town (he is vague). Then later, that the same night, he saw Fenna walking through town, crying. He followed her, staying hidden, and saw Myron with her at the river by the mill. They argued again, then Myron angrily choked her, and threw her into the water from the riverbank before storming away.

POD'S LIES

Pod is lying, partly to save his own skin from a beating for hiding in the stable, and partly to gain Jubei's favour. Under pressure (such as a character asking why he waited until morning to show anyone the body if he saw the murder last night), he will reveal that he saw Myron and Fenna talking in the stables,

but left while they were still arguing, afraid he would be caught in the back of the stable. He never saw the merchant actually choke Fenna, nor did he see Fenna leave town – although he will insist he really did hear signs of them arguing before he left.

THE RIVER

If a character with the an appropriate Skill investigates the river, they may find that the tracks at the body site, the stables, and at the inn and smithy are too muddy with half the town walking about to be of any use. If the character expands their search along the riverbank, though, an appropriate successful DC 15 Skill check reveals that a fair distance upriver from where Fenna was found is a single set of tracks. These tracks lead from the town north along the river to a large log that has been set as a makeshift bridge. The track lead to the log, and then are seen on the other side of the river, doubling back on themselves. They look almost as if someone had been pacing back and forth there.

The tracks all seem to be from the same person, and a second DC 10 Skill check reveals that they are smaller than Myron's boots (although Gareth, Lucian, and Azumi are possibilities).

EXAMINING THE BODY

If a character simply looks at the body, they will find no obvious wounds but a few minor bruises and scrapes from the rocks in the river. If a character makes an appropriate successful DC 15 Skill check, they will learn that there is no other damage other than being immersed in the water for roughly 10-12 hours, and the minor bruises are likely from floating down the river hitting objects along the way. There are no marks of strangulation.

Furthermore, it will be discovered that Fenna was nearly six months pregnant. This was not discovered before because the women of the North are a hardy stock to begin with and wear heavy winter clothing making it easy to conceal the signs of pregnancy.

QUESTIONING THE MERCHANT AND HIS MEN

The characters may wish to question Myron and his companions. They can do this by yelling through the locked door, although it would obviously be easier if they spoke privately. Myron and his group will not leave the smithy unless a terribly convincing argument for their safety can be made. They will, however, permit the characters to enter the smithy to talk to them.

At no point should the whole group try to stuff themselves into the smithy. If they do, the mob will quickly panic, believing the lordling has sided with the merchant and that they are hatching a plan to escape. In this case, the mob goes berserk and takes matters into its own hands.

GARETH

Gareth is a young man of 13 years who is supportive of Myron and believes him to be a good man of the guild. Privately and under pressure, he will reveal that he believes Myron may have lusted after Fenna.

LUCIAN

Lucian is Myron's man and will support him, but not at the cost of his life. As a skilled hunter and former off-world military guard, Lucian is very good with a bow and will take a covered position on top of the smithy from which to shoot if it comes to a fight. Lucian knows no relevant information.

AZUMI

Azumi is also Myron's ally (and niece) and like Lucian will support him, but not at the cost of her life. Azumi knows that Myron has always been a romantic and has yearned for love in his life – but would not be willing to sacrifice his expanding merchant career. Myron values his merchant reputation highly, and Azumi doesn't believe he would follow a path that jeopardises his guild future.

MYRON

Myron has been wooing Fenna for a year now, giving her small trinkets and summer dresses. He will deny this if questioned about it, however. If asked about the fight that Pod witnessed, he says Fenna confessed she found Jubei loathsome and refused to marry him despite her father's wishes. She begged him to take her away, but he refused.

As a respected merchant, Myron feels superior to most of his companions, and certainly to the townsfolk. Myron is a trained soldier of respectable birth, and should be given proper respect due a guild merchant. If left with no choices, he will demand a trial by combat as his right. He will challenge any accuser, or the accuser's champion. Jubei would naturally try to nominate a player character as his liege lord or lady, as appropriate.

If Myron wins a trial by combat, the mob will rush him and rip him to pieces anyway. If it comes to this, it should be extremely difficult for the characters to interfere without suffering substantial injuries.

TIMELINE OF EVENTS

For the DM's convenience, the timeline below is presented in modern-day hours. For flavour, it is suggested the timeframe be described as “dusk” for 6 pm, “an hour past dusk” for 7 pm, etc.

BACKGROUND

- » Myron comes to Syfia and other nearby northern villages every three months or so to trade and secure supplies. He is normally accompanied by a few men, a clerk, and a half-dozen mules.
- » Six months ago (two visits previously), Myron and Fenna became intimate, and had sexual relations. He has been giving her small gifts for quite some time to woo her.
- » Three months ago (last visit), Myron and Fenna had a falling out when she asked him to take her with him, and flee south. Myron would not jeopardise his hard-earned reputation with the merchant guilds, and refused.

YESTERDAY

- » Myron arrives in town the day before for his regular visit with entourage and mules in tow.
- » During the day, Myron conducts his business with Hisato the Strong and other townsfolk people (miller, farmers, etc.).
- » Later that night, Myron eats at the inn and rents a room for himself for the night. Lucian and Azumi eat and rest in the common room. (6 pm)
- » Gareth and Myron feed the horse and mules. Pod is hiding quietly in the stables. (7 pm)
- » Gareth retires, while Myron stays behind to brush down his horse. (7:30 pm)
- » Fenna comes out to talk to Myron and they argue. Disturbed, Pod slips away from where he was hiding in the stables. (8 pm)
- » Myron goes back in the inn to his room. (8:15)
- » The inn closes up and everyone retires for the night. (10 pm)
- » Gareth sleeps in the common room with the two other merchant guards. Myron stays in one of the rooms on the second floor of the inn. There are a total of five rooms upstairs: one for Old Man Jakob, one for Fenna, and the other three for rent (two are empty). Midoko sleeps in a side room off of the kitchen. There is also one other companion in the common room – a town local that has passed out from drinking.

- » Distraught and unable to sleep, Fenna sneaks out for a late night walk. She walks north to the river, up to the log bridge. After much deliberation, and an hour of pacing, she determines her pregnancy will bring too much shame to her father. She jumps off the log bridge and drowns in the cold river. (11 pm)

TODAY

- » The next day Pod discovers the body in the river looking for something to eat near the mill. (7 am).
- » Pod goes and tells Jubei. Jubei checks it out with his friends and some town locals. They are shocked to discover it is Fenna. (8 am)
- » Myron is up and dressed early, and takes Gareth to the smithy to pick up some work and finalise their accounts.
- » Jubei and a growing crowd march to the inn. (8:30 am)
- » Azumi and Lucian see the angry crowd calling for Myron. They slip out of the back of the inn and rush to find him at the smithy. (8:40 am)
- » Jubei's men leave Fenna's body at the inn in the kitchen on a prep-table with a sheet pulled over her (the body is still in soaked winter clothing). Old Man Jakob is shaken and after spending some time with the body he leaves for the main room and starts drinking. (8:40 am)
- » Jubei learns that Myron is already gone, and leads the crowd to the smithy. Cries of alarm are raised, rousing even more of the townsfolk. Old Man Jakob stays behind, despondent, and drinking. (8:45 am).
- » The smith, upon hearing about the oncoming mob from Azumi and Lucian, locks the front door at Myron's request. He rushes his family out the back way and bars it as well. The mob ignores the smith's family, who take shelter in an aunt's house. (8:50 am)
- » The crowd arrives at the smithy and demands to have the merchant handed over to them. The smith argues with them through the locked front door, while Myron further barricades the back door.
- » Gareth quickly pens a message, then uses a trapdoor that opens out on to the roof and lets a starbird fly. He always keeps a few starbirds on hand for such emergencies.
- » The starbird arrives at the Yubet estate (9:30 am)
- » The player characters arrive in Syfia (1 pm)

POSSIBLE OUTCOMES

Ideally the player characters will piece together a complete picture of Fenna's suicide and her relation to Myron and Jubei. It then becomes a moral decision on how to handle the situation.

MYRON

Myron is not actually guilty of murder, but mainly of being a spoiled merchant. He did break some merchant guild codes in his romantic dalliances with Fenna, but properly that is a matter for the guilds to handle and not an issue of law.

One solution involves the characters escorting the merchant and his companions out of Yubet lands without any harm. The townsfolk will boo and hiss, but let the group go amid a shower of rotten vegetables if they explain that they are taking the merchant for judgement by Lady Yubet (the mob will not accept the guilds as judges in their affairs, however).

OLD MAN JAKOB & FENNA

It would also be best if they spare Old Man Jakob further hurt by not publicly revealing his dead daughter's intimate relationship with Myron in light of her engagement to Jubei. If they do, Old Man Jakob will die of drinking within the week and the nobles may earn a reputation of being needlessly cruel.

JUBEI

Jubei will become violent no matter what happens unless Myron is killed. He feels cuckolded and genuinely loved Fenna. Jubei will be restrained by his more level-headed associates from attacking the merchant if the characters make it clear he is under their protection.

LIFE LESSONS

Assuming the characters saves Myron from mob justice, they and the Yubet name will lose some face with the townsfolk, but will win politically with the merchant guilds. The lesson here is that often nobles have to make unpopular decisions regarding the townsfolk, but they are necessary for a greater level of good for the realm. Also, as sad as it is, it demonstrates the privileges of money and status. The common folk have few options for their station in life and the only power they possess is mass revolt.

OTHER POSSIBILITIES

Of course, the player characters may choose not to help Myron, or else their actions might cause unintended consequences.

KILL THE MERCHANT

If the characters decides that it's better politically to appease the blood lust of their townsfolk and let the mob have at Myron, then they townsfolk need to smoke out the merchant. This can be done by piling wood on the smithy and setting it on fire. It will take some effort, but the smithy can be burned down with all inside. Hisato the Strong will object to his livelihood being destroyed, but can be subdued easily.

MYRON'S LAST STAND

If precautions are not taken to lock in the inhabitants, then Myron and his men will come out onto the roof and fire arrows at the crowd for as long as they can. Gareth will send out as many starbirds as he can informing all of their situation.

If they run out of ammunition or the building begins to come apart, the group will try to fight their way out of the smithy by the back door. The mob will descend upon them and kill them, but not without half a dozen deaths and many more wounded. If the characters join in the attack against Myron, then the loss of peasant life will be significantly less.

The fall out from this resolution is that the merchant's guild will break trading with the Yubet household, hurting the region economically.

FIGHT THE MOB

Another possibility is that the flames of the mob's anger could be fanned. If the characters use force against them, they will react violently. Jubei is the only one that will actually try to physically force his way past the characters to get at Myron. If he is beaten down, but not killed, the mob will respect the characters. However, if Jubei is killed, his family will raise arms and seek to revenge themselves. They will try to kill any non-noble characters, and will try to subdue any nobles. At this point, the entire mob may descend on the characters.

After the confusion has died down, if the mob wins, any lowborn characters still alive are strung up on a nearby tree. Any surviving nobles are stripped, tarred, feathered, and run out of town.

LADY YUBET

Lady Yubet will learn of the events in Syfia either from the characters directly, or from other sources (travellers, other merchants, Gareth's starbirds, etc.). If the townsfolk hurt her family or employees, she will come down hard on Syfia and hang the most obvious rioters. If she believes any of her employees (or family, in extreme cases) were responsible for the debacle, they may be sentenced to serve with the merchant's guild as compensation for their loss.

NPC STATS

Abbreviated game stats (with Ability modifiers, rather than actual Ability Scores) for the major NPCs are presented below. The Point range provided only considers the features and talents the NPCs are likely to use during the adventure, and consequently they are considered classless characters.

MYRON

Classless – 81-95 Points | CR ½ | XP 100
STR +0 | DEX +0 | CON +0 | INT +1 | WIS +2 | CHA +2
Proficiency Bonus +2 | Saves WIS
AC 13 (Chain) | HP 10 | Damage 1d8 (Sword)

GARETH

Classless – 66-80 Points | CR ¼ | XP 50
STR -1 | DEX +0 | CON +0 | INT +0 | WIS +1 | CHA +1
Proficiency Bonus +1 | Saves WIS
AC 11 (Leather) | HP 6 | Damage 1d4 (Dagger)

LUCIAN / AZUMI

Classless – 81-95 Points | CR ½ | XP 100
STR +2 | DEX +1 | CON +1 | INT +0 | WIS +1 | CHA +0
Proficiency Bonus +2 | Saves STR, CON
AC 12 (Leather) | HP 11 | Damage 1d8+2/1 (Sword/Bow)

JUBIE

Classless – 66-80 Points | CR ¼ | XP 50
STR +2 | DEX +0 | CON +2 | INT +0 | WIS +0 | CHA +0
Proficiency Bonus +1 | Saves CON
AC 10 (None) | HP 8 | Damage 1d6+2 (Pitchfork Spear)

BIG KARL

Classless – 81-95 Points | CR ½ | XP 100
STR +4 | DEX +0 | CON +3 | INT -1 | WIS -1 | CHA -1
Proficiency Bonus +2 | Saves STR, CON
AC 10 (None) | HP 22 | Damage 1d6+4 (Spear)

THREE-FINGERED MERLE

Classless – 96-110 Points | CR 1 | XP 200
STR +2 | DEX +2 | CON +2 | INT +0 | WIS +1 | CHA +1
Proficiency Bonus +2 | Saves STR, CON
AC 12 (None) | HP 20 | Damage 1d6/1d4+2 (Xbow/Knife)
Special: Extra Attacks 1 (1 Bonus Action/round)

HISATO THE STRONG

Classless – 81-95 Points | CR ½ | XP 100
STR +4 | DEX +1 | CON +1 | INT +0 | WIS +0 | CHA +1
Proficiency Bonus +1 | Saves STR
AC 11 (None) | HP 10 | Damage 1d6+4 (Smith hammer)

AVERAGE TOWNFOLK

Classless – 51-65 Points | CR ⅓ | XP 25
STR +0 | DEX +0 | CON +0 | INT +0 | WIS +0 | CHA +0
Proficiency Bonus +1 | Saves –
AC 10 (None) | HP 4 | Damage 1d4 (Club/Dagger)

LEGAL INFORMATION

OPEN GAME License Version 1.0a

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

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

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

3. **Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. **Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.

5. **Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.

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

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

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

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

10. **Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. **Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

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

13. **Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. **Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwab, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

BESM d20 Copyright 2003, Guardians of Order, Inc. Author Mark C. MacKinnon

Anime 5E: Fifth Edition Fantasy Role-Playing Adventures Copyright 2021, Dyskami Publishing Company. Author Mark MacKinnon.

Unrest in Syfia Copyright 2021, Just Honey Badger It. Author Dev T.

16. ANIME 5E OPEN CONTENT & PRODUCT IDENTITY

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content:

Dyskami Publishing names, logos, identifying marks, and trade dress; all game and product titles; all character and place names; all examples, all designer notes, all artwork, symbols, designs, depictions, illustrations, likenesses, poses, and graphic designs; all stories, storylines, plots, thematic elements, and dialogue.

Subject to the Product Identity designation above, the remainder of this publication is designated as Open Game Content.