

The Point

Hana is a cinematic fight. He is not meant to be actually killing my players. He is meant to be this extreme big moment, where a huge boss is torn down by a thousand cuts. I purposefully reduced his AC so he would be very easy to hit for my much lower level party. I set his HP extremely high and made sure that his damage is only painful when players fail to obey his mechanics (at first.)

Basics (I needed to reduce my character count to 40,000 to post this.)

Hana was written very loosely as **two** CR7/CR8 creatures. He has high HP, **very** low direct damage, and a mechanic that would kill his foes given time.

This fight was balanced around having an **army** fighting Hana. Four high level NPCs, party level npcs, and the 5 party members.

I also want to note that **all** of the balancing I did for Hana was done with a lot of planning for the mechanics of it all and trusting myself to balance in the moment. This is **NOT** an NPC I think people should pick up and run as-is, without really considering what could go wrong with him. As a GM, I made sure to tweak numbers in the fight to be certain it all worked correctly.

My design goal was that Hana was going to be a slog and a monster. I was adamant that he kill at least 1 of the golds in his first phase, and that no matter how hard he was crit or hit, he would survive at least 3 turns.

During session, I realized I'd nerfed his AC - but I had not nerfed his saving throws. He had a level 7/level 8 saving throws versus a heavy caster party, and his Reflex saving throw was BANANAS. As a GM, I literally went, "Oh, Okay. He auto-fails every save. No crit fails, no saves. He takes full damage from every spell cast at him." I did not inform the party of this because I didn't want them taken out of the moment or strategizing to fix it. I wanted Hana to lose health at a steady rate, and for misses to be extremely rare.

All of my NPCs dealt a set amount of damage. Two of the golds were level 6, dealing 20 damage when their turn came up. Two golds were level 5, dealing 15. All of the Falling Jade NPCs dealt 5 damage each. I randomly decided on Turn 2 to have NPCs take additional actions on their turns. The Rabbit Warrior would tear open the defenses of Hana to let his Princess strike her. A Bat-powered heretical cultivator would empower Yukiko, they were both on beast paths. Allies would use movement effects to help shift the party around to avoid spells.

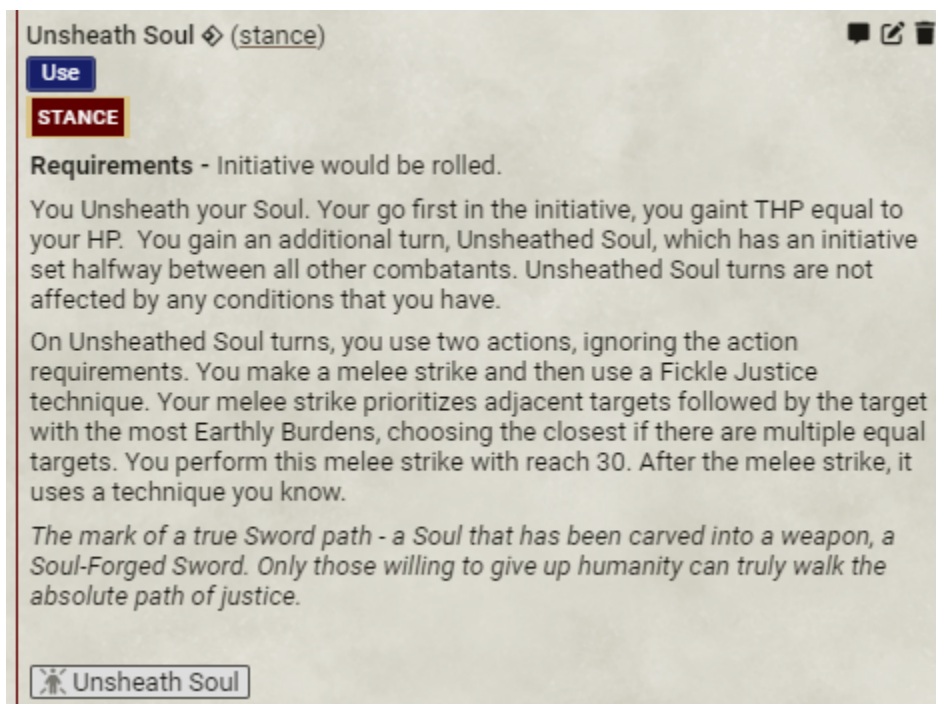
Hana's rules are extremely clear for how he fights. He targets the strongest opponent - or the most dangerous to his victory. This means he will kill the golds - First the spider, then the Bat, then the Usagi Swordsman, then the black fox caster. After those four were dead, he would target the party. IF a party member wanted to use an extremely powerful CC spell or attempt to grapple Hana or immobilize him, I made it extremely clear the person who restricts him would be the highest priority target in the fight.

Every turn, he will use “Deceptive Wing Flaps”, allowing him to move, ignore reactions, and strike one person along his path. He will use this to strike his highest priority target, wherever they may be. Hana prefers to end his turn away from his targets, he’s an extremely mobile fighter.

His **Other** two actions are spent Activating a Technique. This is a cinematic power, designed to attack huge portions of the battlefield. Using a Technique “Prepares” it. It will activate at the start of his next turn. **As a Reaction**, anyone in the party could roll a DC 18 Ki Sense check. At first, everyone was aggressively offering to roll, but I made sure they rolled one by one based on first come first serve until someone succeeded. **On Success**, I revealed the area of effect of his next technique.

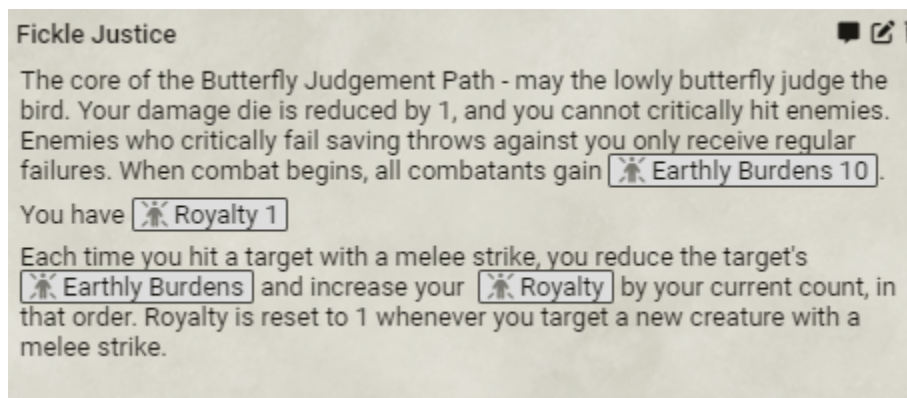
Hana’s SOUL gets a completely separate turn. Hana’s ability, “Unsheathe Soul” states that he goes First in combat. Period. Initiative 50. Then, his SOUL goes halfway through combat, in between all opponents. On his SOUL turns, Hana’s very essence lashes out. His Soul has a 30 foot reach and prioritizes whoever Hana struck, and then it activates its OWN technique. This is why I made the players go one at a time on the first turn, so when we got to the SOUL, they realized that this would actually be pretty serious if they ever failed to detect what Technique Hana and his Soul were using.

Hana’s Mechanics:



I wrote this to represent him being something I’ve used in 5E, a Paragon Creature. When you smash two creatures together and create a very challenging type of boss. Hana **mechanically** is two CR7ish stat blocks put together. The THP is meant to represent his passive soul side. I also just adjusted that number a ton on the fly. Phase 1 Hana went too quickly at 238 HP, so I

ended up adding probably +100-+150 HP to be sure he lasted long enough to successfully kill one of the golds.



I linked both his Unsheathe Soul and Fickle Justice at the start of Combat. Players could read and understand immediately.

You have 10 earthly burdens at fight start. Getting hit by Hana's abilities reduces them.

Royalty was a more complicated mechanic, whereas Hana attacked the same target, he rapidly burned away their Earthly Burdens. It was his main way of actually killing his target. Every time Hana hits someone, he reduces their Earthly Burdens by his Royalty. Then, his Royalty doubles.

His **Soul** does not increase his royalty, but does apply it.

This meant that Turn 1:

10 -> -1 royalty, 9.

Royalty goes to 2. Soul gets its turn.

9 -> Minus 2 Royalty, 7 burdens remain.

Turn 2:

7 - 2 = 5,

Royalty to 4. Soul gets a turn.

5 - 4 = 1 remaining.

A person COULD die here, but the party was excessively good about protecting their friends, moving them out of areas.

Turn 3:

Guaranteed kill.

Butterfly Judges God ➡ (death)

DEATH

If a combatant has 0 or less "Earthly Burdens" you unleash a God-Slaying technique. As a reaction, you teleport to the target judge and them. The target is killed instantly.

The "Godslaying" Technique. Other characters in my setting describe Hana as using a Conditional Curse in combat, and grounding the high minded nature of his attacks.

When a character loses an Earthly Bond, I describe them feeling less and less connected to themselves. They feel more and more... unbound. When someone hits 1 Earthly Bond, I describe the Black Streak, the sudden sense of a Guillotine. Of imminent death.

When they hit 0, I describe the character falling to their knees, putting their hands together in prayer and lifting their head. Hana blurs to their side and they are freed of their mortal coil.

Deceptive Wing Flaps ➡ (move)

MOVE

Requirements - Once Per Turn

Stride up to your speed, ignoring reactions, and make a melee strike against a target anywhere along the path.

Hana's primary movement ability. 40 foot "fly" as I described it, no reactions, and a strike along the path. I used this every single turn and had him moving all over the place to demonstrate his *style* of combat.

A Rest Upon This Flower ➡➡ (fickle justice technique)

FICKLE JUSTICE TECHNIQUE

Dance as far and wide as a battle must require. Requires two actions to prepare. Activates as a free action at the start of your next turn. A DC 19 sense check will identify this technique and the area that will be struck.

Choose a combatant as you start this Technique. When this technique activates, you fly to that target and judge those who dare be in your gaze. The target loses

🦿 Earthly Burdens 1 and take 🎲 3d6 slashing 🦿 DC 21 Basic Reflex 🗨️. All combatants (other than yourself) aligned with that target lose 🦿 Earthly Burdens 2 and take 🎲 6d6 slashing 🦿 DC 23 Basic Reflex 🗨️.

Gentle Flap of My Wings ➡➡ (fickle justice technique)

FICKLE JUSTICE TECHNIQUE

Jump and cut where wings might tread. Requires two actions to prepare. Activates as a free action at the start of your next turn. A DC 19 sense check will identify this technique and the area that will be struck.

When you prepare this technique, you choose north and south or east and west. When this technique activates, you flap your wings, striking 30 foot cones in the areas you chose. Combatants lose 🦿 Earthly Burdens 1 and take 🎲 3d6 slashing 🦿 DC 21 Basic Reflex 🗨️. You may fly up to your speed, ignoring reactions.

Here are the two Techniques for Hana's first phase. Hana's soul can use these techniques too, with a caveat: It cannot move Hana.

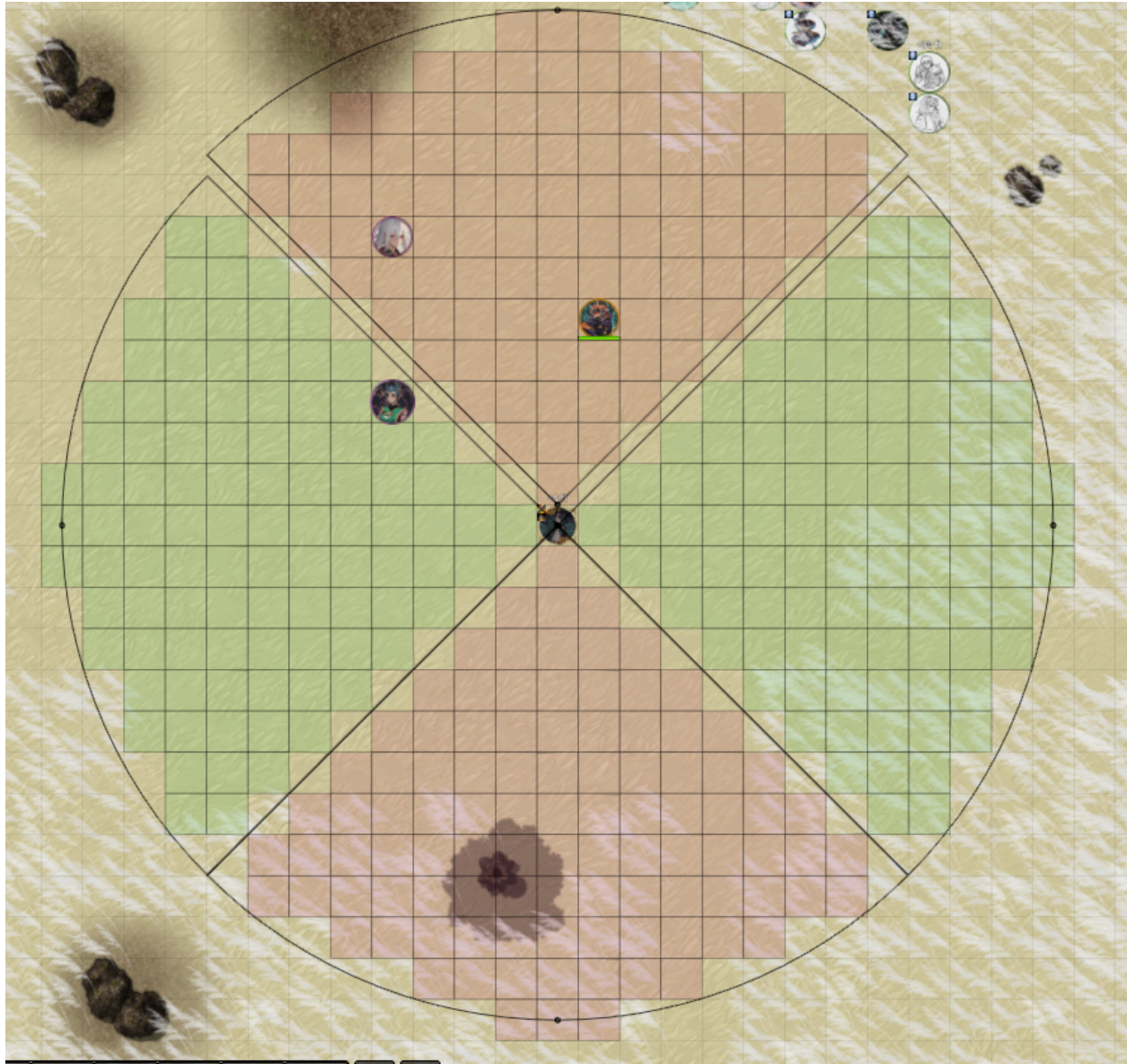
A Rest Upon This Flower targets a foe, and then, at the start of Hana's next turn, he teleports to them and deals some direct damage and an earthly burden is removed. He used this mostly at

random.



The successful sense check revealed this pattern. Anywhere the target moved, this pattern followed them. And, at the start of his turn, Hana teleported to them to do the attack. If this was used by his Soul, Hana would not move.

A Flap of My Wings:



Hana could choose north and south or east and east. A 60 foot cone was shown.

The complicated part for my players with these two abilities is that there was always TWO going off. The WHOLE party had time to move between any given technique, but, there were two **AND**, Hana's movement changes the location of these given Areas. Hana's movements could lead to far more unpredictability.


	Hana		HP	58	40
	Ohtsuo Yukiko		HP	61	29
	Hana		HP	200	20
	Lingqi		HP	63	18

Hana's Sheets

Unsheathed Soul is blank and was only invisible on the map. It let me have a 2nd turn timer that was easy for the players to discern as his 2nd turn.

Hana

Sheet Gallery Prototype Token Configure Close



HANA

UNIQUEMEDIUM

ELITEWEAK

TRAITS

MainInventorySpellsEffectsNotes

AC23
AC details...

HP119 / 119
HP details...

Temp0
Temp details...

Initiative+12
Perception

Immunities

Weaknesses

Resistances

Saves
Fort+17Ref+18Will+12
Bonus to all saves...

Speeds
40 Speed details...

CREATURE 7

RECALL KNOWLEDGEATTEMPTS
Applicable Lore: DC 28 (very hard) or DC 25 (hard)

ATTRIBUTE MODIFIERS
Str +4 Dex +7 Con +7
Int +4 Wis +3 Cha +5

SENSES
Perception+12
Special Senses

LANGUAGES

SKILLS
Acrobatics +18 Athletics +18 Deception +15 Intimidation +15 Stealth +15
Thievery +15

ATTACKS+ Attack
Melee A Battered Sword (finesse, magical, versatile p)
Strike +16+11 (MAP -5)+6 (MAP -10)1d6 + 4 slashingCritical

ACTIONS+
Unsheath Soul (stance)
Use
STANCE

Well, here he is as a Mithril:

The screenshot shows a character's abilities menu. The 'ACTIONS' section lists: 'Unsheath Soul' (stance), 'Butterfly Judges God' (death), 'To Claim Thy Bones' (scribe justice into the stars), 'Gentle Flap of My Wings' (fickle justice technique), 'A Rest Upon This Flower' (fickle justice technique), and 'Cut The Lands Afar' (fickle justice technique). The 'PASSIVES' section lists 'Fickle Justice' and 'Mithril Awakening'. Red circles highlight 'Cut The Lands Afar' and 'Mithril Awakening'.

ACTIONS	
Unsheath Soul (stance)	[icon] [icon] [icon]
Butterfly Judges God (death)	[icon] [icon] [icon]
To Claim Thy Bones (scribe justice into the stars)	[icon] [icon] [icon]
Gentle Flap of My Wings (fickle justice technique)	[icon] [icon] [icon]
A Rest Upon This Flower (fickle justice technique)	[icon] [icon] [icon]
Cut The Lands Afar (fickle justice technique)	[icon] [icon] [icon]

PASSIVES	
Fickle Justice	[icon] [icon] [icon]
Mithril Awakening	[icon] [icon] [icon]

The screenshot shows the description for the 'Mithril Awakening' passive: 'Your Royalty starts at 2. You learn "Cut The Lands Afar" and "To Claim Thy Bones"'. There are edit and delete icons at the top right.

Mithril Awakening

Your Royalty starts at 2.
You learn "Cut The Lands Afar" and "To Claim Thy Bones"

Normally, Mithril is an immense upgrade to power. In setting, this is where you obtain true immortality. For Hana, the absolutely colossal upgrade? Royalty starts at 2. He is now a tool that separates lives from men. -2 Royalty, doubles to -4. A total of -6 in one round between him and his soul. This means every 2 turns, he has killed someone now.

And, he's got new techniques:

The screenshot shows the description for the 'Cut The Lands Afar' technique. It is a 'FICKLE JUSTICE TECHNIQUE'. The description states: 'Bring foes close enough to strike. Requires two actions to prepare. Activates as a free action at the start of your next turn. A DC 19 sense check will identify this technique and the area that will be struck. When you use this technique, combatants 30 feet or further away lose [Earthly Burdens 1] and take [3d6 slashing] [DC 23] Basic Reflex'. There are edit and delete icons at the top right.

Cut The Lands Afar (fickle justice technique)

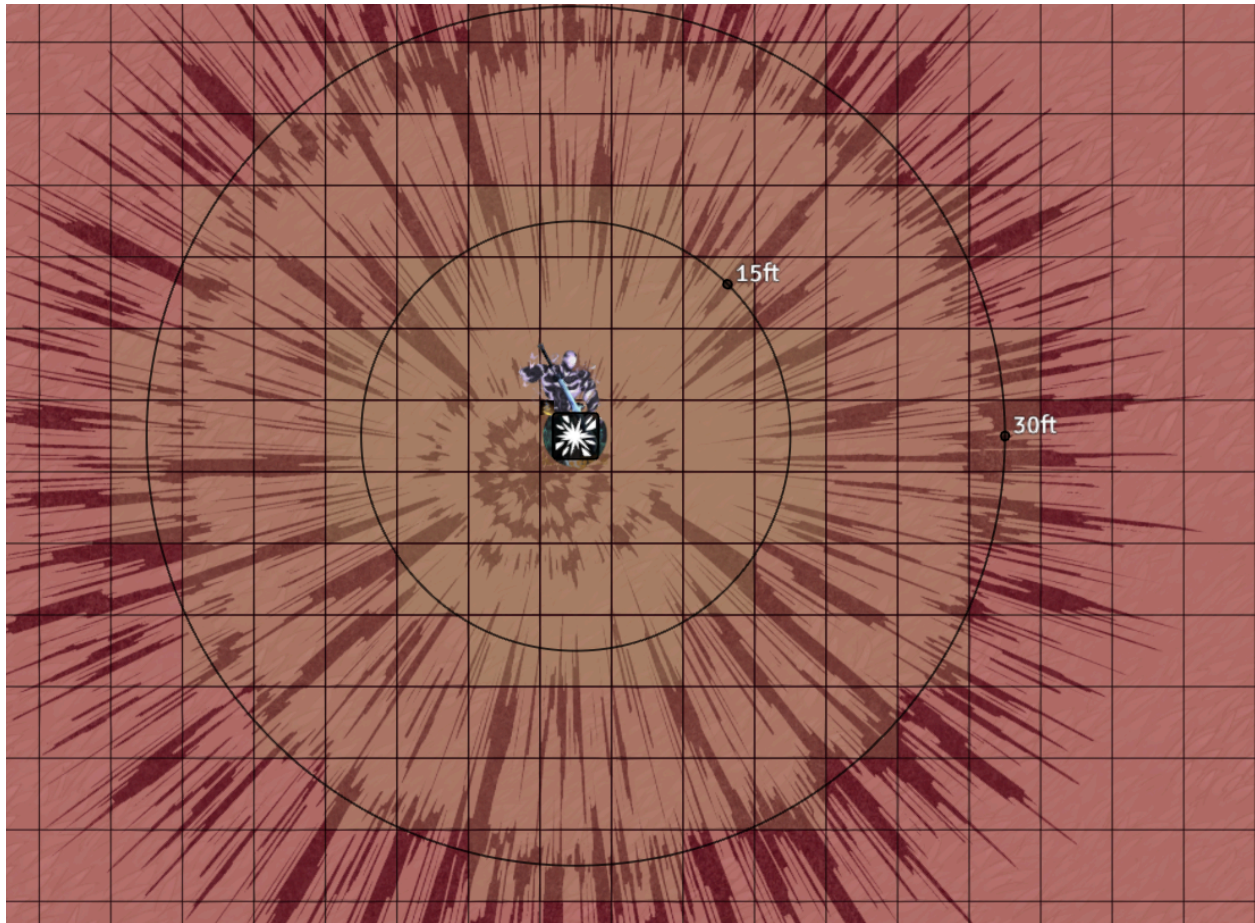
FICKLE JUSTICE TECHNIQUE

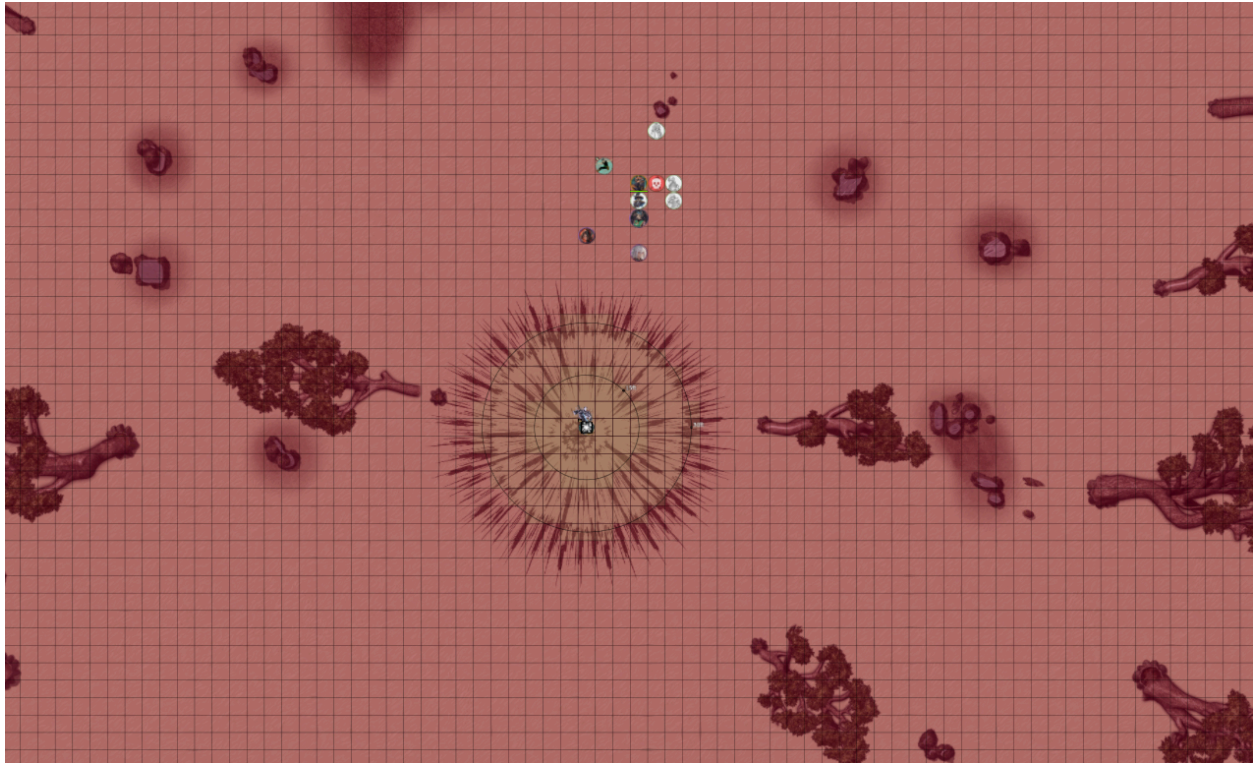
Bring foes close enough to strike. Requires two actions to prepare. Activates as a free action at the start of your next turn. A DC 19 sense check will identify this technique and the area that will be struck.

When you use this technique, combatants 30 feet or further away lose [Earthly Burdens 1] and take [3d6 slashing] [DC 23] Basic Reflex.

This does not have a range, as it was not relevant. My party was given the description of dead birds and animals and insects almost a mile away from the battlefield. A technique to judge the world. **In practice** this forced everyone to come running closer to Hana.

As the first technique to START combat, I had my players RUNNING across the field to Hana. He did not take a melee strike for his first turn, instead, choosing to unleash this insane technique.





To Claim Thy Bones ⇨⇨ (scribe justice into the stars) 🗨️ 📄 🗑️

SCRIBE JUSTICE INTO THE STARS

You declare that even a butterfly can cut a mountain. A strange technique, like an Iai strike. You sheath your sword and prepare to make a drawing overhead slice. Requires two actions to prepare. Activates as a free action at the start of your next turn.

Choose an adjacent target. The target must choose: Stand and be cut, or flee.

If a target stands, they are struck for 🎲 10d6 slashing.


If the target flees, their 🏹 Earthly Burdens are halved.

Hana's fight with Jho Rhen had shown him he needed more techniques, tools to chase fleeing foes. As his apotheosis into Mithril happened, his path changed from "Fickle Justice" to a new path, "Scribe Justice Into The Stars". This was the first technique of that path.

Stand, or flee. Either take an absolutely absurd amount of damage, or Run.

Please bear in mind, this is level 4 HP. When Hana targeted a player with this, it was do-or-die.

Swordsmen
Sheet
Gallery
Prototype Token
Configure
Close



AC

23

AC details...

HP

119 / 119

Temp

0

HP details...

Initiative

+12

Perception

Immunities

Weaknesses

Resistances

Saves

Fort

Ref

Will

+17

+18

+14

Bonus to all saves...

Speeds

UNIQUE

MEDIUM

ELITE

WEAK

TRAITS

Main

Inventory

Spells

Effects

Notes

RECALL KNOWLEDGE

ATTEMPTS

Applicable Lore: DC 28 (very hard) or DC 25 (hard)

ATTRIBUTE MODIFIERS

SENSES

Str +5

Dex +7

Con +7

Int +4

Wis +4

Cha +5

Perception +12

Special Senses

LANGUAGES

SKILLS

Acrobatics +18

Athletics +18

Deception +15

Intimidation +15

Stealth +15

Thievery +15

ATTACKS

+ Attack

Melee

A Battered Sword (finesse, magical, versatile p)

Strike +18

+13 (MAP -5)

+8 (MAP -10)

1d6 + 7 slashing

Critical

ACTIONS

+

Unsheath Soul (stance)

Use

Butterfly Judges God (death)

In practice, Hana's techniques were phenomenal. The party took only a little bit of time to learn the rules and then they spent the rest of the fight stressing about them. We spent a majority of the time in Phase 1, which lasted 4.8 rounds. Phase 2 lasted 3.2 rounds, and Yukiko was going to die if they didn't unleash everything they had on him.

As a GM, I kept adding HP to Hana when I felt like the scene would end **before** there was tension. I wanted to be certain he ended on the most absurdly tense moment we could find.

As a rule set, Hana is not fairly balanced for any kind of direct encounter with a normal party. He **MUST** have fodder to chop through before targeting the party. The real pacing of the fight is “How long do we have before he’s targeting a player?”

In the second phase, I added a bit of extra damage to all of Hana’s passive damage parts. The above sheet was what I planned, but, I added an extra 1d6 to his basic strike, and an extra 1d6 to all of his damaging abilities. I wanted to chip my players harder and require more healing - which worked fantastically.

Phase 1’s biggest note from me was that Hana showed how his mechanic worked, but didn’t really damage the party. Phase 2, Hana’s passive damage was intimidating, and then he had an extreme pure direct damage strike available.