

OREINTAL ADVENTURES REFERENCE

A Reference book for D&D 5th edition
Oriental Adventure Campaign

By
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INTRODUCTION

What you hold before you is a labor of love. I started working on this in 2016 when I was planning an Oriental Adventure campaign, eventually played that campaign in 2019/20 and then compiled all that information here. It's a big tome but it isn't fancy – no cool art or cutting-edge desktop publishing skills, but it is vast, and it is play tested and hopefully it will help another DM out there who wants to visit the lands of Kara-Tur (cough**Rokugan**cough).

Feel free to use this as reference book as well for your own – most likely- much better presented work set in the Eastern Lands. All I ask is you give me some credit somewhere.

One thing to take note of it is assumed you are using some kind of way to deal with honor. In older editions this was a point system and I found this cumbersome. I ended up just introducing an Honor ability score instead (per the optional DMG rules). A positive score indicates an honorable character, and a negative indicates an dishonorable character.

Enjoy,

Michael Mifsud
Christmas, 2020.

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RACES

KOROBOKURU

Korobokuru vary slightly from one individual to the next, but they all appear to be small, round, egg-shaped creatures. They sport small faces and have six limbs. They have a pair of stubby arms and stubby legs, as well as a pair of ears/wings. They tend to keep these ears wrapped around their necks when not in use. They have very tiny fangs too. Korobokuru are also skilled salesmen, and their entire lives seem to consist of trying to get the best deal for their goods. A large community, perhaps the first community of korobokuru make their home on the world tree Yggdrasil and act as the trees' guardians.

SPEECH PATTERNS

One noticeable aspect of Korobokuru is their unusual speech patterns, using very short sentences, speaking in the third person, and sometimes repeating phrases. One of the korobokuru in Ratatosk Village humorously mentions that the korobokuru people adapted their speech after a lot of research in human language. According to the same korobokuru many korobokuru who live with Homs (humans) for extended periods of time learn to talk normally. They refer to humans as "Hom Hom".

HABITAT

The korobokuru seem to originate from the world tree Yggdrasil, but this is not certain. Some korobokuru speak of a warm, jungle-like place known as Makna Forest as their original home.

Either way, they have since spread out across the planes and travel as salesmen and can be found in most non-evil cities and planes. A korobokuru in Edge Village states that korobokuru have passageways that only they can enter on Yggdrasil, due to their tiny size, which allows them to quickly travel from one point on the World-Tree to another (and one gate to another). Their main village, Frontier Village, is carved out of a part of the Yggdrasil.

LIFESTYLE

The korobokuru lifestyle seems mostly laid back and easy-going. According to one korobokuru they try to live alongside nature. This laid-back lifestyle and a wish to avoid strife means the korobokuru try to avoid contact with fiends and other evil aligned races. So far there are no records of the Blood War spilling over into a korobokuru village.

Korobokuru are also skilled at making and selling various wares. Many korobokuru, if not living on Yggdrasil, choose to become merchants, traveling across much of the planes and, in the process of buying and selling goods, collect information from all across the multiverse.

Every year, one korobokuru is chosen by each major village's Seer to become the **LEGENDARY** Heropon for a year. This Heropon is tasked with keeping the village safe and this may take many forms.

KOROBOKURU NAMES

Ababa, Adidi, Bana, Berryjammy, Cherr, Dabidab, Dedeba, Deki, Dobadoba, Gadada, Gowago, Hoko, Kilaki, Kofuko, Kokora, Kuriku, Lalapa, Leku, Lupa, Medi, Migaga, Miko, Minana, Modamo, Norara, Npa, Pachipa, Pelupelu, Pepa, Pipit, Pokapoka, Puko, Rasha, Riki, Reno, Tatsu, Tati, Tutu, Yusa

KOROBOKURU TRAITS

- *Ability Score Increase.* Your Constitution score increases by 2 each but your Intelligence score is reduced by 2. Your size belies your hardiness strength – your korobokuru ears are actually powerful arm like appendages. They are a hardy race but not too bright.
- *Age.* A korobokuru reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.
- *Alignment.* Most korobokuru are chaotic good. As a rule, they are good-hearted and kind, hate to see others in pain, and have no tolerance for oppression. They are also carefree in their general demeanor. Most of them hate evil creatures and value life and good.
- *Size.* Korobokuru average about 3 feet tall and weigh about 40 pounds. Your size is Small.
- *Speed.* Your base walking speed is 25 feet.
- *Lucky.* When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.
- *Play Dead.* You can cast the *feign death* spell once per day. You may end the spell at any time as a reaction or action and you are fully aware of what is going on around you. Otherwise, the spell functions as described.
- *Korobokuru Nimbleness.* You can move through the space of any creature that is of a size larger than yours.
- *Wing-Ears.* Your ears can act as wings of a sort. They are not powerful enough to raise you aloft, but they are strong enough to slow your fall (and any other creature you are able to carry or hold on to) slowing your rate of

descent to 60 feet per round. You take no falling damage and can land on your feet (usually with a small bounce).

- *Languages.* You can speak, read, and write Common and Korobokuru. The korobokuru language isn't secret, but korobokuru are loath to share it with others. They write little, so they don't have a rich body of literature. Their oral tradition, however, is strong. Almost all korobokuru speak Common to converse with the people in whose lands they dwell or through which they are traveling.

DESIGN NOTES: KOROBOKURU

In my campaign setting the korobokuru was a diverse race of awakened animals, with the most populous of the kind being the korobokuru – which I took directly from the Xenoblade series of games. I felt a furry animal style PC race was more interesting than an “Asian dwarf”. The information presented here is for an awakened animal/korobokuru styled creature. If you are a purist and want the oriental dwarf version – you have this already in the players handbook.

HENGEYOKAI

Hengeyokai are intelligent, shapechanging animals, able to shift freely between human and animal forms, as well as a bipedal, animalistic form. Many animal species exist, defined by the kind of animal form they can assume. They are typically found on the fringes of human-settled lands, where they can mingle in human form but retreat to solitude when they desire.

ANIMAL CUNNING

Hengeyokai tend to be secretive, reclusive, and solitary, dwelling alone or in small bands. They often display personality traits similar to their animal type — so monkey hengeyokai are curious and inquisitive, hare hengeyokai are peaceful but easily startled, and so on. Hengeyokai usually do not try to fit into human society, knowing that they are different and believing that they are more closely connected to the spirit world.

In animal form, hengeyokai are almost indistinguishable from normal animals except through magic. Naturally, their behavior often provides proof of their intelligence, so careful observation of a hengeyokai in animal form can reveal that it is not what it appears to be.

Hengeyokai can also assume a bipedal, animalistic (“hybrid”) form. They stand on their hind legs (or similar appendages) to the height of their human form. The front paws, wings, or fins change into hands, capable of gripping and using normal equipment. The rest of the body retains the general appearance of the animal, including fur, feathers, wings, tail, and other characteristic features, but in the overall shape of a humanoid head and torso. They may also choose to what extent their animalistic features come out in this form — for example, a kitsune (fox hengeyokai) may choose to look completely human but have a fox tail and ears.

In human form, hengeyokai look exactly like normal humans, though (like lycanthropes) they often display some feature associated with their animal form. For example, a spar- row hengeyokai might have a sharply pointed nose, while a rat hengeyokai might have beady eyes and a long moustache.

A WILD PEOPLE

Hengeyokai often live near humans, and good hengeyokai sometimes assume a protective role over a nearby community. A hengeyokai never feels a part of a human community, however, even when grateful villagers offer food or gifts to reward the hengeyokai for the protection it offers. Evil hengeyokai instead prey on human communities and are rewarded with fear and hatred.

Hengeyokai believe themselves to be closer to the spirit world than humans, and therefore feel a closer affinity for spirit folk when the two races come into contact.

Most hengeyokai are chaotic, with a strong independent streak. They are wild and value freedom — theirs and others. Some types of hengeyokai strongly favor good or evil: carp, crane, dog, hare, and sparrow hengeyokai are usually good, while badger, fox, raccoon dog, rat, and weasel hengeyokai are usually evil.

LONE WOLF

Hengeyokai do not have lands of their own. They live — alone or in small bands — near human communities, usually on the edge of civilization, near regions of unsettled wilderness. Given their strong chaotic streak, hengeyokai are frequently on the move, particularly when the advance of civilization turns their wilderness retreats into bustling metropolitan areas.

Hengeyokai do not worship the spirits that humans venerate — they consider themselves the spirits' equals. Hengeyokai may practice the disciplines of a philosophical school, sharing a spiritual orientation with certain monks. Hengeyokai shamans command the power of the spirits not through veneration, like human shamans, but through partnership.

HENGEYOKAI NAMES

Hengeyokai names follow human patterns in whatever lands they dwell.

WANDERLUST

Hengeyokai are commonly adventurers, since the sedentary life of a commoner holds little appeal for them. They are usually motivated by little more than wanderlust, or perhaps curiosity about the world.

HENGEYOKAI TRAITS

As a hengeyokai, you have the following racial traits.

- **Ability Score Increase.** Your Wisdom score decreases by 2. Hengeyokai tend to be flighty and weak-willed. Their animal nature will influence their other ability scores (see **Kind** below).
- **Size.** Hengeyokai are about the same size as humans when in human or hybrid form. Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Darkvision.** Your animal heritage grants you the ability to see in dark conditions when in animal or hybrid form. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Animal Whisperer.** You have the supernatural ability to communicate with other animals of your kind.

- **Beastform.** This supernatural ability functions like the *polymorph* spell, but a hengeyokai can change form a number of times per day equal to 1 plus your character level. Thus, a 1st-level hengeyokai can switch from human form to animal form and back again in a single day. On your turn, you can shift as a bonus action.

A hengeyokai's **animal form** is a normal animal of Small or smaller size. Possible animal forms include badger, carp, cat, crab, crane, dog, fox, hare, monkey, raccoon dog, rat, sparrow, and weasel. Equipment the hengeyokai is wearing or carrying transforms to become part of the animal form (as with *polymorph*), and magic items cease functioning while the hengeyokai remains in animal form. When in animal form you retain all your ability scores and hit-points and add your proficiency bonus to the base animals AC, to-hit and damage rolls. In animal form, a hengeyokai is effectively disguised as an animal, gaining a +10 bonus on Deception checks while in this form.

In **hybrid** form you gain one natural attack appropriate for your animal form as well as any relevant traits. For example an inugami (dog hengeyokai) gains a bite attack and *Keen Hearing and Smell* using the mastiff as the base animal (you will need to work with your DM for specific abilities but any beast can be an hengeyokai).

Also, in hybrid form, you can typically wear light or medium armor without modification, but wearing heavy armor is impossible. Equipment worn or carried by a hengeyokai in human form does not transform when the hengeyokai assumes hybrid form. When a hengeyokai in animal form assumes hybrid form, your equipment returns to its normal form and magic items resume functioning.

You also gain a feature that depends on your animal species, described under **Kind**. You may speak in any of these forms and, if applicable, cast spells. Once all usage of this ability is exhausted you must finish a short or long rest before you can change-shape again.

Beast form also allows hengeyokai to take the Nine-Tails feat which is exclusive to this race.

- **Shapechanger.** Hengeyokai are shapechangers, not humanoids for the purposes of spells and other abilities that effects humanoids. As such, they are immune to spells that specifically target humanoids (including *charm person* and *hold person*) but are susceptible to any spells or effects that target shapechangers.
- **Language.** Hengeyokai speak their own language (a form of Sylvan), which is common to all hengeyokai regardless of animal type as well as Common.
- **Kind.** Several species of hengeyokai exist, each with its own animalistic features. Any beast can be a hengeyokai, however, below are some examples you may choose from (and as guidance for new beasts):

ANIMAL	ABILITY MODIFIER	HYBRID SPECIAL ABILITY
Badger	+2 CON	Speed 20 ft., burrow 10 ft., Keen Smell
Carp	+2 DEX	Speed 10 ft., swim 30 ft., Water Breathing
Cat	+2 DEX	40 ft., climb 30 ft., Advantage on acrobatics checks, Keen Smell
Crab	-	+1 natural armour, advantage on swim related checks and Amphibious
Crane	+2 DEX	Speed 20 ft., fly 20 ft.
Dog (inugami)	+2 CON	Advantage on survival checks when using scent and Keen Hearing and Smell
Fox (kitsune)	+2 DEX	Advantage on escape checks and Keen Hearing
Hare	+2 DEX, +2 INT	Speed 40 ft.
Monkey (vanara)	+2 INT, +2 WIS, -2 STR	Climb 30 ft.
Raccon Dog (tanuki)	+2 STR	Advantage on survival checks when using scent and Keen Smell
Rat	+2 DEX	Advantage on stealth checks and Keen Smell
Mouse (nezumi)	+2 DEX, -2 CHA	Speed 40ft., Immune to the Shadowlands Taint (all forms), Advantage on stealth checks, Keen Smell and Hale (advantage on saves vs poison and disease)
Sparrow	+2 DEX	Speed 20 ft., fly 20 ft.
Weasel	+2 CON	Advantage on stealth checks and Keen Hearing and Smell

NINE-TAILS

You have become a paragon of your species. You gain the following benefits for your animal form when you take this:

- Your base animal is now the dire version for your kind.
- When you take the attack action you may attack twice.
- Your hit-point total is your original total or five times your level, whichever is higher.
- You gain damage resistance against bludgeoning, piercing, and slashing from nonmagical attacks.
- Your magic-items function normally in Nine-Tails form so long as they do not require activation and provide passive abilities (for example, like a *ring of protection*).
- Your Darkvision now functions in all your forms.
- You may retain your original AC and to-hit bonus or add your proficiency bonus to the base dire animals AC, to-hit and damage – whichever is higher.

DIRE BEAST TEMPLATE

Dire creatures are large, feral-looking animals. They are not just bigger versions of normal animals, however. On the whole, dire creatures are bigger, stronger, faster, and more aggressive than their normal counterparts. Only a beast that is already not dire can become a dire beast.

- **CR:** Same as the base creature +2. This may affect proficiency bonus and all dependent modifiers.
- **Size and Type:** If the base creature is Tiny or smaller, increase its size to Small. Otherwise, increase its size by one size category. This will affect the die used for hit points.
- **AC:** The creature gains a natural armor bonus of +2.
- **Hit Dice:** The dire creature has double the number of hit-dice of the base creature.
- **Speed:** Same as the base creature +10 ft.
- **Attacks:** Adjust damage dice of all natural and special attacks by one die. So, a d6 becomes a d8.
- **Abilities:** STR +4, DEX +2, CON +4, WIS +2 and CHA +2.
- **Skills:** A dire creature gains double proficiency bonus of any skills listed for the base creature.

DESIGN NOTE: NO VANARA?

In the 3rd edition of Oriental Adventures, a Kara-Tur specific player race was introduced – a monkey people. When reviewing this race there was little difference between the vanara and a monkey hengeyokai so I decided to drop this race as its own option and assumed it was just a type of animal shapemifter. Ditto for the nezumi – a mouse people.

SPIRIT FOLK

Spirit folk are the descendants of humans and various spirits of nature. Spirit folk have three distinct races — bamboo, river, and sea spirit folk. All tie very strongly to the natural world as well as to the society of humans.

A TIMELESS PERSPECTIVE

Spirit folk tend to be serene and calm, attuned to their surroundings and at peace with the world. Their spirit ancestry gives them an awareness of the spirit world, and they show little desire to manipulate that world through magic. They manifest a love and enjoyment of life that many humans can only envy.

Perhaps because of their strong ties to the natural world, spirit folk tend to seek balance between extremes. They tend toward neutral alignments.

Spirit folk share the religious habits of humans, venerating a host of spirits and Fortunes. They typically venerate their human ancestors as well as their spirit forebears.

SLENDER AND GRACEFUL

Spirit folk look human. Their eyes are slender, and their mouths are small. Their eyebrows are very thin, and their complexions are very pale or golden. They have no facial or body hair, but the hair on their heads is thick and luxurious. Some have more unusual qualities like golden hair or slightly pointed ears. They appear in all the diversity of humans, and many come close to the ideal of human beauty in their society.

LIVING AMONG US

Spirit folk live among humans, but usually near regions of untouched wilderness—uncut bamboo groves, pure streams and rivers, and deep ocean waters. Unlike hengeyokai, they are more tightly integrated into human communities, bound by family ties. They do not usually join in communities with other spirit folk.

Spirit folk typically live as part of human society, and are accepted as equals in human communities, even when their true ancestry is known. They are members of human clans, citizens of human nations, and have blood relations who are entirely human. At the same time, they are part of the spirit world, and never feel completely at home in the mundane life of a human village.

As spirits, spirit folk often get along well with hengeyokai, and they may have friends and allies among other spirit races as well.

EXPLORATION AND ADVENTURE

Some spirit folk feel their difference from their human neighbors more acutely than others of their kind, and take up the life of an adventurer in order to find their own way in the world. Sometimes, sheer wanderlust drives a spirit folk to explore the world.

SPIRIT FOLK NAMES

Spirit folk usually have human names, though their given names often reflect their ancestry. They might later assume distinctive names to capture their heritage, such as Lung, Wave, Moon, River, or Jade. River spirits will tend to have the same name of the river they are linked to or incorporate it somehow into their name.

SPIRIT FOLK TRAITS

These abilities are common to all three subraces of spirit folk.

- **Ability Score Increase.** Your Constitution score increases by 2.
- **Age.** Spirit Folk mature at about the same rate as humans and reach adulthood in their late teens, however, they live indefinitely usually only experiencing death due to accident, violence or eventually fully passing into the Spirit World.
- **Alignment.** Independent and self-reliant, spirit folk tend toward a neutral alignment.
- **Size.** Spirit Folk are as varied as their mortal parents but are generally built like humans, standing anywhere from 5 feet to over 6 feet tall. Your size is Medium.
- **Speed.** Your base walking speed is 30 feet
- **Spirit Native.** Spirit folk have the spirit subtype, which means they can be affected by spells that specifically target spirits, such as *protection from spirits* and *invisibility to spirits*. Their human ancestry makes them humanoids, however, so they are also affected by spells such as *hold person* and *charm person*.
- **Languages.** Spirit folk speak Common in their human communities but can also converse in the Spirit Tongue that is used among spirit creatures.
- **Subraces.** Spirit folk have three distinct races — bamboo, mountain, river, and sea spirit folk

BAMBOO SPIRIT FOLK

This spirit folk normally live near forests (bamboo or otherwise) or jungles. Bamboo spirit folk have these additional characteristics.

- **Ability Score Increase.** Your Wisdom score increases by 1.
- **Wilderness Lore.** You are proficient in the Survival skill.

- **Mask of the Wild.** You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.
- **Trackless Step.** You leave no trail in natural surroundings and cannot be tracked.
- **Forest Spirit.** You have advantage on saving throws against spells and affects that are nature related in some aspect (DM's discretion).
- **Speak with Animals.** Once per day you can use *Speak with animals* to speak with any animal. This ability is innate to bamboo spirit folk. It has a duration of 1 minute.
- **Shooting Stars.** Once per day you may turn 1d4 projectiles (usually arrows) into special shooting star arrows. A shooting star arrow appears normal, but it bursts with a bright green light upon impact. The target creature must make a Constitution saving throw (DC is 8 + proficiency bonus + Wisdom bonus) or become dazzled for 1 minute. A dazzled creature takes a -1 on attack rolls.
- **Chikurin.** The life force of a bamboo spirit folk is always tied to a bamboo grove deep within the forest. If this grove is damaged, the bamboo spirit folk suffers an equal amount of damage. If the grove is destroyed, the bamboo spirit folk character dies instantly. When a bamboo spirit folk enters his grove, he is instantly cured of all wounds and diseases. This grove can never be moved, nor do shoots sprouted from this grove have any special effect. You always know the status of the grove no matter the distance, even across inter-planar boundaries. You may always find your way back.

MOUNTAIN SPIRIT FOLK

Mountain spirit folk are associated with one particular mountain or hill and commonly live somewhere near it. Mountain spirit folk have these additional characteristics.

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Climb.** You have a climb speed equal to your speed.
- **Grounded.** You have advantage on Strength based skill checks so long as your feet are on the ground.
- **Speak with Birds.** Once per day you can use *Speak with animals* to speak with any avian. This ability is innate to mountain spirit folk. It has a duration of 1 minute per character level (minimum of 1 minute).

RIVER SPIRIT FOLK

River spirit folk are associated with one particular river or stream and commonly live somewhere near it. River spirit folk have these additional characteristics.

- **Ability Score Increase.** Your Dexterity score increases by 1.
- **Amphibious.** You can breathe air and fresh water.
- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.
- **Swim.** You have a base swimming speed of 30 feet. The equipment you carry also never becomes wet.
- **River Spirit.** You are attuned to water in all its forms giving you advantage on saving throws against spells and affects that are water related in some aspect (DM's discretion).
- **Seafood.** Once per day you can use *Speak with animals* to speak with any fish. This ability is innate to bamboo spirit folk. It has a duration of 1 minute.
- **Make a Path.** Once per day you can lower water in rivers and streams by a depth of 10 feet, allowing others to cross easily. This effect lasts for 1 minute.
- **Kawa no kami.** The life force of a river spirit folk is tied to a single, particular river (chosen either by the DM or the player) as it lies in its natural banks. Water drawn from the river or diverted for irrigation is no longer considered part of the river. Bathing within the banks of this river cures a river spirit folk of all wounds and diseases instantly. Likewise, changes in the flow of the river affect you. Periods of drought which lower the water of the river also weaken you, temporarily inflicting levels of exhaustion. Major flooding makes the character wild and uncontrollable (you can the Rage special ability as if you were a barbarian of the same level). Damming and other engineering changes makes you progressively weaker until you finally die. You always know the status of your river no matter the distance, even across inter-planar boundaries. You may always find your way back.

SEA SPIRIT FOLK

The sea is vast, so of all the spirit folk, those of the sea are the most numerous. Sea spirit folk have these additional characteristics.

- **Ability Score Increase.** Your Strength score increases by 1.
- **Amphibious.** You can breathe air and salt water.
- **Swim.** You have a base swimming speed of 30 feet. The equipment you carry also never becomes wet.
- **Fire Resistance.** You are attuned to the mighty ocean that you seek to quench fire in all its forms. You have advantage on saving throws against spells and affects that are fire based in some aspect (DM's discretion).
- **Weatherman.** Once per day, you can predict the weather for the next 24 hours. Make a DC 10 Wisdom check, success indicating you succeed (the DM may choose to make this role in secret).
- **Son of the Sea King.** You are not affected by changes in the sea, nor do you receive healing benefits from it. Once a year you can receive one favor from the sea — a violent storm, fair sailing winds, rain, the recovery of a particular item from the bottom of the ocean, etc. You must ask for a specific thing. Should two sea spirit folk ever make opposing requests, neither will be granted and their favors for that year are lost.

Of all the spirit lords, the Lord of the Sea has the most authority and takes most interest in the activities of his kin. If you raise your honor to 20 (using the optional Honor rules in the **DMG**), the Lord of the Sea bestows a gift upon you. This may be a valuable treasure from the bottom of the ocean, a special service, or a magical item such as the *pearl of rising tide*. This gift is given with no conditions or expectations of repayment.

- **Call to the Wave.** You know the *shape water* cantrip ([Princess of the Apocalypse Players Companion](#)). When you reach 3rd level, you can cast the *create or destroy water* spell as a 2nd-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

OPTIONAL RULE: GENASAI

The genasi would fit well as alternate spirit folk sub races. Feel free to use these races as spirit folk though it should be tied to a specific natural feature instead of a generic element. For example, a fire genasai would be a volcanic spirit folk tied to a particular volcano, an air maybe the child of The Divine Wind, an earth genasai maybe related to a hill or range of mountains as opposed to a single one, and a water may be related to a specific ocean.

CLASSES

OIRAN

Far from being a mere flesh-peddler, as many may foolishly believe, oiran are among the most cultured entertainers in the world. Instructed in the finest dance, song, and verse the cultured world has to offer, oiran are greatly sought after and highly respected. To entertain one's guests with oiran is considered among the nobility to be the highest honor a host can show, as much for the quality of the entertainment as for the extraordinary cost the must be paid to the okami, an oiran's benefactor.

Most oiran are brought up in the home of their okami, called an okiya. Here they are instructed in the social arts for years until they are old enough and experienced enough to become oiran. Occasionally, however, an experienced entertainer will swear herself to an okami in exchange for the constant instruction that she will receive from the okiya. Eventually, if she is shrewd and successful enough, a oiran may be chosen by a retiring okami to take her place, which places the management of the okiya in her hands, as well as the profits in her pocket.

THE OIRAN CLASS TABLE

Level	Proficiency	Ki	Features
	Bonus		
1st	+2	1	Songs, Charming Defense
2nd	+2	2	Jack of All Trades, Reassuring Touch
3rd	+2	2	Oiran School, Ofuda Expertise
4th	+2	2	<u>Ability Score Improvement</u>
5th	+3	3	The Tea Ceremony
6th	+3	3	Oiran School Feature
7th	+3	4	Seduce to Learn
8th	+3	4	<u>Ability Score Improvement</u>
9th	+4	5	Expertise
10th	+4	5	The Secret Song
11th	+4	6	Master of Wonder
12th	+4	6	<u>Ability Score Improvement</u>
13th	+5	7	The Secret Song
14th	+5	7	Oiran School Feature
15th	+5	8	—
16th	+5	8	<u>Ability Score Improvement</u>
17th	+6	9	The Finale!
18th	+6	9	The Secret Song
19th	+6	9	<u>Ability Score Improvement</u>
20th	+6	10	Rapture of the Song

CLASS FEATURES

As an oiran, you gain the following class features.

HIT POINTS

- **Hit Dice:** 1d8 per oiran level
- **Hit Points at 1st Level:** 8 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per oiran level after 1st

PROFICIENCIES

- **Armor:** None
- **Weapons:** Simple weapons, hand crossbows, longswords, rapiers, shortswords

- **Tools:** Three musical instruments of your choice
- **Saving Throws:** Dexterity, Charisma
- **Skills:** Performance and any other two

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a warfan, (b) a wakizashi (rapier/shortsword), or (c) any simple weapon
- (a) a diplomat's pack or (b) an entertainer's pack
- (a) a koto or (b) any other musical instrument
- a tanto (dagger)

SONGS

Once per day per oiran level (plus your Charisma ability score modifier), you can use ki to empower your songs or poetics to produce magical effects on those around you (usually including yourself, if desired). While these abilities fall under the category of oiran music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each song has a basic version and a more advanced level-dependent version. To sing the basic song costs 1 ki, and unless specified otherwise, it does not cost additional ki for additional effects. Executing a refrain costs 2 ki and a bonus action and a finale costs 3 ki, ends the related song and is an action.

As an action, you sing a song of magic. So long as you maintain the song the effects trigger at the start of your turn. You must be able to be heard for the song to take effect and each has an effective range of 30 feet. For example, your allied kensai could start 20 feet from you gain the benefits of Whistling Warsong and then move another 30 feet. They would lose the benefit of the song if they were not within range at the start of your next turn. When picking a song, you have the option of permanently converting it into a dance. This means allies You maintain a song as if it were a concentration spell, however, you can use your Performance skill for your saving throw instead of your Constitution saving throw. You may decide from round to round if you are affected by your songs or not you may also swap songs at the start of your turn. If you do this your song persists until the end of your current turn.

Charisma is your key ability for your songs. Your magic comes from the heart and soul you pour into the performance of your music or oration. You use your Charisma whenever a song refers to your singing ability. In addition, you use your Charisma modifier when setting the saving throw DC for a song you sing and when making an attack roll with one.

Song save DC = 8 + your proficiency bonus + your Charisma modifier

Song attack modifier = your proficiency bonus + your Charisma modifier

You have access to all songs from level 1.

CHARMING DEFENSE

Beginning at 1st level, while you are wearing no armour and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

JACK OF ALL TRADES

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

REASSURING TOUCH

Also at 2nd level, as an action, you may touch a creature that is confused, charmed or insane allowing the target to repeat a saving throw against one of these conditions even if normally not permitted. At 15th level the target makes the saving throw with advantage. You may use this ability as often as you like but any one creature can only benefit from your reassuring touch once per day.

OIRAN SCHOOL

At 3rd level, you delve into the advanced techniques of an oiran college of your choice: – geisha, gaiko or taikomochi. Your choice grants you features at 3rd level and again at 6th and 14th level.

OFUDA EXPERTISE

At 3rd level, you are trained in the way of magic and for the purposes of using a spell scroll you consider the Bard and Wu-Jen spell list as class spells. You can also make a DC 20 + the spell level Arcana check to use spell scrolls from other schools of magic – that is, spells that do not belong to your spell list.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

TEA CEREMONY

At 5th level you can prepare a special tea ceremony with 5 minutes of work, after doing so every participant (including you) benefits from one of her available songs for 1 hour afterward. An effective ceremony requires a DC 15 Charisma

(Performance) skill check. If the ceremony is interrupted or the check fail the no participant gain any benefits from the ceremony. On a natural 20 the effects last until the next short or long rest.

SEDUCE TO LEARN

At 7th level, an oiran has a lascivious way of acquiring knowledge through less than diplomatic channels. You can use charm, flirtation, or seduction to learn a coveted secret that is known by a nonplayer character. In order for this ability to, the nonplayer character must find the oiran physically attractive and be in a position to actually know the secret in question. You make a Charisma (Deception) check against a DC determined by the type of secret you are trying to get. There are five kinds of secrets that can be learned with a *seduce to learn secret* check. The fewer people that know a secret, the greater their loyalty to keep that secret.

Secret	DC*	Example
Common	10	Password told to the city guard, known by 16 or more people
Uncommon	15	Identity of thieves' guild leader, known by 9 to 16 people
Valuable	20	A merchant ship hauling exotic goods, known by 5 to 8 people
Deadly	25	Plans to invade a foreign land, known by 3 to 4 people
Unutterable	30	The mental disability of a king, known by 3 or less people

*The DC assumes that the nonplayer character is indifferent. The Deception check is at disadvantage if the NPC is hostile, -1d4 if the NPC is unfriendly, +1d4 if the NPC is friendly, and advantage if the NPC is helpful.

A typical *seduce to learn secret* check takes 1d4+1 hours and requires seduction. If the check succeeded by 10 or more, the attempt takes 1d4+1×10 minutes and only requires flirtation. If the check succeeded by 20 or more, the attempt takes 1d4+1 minutes and merely requires charm. Retries are not possible as the target becomes too suspicious.

EXPERTISE

At 9th level, choose two more of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

SECRET SONGS

By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any classes spell list (including wu-jen). A spell you choose must be of a level lower in spell levels than you known song number, as shown on the Oiran table, or a cantrip. The chosen spells become oiran songs for you. You learn two additional songs this way from any classes at 14th level and again at 18th level. You may replace songs each time you level up or gain this class feature. Apart from having only verbal components (or somatic for dancers) these otherwise act as the original spells.

MASTER OF WONDER

At 11th level, wondrous items do not count against your attunement limits. You still must attune to them, if required. At level 15 this trait allows you to use the Use and Object action as a bonus action when the item being used is an attuned wondrous magic item.

Design Note: There were key spells lost when the geisha and geiko were moved from being part of the bard archetype but that didn't make thematic sense to convert into a song. For example, the wu-jen spell terracotta warrior or *Leomund's tiny hut*. Instead, I turned these into wondrous items without attunement value. The same logic applied to the ofuda master trait. It makes the class quite adept at using magical items to get things done which I think fits more thematically.

THE FINALE!

At 17th level, all your songs now have a new option – the Finale! You may choose to end the effects of a song at any time using your reaction and gain one of the following effects, but that song then becomes unavailable until you take a short rest:

- You use the specific finale option of the song.
- The effect of your song is maximized.
- The effect of your song is doubled.
- If the song has a variable component you may increase the number of die rolled equal to half your level.

If the song has a negative effect, you may remove it as part of a finale.

RAPTURE OF THE SONG

At 20th level, you are so in tune with the power of THE song you gain insight, physical fortitude, and resistance to magic while in the throes of THE song. You gain the following effects based on the number **times** you use *ki* (not the number of *ki*, with a 1 per round maximum), each effect is cumulative and lasts 1 minute or until you stop singing:

- 1st use of *ki* you gain, +2 bonus to AC as THE song protects you from harm.
- 2nd use of *ki* you gain, +2 bonus to saving throws as THE song grants you foresight and you dance out of the way of danger.

- 3rd use of *ki* you gain, THE song manifests as notes that swirl around you and provide you damage reduction of 2 against all attacks.
- 4th use of *ki* you gain, the effects are applied to your allies as well.

SCHOOL OF GEIKO

Geiko are female entertainers, trained from a very young age to be hostesses in noble establishments, performing arts such as music, dance, games, and conversation. The geiko focuses on enhancing her songs to maximum effect. In fact, she believes that beyond magic, beyond sound, beyond good and evil, lies music so profound and powerful that even deities' quake at its sound. Known as THE Song – which is of unknown origin and with no limit to its power – is incomprehensible to the mortal ear. To some who hear a fragment of this music, it becomes beauty incarnate, they devote their lives to its discovery. You wield the power of music in ways that amaze even the most skilled oiran.

Restriction: Female. Only females can be geiko. The geiko fills a particular niche in Oriental society and culture.

BONUS PROFICIENCY

3rd-level School of Geiko feature

Starting at 3rd level, you become proficient with the war fan.

SUPERB BALANCE

3rd-level School of Geiko feature

A geiko's training in dance, her focus on maintaining a particular walk...even the clothing and shoes she wears are all designed to help her maintain a style and grace that helps her focus on the fluidity of her movement. You become proficient in Acrobatics, and if already proficient, gain double proficiency.

SONG WEAVER

6th-level School of Geiko feature

You can now start a second song combining them to create a new song that chains the effects of both into a single song.

SONGSTRESS

14th-level School of Geiko feature

You can now start a third song combining all three to create a new song that chains the effects of all into a single song.

In addition, the effects of your songs now continue until the end of your next round if they are interrupted for any reason. If you restart the song before the end of the next round it continues as normal.

DESIGN NOTE: GEISHA OR GEIKO?

My wife played this class and was instrumental in building the geiko. She originally started as a geisha archetype but didn't want to have the thief skill. Her request was to design a class that was very similar to the Everquest bard – where their power/magic comes from singing, in particular twisting songs, where the songs get stronger as the character levels up - and thus the Oiran was born. It takes a particular type of player to play this class as it usually takes 3 rounds to spin up all a geiko's songs and they are nearly entirely buff/healing songs, so you also have to accept (and enjoy) being purely a support class. There is also a lot of work in understanding and optimizing the class as they have a lot of options with their song list. This was the most heavily played and revised class in the list – with the kensai being second.

SCHOOL OF GEISHA

Geisha are female entertainers, trained from a very young age to be hostesses in noble establishments, performing arts such as music, dance, games, and conversation. Some have also been trained in the ways of the ninja performing assassinations and other spy work.

Restriction: Females Only females can be geisha. The geisha fills a particular niche in Oriental society and culture.

BONUS PROFICIENCY

3rd-level School of Geisha feature

Starting at 3rd level, you become proficient with the war fan, the disguise kit and the poisoner's kit.

ENRAPTURING PERFORMANCE

3rd-level School of Geisha feature

You can execute an enrapturing performance while singing a song or during a normal performance of any type.

You can use an enrapturing performance to recreate the effects of any of your known songs, but you focus the performance on only a single target within range. While other creatures see and hear your enrapturing performance, only the target of this ability is affected by it. Starting an enrapturing performance is an action; at 7th level, it becomes a bonus action, and at 13th level, it becomes a free action. It must otherwise comply with the rules of Singing.

The DC to resist your song increases by 2 and the bonus to allies increases by 2 as well (depending on which song is being sung). For example, Tsuki-Yomi's Melodic binding's Wisdom saving throw would be increased by 2 while the AC bonus of Haciman's Whistling Warsong would increase to +4.

GEISHA NINJUTSU

6th-level School of Geisha feature

You can use your oiran music to fuel your ninjutsu. Unless otherwise stated each ninja trick costs 1 use of oiran music.

- *A flurry of Stars.* For each 1 oiran music point spent you throw an additional weapon (such as a kunai) as part of your next attack action.
- *Elemental Weapon.* You can expend 1 oiran music point per attack to change the type of damage your weapon does to an energy type of your choice.
- *Devil Sight.* You gain darkvision out to 60 feet for 10 minutes (or double the distance if you already have darkvision) and can see in magical darkness.
- *Phantom Kunai.* You invest a portion of your oiran music into a single thrown weapon, such as a kunai, and throw it as an attack action. Your kunai is trailed by golden butterflies as they home in on a target. The thrown weapon explodes on impact in a 5-foot radius burst, dealing 1d6 points of force damage plus 1d6 points of force damage for every additional four oiran music points you spend. Creatures caught in the blast receive a Dexterity save to halve the damage. If the thrown weapon hits a creature, that creature has disadvantage on the saving throw. If the thrown weapon misses, it still explodes near the target who instead gets a normal save.
- You may spend 1 oiran music point to impose -1d4 on saving throws against your enchantment spells.
- You may add an extra 1d6 points of damage to a weapon attack you make for each oiran music point spent as long as you have advantage on the attack roll.
- Using all your oiran music (minimum of 5) you may make an attack against a creature you have charmed. This attack has advantage and is automatically a critical hit.

DEADLY INFATUATION

14th-level School of Geisha feature

Starting at 14th level, hostile creatures have disadvantage on their saving throws against your songs and you may also pick one ninja-trick or ninjutsu from the ninja class to add to your list of geisha ninjutsu list.

SCHOOL OF TAIKOMOCHI

The Japanese version of the jester, these men were once attendants to *daimyō* (feudal lords) from the 13th century, originating from the “Ji Sect of Pure Land Buddhism”, which focused on dancing. These men both advised and entertained their lord and came to be known as *doboshu* (‘comrades’), who were also tea ceremony connoisseurs and artists. By the 16th century, they became known as *otogishu* or *hanashishu* (story tellers), where they focused on storytelling, humour, conversation. They were sounding boards for military strategies and they battled at the side of their lord.

Restriction: Male. Only males can be taikomochi. Taikomochi also tend to favor the taiko drum as their instrument of choice.

ADVANCED LEARNING

3rd-level School of Taikomochi feature

You become proficient in the History skill. You can also innately cast identify once per day. At 9th level you may also innately cast legend lore once per day.

Design Note: Jesters

Taikomochi were both jesters and advisors to daimyos. Their ability to use identify and legend lore represents supernatural ability to know and understand history.

SHARP TONGUE

3rd-level School of Taikomochi feature

You can innately cast vicious mockery.

ONMYO PRACTIONER

6th-level School of Taikomochi feature

You gain access to both the bard and wu-jen spell list. You may expend oiran music uses to cast these spells. It costs 1 oiran music use per spell level of the spell being cast. Cantrips maybe cast for free but still require the Cast A Spell action. The maximum spell level you may cast is equal to your oiran music uses per the Oiran Class Table. For example, at level 7 you have 4 oiran music uses per day. The highest spell you may cast is 4th level.

FUNNY MAN

6th-level School of Taikomochi feature

You can cast Tasha's hideous laughter by expending oiran music uses.

THE LAST LAUGH

14th-level School of Taikomochi feature

You may use any of the power word spells once per day.

OIRAN SONG LIST

AGILMENTE'S ARIA OF EAGLES

An aria that allows your group to levitate for a short time. This functions as the levitate spell except it affects the whole party. You also gain the following level-based bonuses:

- At 10th level the song also acts as a fly spell that effects the whole party.
- At 15th level the song has the added benefit of a freedom of movement spell that also affects the whole party.
- *Refrain, Aria of Everywhere.* You may use dimension door or misty step.

AMATERASU'S LIGHT

You recall the creation story of Zipang and how both the land, kami and people are sons and daughters of Amaterasu. The song provides bright light in a 20-foot radius and dim light for an additional 20 feet. You also gain the following level-based bonuses:

- At 5th level the light provides you and your allies the benefit of a see invisibility
- At 10th level the light provides you and your allies the benefit of a daylight
- At 15th level the light provides you and your allies the benefit of a true seeing

ANTHEM OF THUNDER AND PAIN

A wave of thunderous force sweeps out from you. Each creature of your choice in a 30-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. You also gain the following level-based bonuses:

- At 5th level the song provides you and allies resistance to lightning and thunder damage.
- *Refrain.* You shoot a ray of electricity from your fingers that has a range of 20 feet. The electrical discharge does half your level in d6 damage to a single target. At 5th level it then arcs to one other target within 20 feet doing half damage. At 10th level it arcs to two targets and at 15th level additional targets all of which must be within 20 feet of the original target. The target can make a Dexterity saving throw to halve the damage.
- *The Finale!* When this song is ended as part of a finale, it has the same effect as a storm of vengeance

CHORDS OF DISSONANCE

All enemies who can hear your singing take 1d8 + CHA modifier in thunder damage.

Refrain. You focus your songs into a cone of thunder that has a range of 30 feet. The booming song does half your level in d8 damage to a single target and is deafened for 1 minute. The target of this attack can make a Constitution saving throw to half the damage and avoid being deafened. If deafened, the target can repeat the saving throw at the end of its turn to end the condition.

- *The Finale!* When this song is ended as part of a finale, it has the same effect as a 9th level dissonant whispers

DENON'S DISSENSION

A harsh dissonance that assails the minds of all nearby creatures, draining their magical power. A target must make a Constitution saving throw or lose a spell it is Concentrating on. You also gain the following level-based bonuses:

- At 10th level roll 1d10, the target loses a random memorised spell of the level rolled (0 representing cantrips which would be suppressed for the duration of the song). This also affect innate spellcasting of creatures where a random at-will or daily spell would be affected. Roll an appropriate die to determine which spell use is lost or suppressed. For example, a drow has an at will and 1/day spell list. Roll a 1d4 (the closest die to the number of class of spells it can cast) – on a 1 an at-will spell is suppressed, on a 2 a 1/day spell is lost on a 3 or 4 nothing happens.
- At 15th level the song also acts as a feblemind

FUJIN'S SPEED

While singing this song the party are as swift as horses doubling their speed. At 10th level the listeners speed is tripled.

- *Finale!* When this song is ended as part of a finale, it has the same effect as an astral projection

GUARDIAN RHYTHMS

A mystic tune that offers your group protection from magic and increases their armour class. It provides your party with +1 AC. You also gain the following level-based bonuses:

- At 5th level the song provides you and your party protection from evil as the spell.
- At 10th level the song provides you and your party protection from poison as the spell.
- At 15th level the song provides you and your party protection from energy as the spell.

- *Refrain.* You shoot a ray of energy at a target up to 60 feet away that does half your level in d6 energy damage. The exact effect is based on the energy type, but the target gets a saving throw as noted to halve the damage:
 - *Acid.* You shoot a target with acid. It takes acid damage the first round and then again, the following round. The saving throw is Constitution based.
 - The ray causes the target to also become fatigued on a failed Constitution saving throw halving their speed and imposing a -2 AC. This secondary effect ends if the target is exposed to heat or the creature can repeat the saving throw to end the effect at the end of its turn.
 - Instead of a ray you choose a point within 60 feet which ignites in a 20-foot spherical fireball. The saving throw is Dexterity based.
 - The target is also poisoned for 1 minute on a failed Constitution saving throw.
 - This does $\frac{3}{4}$ your level in damage instead of half. The saving throw is Constitution based.

HACHIMAN'S BATTLE HYMN

All allies who can hear your singing gain a boon (+1d6) which they can use at any time during this encounter so long as you maintain the song. This boon die increases to 1d8 at 5th level, 1d10 at 10th level and 1d12 at 15th level.

- *Finale!* When this song is ended as part of a finale, it has the same effect as a foresight spell but has a duration of 1 minute.

HACHIMAN'S WHISTLING WARSONG

An ancient war song that speeds your attacks and raises your armour class and strength. All allies within range gain the follow benefits but gain a level of exhaustion at the end of the song. From level 10 the target is no longer exhausted, but the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

- Advantage on Strength checks – ability checks, saving throws, skill checks.
- Speed is doubled,
- It gains a +1 bonus to AC (+2 at level 10),
- It has advantage on Dexterity saving throws,
- and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.
- *The Finale!* When this song is ended as part of a finale, all side effects are removed.

HYMN OF RESTORATION

The geiko can perform a song of healing, each ally who hears the song regains 1d6 + CHA modifier hit points. If the target is at full hit points it gains this as temporary hit points. You also gain the following level-based bonuses:

- The die increases to 1d8 at 5th level, and cures one disease or one of the following conditions – blinded, deafened, paralyzed, or poisoned. Each additional pulse of the song allows the target to repeat the saving throw and end an additional effect or condition.
- The die increases to 1d10 at 10th level, and, in addition to the previous benefits, removes 1 level of exhaustion, charmed, petrified, curse (including attunement to a cursed item), any reduction in one ability score or an effect that reduces the listeners hit point maximum. Each additional pulse of the song allows the target to repeat the saving throw and end an additional effect or condition.
- The die increases to 1d12 at 15th level, and, in addition to the previous benefits, brings the listener back from the dead so long as the target has not been dead for more than 10 days. The target comes back with 1 hp but is otherwise fully restored. This song takes 1 hour to sing and exhausts 20 ki to use – this song of life is draining even for the most experience oiran.
- *Refrain.* You make a Charisma (Performance) check and heal a target in range equal to the number rolled on the Performance check.
- *The Finale!* When this song is ended as part of a finale, it has the same effect as a power word heal or mass cure wounds

Outside of combat this song drains 1 ki per round of usage.

NB: An unconscious target is not affected by this song as they are unaware of their surroundings. To heal an unconscious target the oiran must be touching the target while singing the hymn, use a Refrain or Finale! version or use a healing related secret song.

IZANAGA'S DISENCHANTING MELODY

A melody that strips the magical effects from everyone in your group. Each ally may repeat a saving throw against an ongoing magical effect. You make a Charisma (Performance) check you and any creature within 30 feet of you (including yourself) that you chose may use your Performance check result in place of its saving throw.

KEI'S LUGUBRIOUS LAMENT

A sad song that calms the aggressive nature of many creatures. You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centred on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects.

You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.

LEIKO'S LOCATING LYRIC

A clairvoyant chorus which points you towards a specific target or otherwise gives insight into a future event. Once before the song ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The song then ends for the target. You also gain the following level-based bonuses:

- At 5th level the song provides you with insight as the augury
- At 10th level the light provides you and your allies the benefit of a locate
- At 15th level the light provides you and your allies the benefit of a find the path
- *The Finale!* When this song is ended as part of a finale, it has the same effect as a gate

NOTE OF SOLITUDE

You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a Charisma saving throw or be banished.

If the target is native to the plane of existence, you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return. You may spend additional uses of Oiran Music uses to target additional creatures.

PSALM OF COOLNESS/WARMTH/VITALITY

This psalm surrounds your group in an aura of fire, granting them protection from cold, as well as harming anything that attacks them. This song only has level-based effects:

- At 5th level the song provides you a fire/cold shield as the spell fire shield.
- At 10th level the song also provides the shield to your allies.
- At 15th level the shield provides you and your allies the benefit of a regenerate spell and provides protection against radiant damage and does necrotic damage instead of fire/cold damage.

SHAURI'S SONOROUS CLOUDING

This sonnet surrounds your body with a light fog, allowing you to slip by many creatures undetected. You are invisible as the spell. You also gain the following level-based bonuses:

- At 5th level the song provides you and your party the effects of invisibility.
- At 10th level the song grants you greater invisibility.
- At 15th level the song provides you and your party the effects of greater invisibility.

SOLON'S SONG OF THE SIRENS

An enticing melody that charms the target, allowing you to command it. This acts as the charm person spell. You also gain the following level-based bonuses:

- At 5th level the charm affects all humanoids that can hear you.
- At 10th level the song provides the effects of a compulsion
- *The Finale!* When this song is ended as part of a finale, it has the same effect as a geas

SONG OF CLARITY

All spellcasting allies can cast an additional cantrip as part of their Cast a Spell action on their turn. Increase the spell level by 1 at 5th, 10th, 15th level. For example, at 15th level your spellcasting ally can cast a bonus cantrip, 1st level, 2nd level or 3rd level spell per round.

- *The Finale!* When this song is ended as part of a finale, your allied spell caster may cast a second spell of any level it knows (not necessarily memorised) – including already cast spells.

SONG OF REST

You can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points. The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

- *Finale!* When this song is ended as part of a finale, it has the same effect as a catnap

SONG OF UNMAKING

Your song affects constructs rattling them to their mechanical core. Make a Performance check and apply the result as force damage to all constructs within 30 feet of you. This damage bypasses any resistances and counts immunity to force as resistance.

SUGAWARE AND THE SECRETS OF CALLIGRAPHY

You use your performance to help an ally succeed at a task. The ally gets a +1d4 bonus on skill checks with a particular skill as long as it continues to hear your performance. This increases to 1d6 at 5th level, 1d8 at 10th level and 1d10 at 15th level.

- *The Finale!* When this song is ended as part of a finale, it has the same effect as an skill empowerment

SUJIN'S AQUATIC AYRE

The song either creates a single 30-foot sphere bubble or individual cloud of air bubbles around each of your allies – your choice. The song allows you and your allies to breath underwater for as long as you maintain the song. You also gain the following level-based bonuses:

- At 5th level, while singing you decide which effect is active – *water breathing* or water walking (as the spell). This may change from round to round.
- At 10th level your song allows you and your allies to swim as the spell.
- At 15th level the song has the added benefit of a freedom of movement spell that also affects the whole party.
- *The Finale!* When this song is ended as part of a finale, it has the same effect as a watery sphere.

TAIKO OF DOOM

You use your performance to foster a sense of growing dread in your enemies. Each creature that can hear you of your choice must make a Charisma saving throw. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. You also gain the following level-based bonuses:

- The die increases to 1d6 at 5th level and one target is affected as a crown of madness
- The die increases to 1d8 at 10th level, and, in addition to the previous benefits, the target are affected as a fear
- The die increases to 1d10 at 15th level in addition to the previous benefits.
- *The Finale!* When this song is ended as part of a finale, it has the same effect of a weird

THE 84 WARNINGS AGAINST THE ONI

You gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

THE CHAOS OF THE GHOST CAT OF ARIMA

A chaotic chorus that causes your group to randomly teleport short distances as the blink spell.

- *The Finale!* When this song is ended as part of a finale, it has the same effect as a teleport

THE FOOLISH TENGU AND THE IRREVERENT SAMURAI

Creatures of your choice within range perceives everything as hilariously funny and fall into fits of laughter if this song affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends,

THE STORY OF THE 42 RONIN

You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +1d4 on saving throws against being charmed and frightened as well on attack and weapon damage rolls. You also gain the following level-based bonuses:

- The die increases to 1d6 at 5th level, the creature is immune to being frightened and gains temporary hit points equal to your Charisma ability modifier at the start of each of its turns.
- The die increases to 1d8 at 10th level, and, in addition to the previous benefits, 2d10 + CHA ability modifier in temporary hit points and the saving throw bonus affects all conditions.
- The die increases to 1d10 at 15th level, and, in addition to the previous benefits, gain a +2 bonus to AC.
- *The Finale!* When this song is ended as part of a finale with a single perfect note that surrounds your target with an aura of invulnerability (as the invulnerability spell).

THE STORY OF THE ENCHANTING KITSUNE

You can use your performance to cause one or more creatures to become fascinated with you. You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to

make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak. You also gain the following level-based bonuses:

- From 5th level you may also paralyze a fascinated creature as the appropriate hold
- From 10th level you may also affect a fascinated creature with a suggestion as the suggestion or mass suggestion spell as appropriate.
- From 15th level, you may also dominate a fascinated creature as the appropriate dominate

TSUKI-YOMI'S LUCID LULLABY

A quiet lullaby that causes your target to fall into an enchanted sleep. This song sends creatures into a magical slumber. Roll 5d8; the total is how many hit dice of creatures this spell can affect. Creatures within 30 feet of a point you choose within range are affected in ascending order of their hit dice (ignoring unconscious creatures). Starting with the creature that has the lowest hit dice, each creature affected by this song falls unconscious until the song ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit dice from the total before moving on to the creature with the next lowest hit die. A creature's hit die must be equal to or less than the remaining total for that creature to be affected.

LEGENDARY creatures, Undead and creatures immune to being charmed aren't affected by this spell.

You also gain the following level-based bonuses:

- From 5th level you may add your Performance skill as a bonus to the roll.
- From 10th level you use d10s instead of d8s.
- From 15th level you use d12s instead of d10s.

TSUKI-YOMI'S MELODIC BINDING

This melody encompasses all nearby creatures in magical bonds, slowing their attack speed. Each target of your choice that can hear you must make a Wisdom saving throw or become slowed. An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. A creature affected by this spell makes another Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it.

- *The Finale!* When this song is ended as part of a finale, it has the same effect of a time stop

YOSHITSUNE AND THE THOUSAND CHERRY TREES

Your performance is so effective that you can cause enemies to die from joy or sorrow. The targets must make a Wisdom saving throw or suffer 1d4 psychic damage. You also gain the following level-based bonuses:

- *Refrain.* Your song does psychic damage to targets of your choice within 30 feet of you equal to half your level in d4y damage.
- *The Finale!* When this song is ended as part of a finale, a single target must repeat the saving throw or die, on a success they suffer the effects of a power word kill

NEW OIRAN EQUIPMENT

WAR FAN

30 ¥, 1d6 piercing, 1 lb, finesse, light

This weapon appears to the untrained eye as nothing more than a beautifully crafted hand fan. In fact, the vanes of the fan are crafted from steel, and the tips are needle-sharp; very suitable for stabbing, and often used by oiran who operate as spies. A character proficient in the war fan – like an oiran – may try and deceive her opponent as to the deadliness of the weapon. When the fan is first brought into melee, the oiran may attempt a Deception check against an opponent's Insight check. If the oiran wins the contest, she gains advantage to the attack roll for her first round's attack roll.

Design Note: Sen, yen and ¥ are used interchangeably in the lands of the East.

SAMURAI

Samurai are professional warriors, members of the noble class who are trained in the arts of warfare. They are not only trained for their role in society, but they are also born for it—born into a system of allegiance, loyalty, and honor that influences every stage of their lives. A samurai cut loose from this system is no longer a samurai; he is an ordinary fighter, a ronin with no honor and no standing in society. To become a samurai the character must have a bonus on their Honor attribute.

ADVENTURER

A samurai's first responsibility is obedience to his lord, usually the head of his family. This is simultaneously an endless source of adventures and a potential hindrance to a life of adventure. A low-level samurai's lord may command him to investigate a mysterious occurrence or subdue a gang of bandits. If he performs these duties well, his lord will call on him to deal with more significant problems. However, a samurai usually cannot simply disappear on an expedition into the Shadowlands without his lord's command or at least permission, and if a samurai's lord has an important mission for him, he must make that his top priority. Whether this is a significant hindrance or not is up to the Dungeon Master.

CHARACTERISTICS

Samurai are distinguished from ordinary fighters by their adherence to bushido, a code of honor, loyalty, and obedience. If a samurai remains honorable and true to his code of conduct, his swords — masterwork blades passed down through generations— may awaken in his hands, manifesting increasing magical abilities as the samurai advances in level and invests spiritual energy in them. To a samurai, dishonor is worse than death, and the loss of his swords is possibly the worst dishonor imaginable.

ALIGNMENT

Bushido, the code of the samurai, demands strict obedience to standards of behavior and honor. Only lawful characters can adhere to this code and call themselves samurai.

BACKGROUND

Samurai learn their combat techniques and the principles of bushido in established, well-organized schools.

RACES

Almost without exception, all samurai are humans from the major clans, because the samurai is very much a characteristic of human society.

OTHER CLASSES

Samurai consider themselves the pinnacle of the Celestial Order that structures their society. Shugenjas are technically their equals in this order, but in a world where honor is virtually equated with battle prowess, shugenjas have a tenuous hold on that position. Samurai respect only other samurai—as well as other characters (Unicorn barbarians, Crab rangers) who wear the daisho and uphold the code of bushido. They are prone to treating members of other character classes as servants, or sidekicks at best unless such characters are obviously well respected by the samurai's lord.

CODE OF CONDUCT – BUSHIDO

A samurai must be of lawful alignment, and dishonors himself, his family, and his swords if he ever willingly commits a chaotic act. Additionally, the samurai code of bushido requires that he be obedient to his lord, accept death at any time and face it bravely, avenge any dishonor, and shun any appearance of cowardice. The core principles of bushido are honor, loyalty, and courage. Violating these precepts results in dishonor, which may result in a samurai being stripped of his family name or being asked to commit seppuku (ritual suicide). This code is known as bushido and some of the basic beliefs of this ethic are:

- The samurai is obedient to his lord.
- It is a samurai's right to protest against bad judgements or orders from his lord, and death is the final protest a samurai can make.
- The samurai is ready to die at any time.
- There is no such thing as failure, only death or success.
- To die in the service of one's lord is the greatest service a samurai can render.
- No dishonor can go unavenged.
- Dishonor to lord or family is also dishonor to the samurai.
- Mercy is not due to the enemy.
- All debts, both of vengeance and of gratitude, are repaid.
- Cowardice is dishonorable.
- Using a shield is dishonorable as is wielding a non-samurai weapon (like a ninja-to – fighters lose their proficiency with shield when they pick the samurai archetype).

Alternatively, you could use a more “fantasy” version of the bushido code in your game without removing its core codes. Taking bushido in the Rokugan setting as an example which is excellent at creating a fantasy Asian setting without it being dominated by one particular historical culture (like Japanese culture in Kara-Tur):

Bushido is the code of the samurai, the moral and ethical path every true samurai tries to follow. All the clans recognize Akodo's writings on bushido as a legitimate tool for teaching samurai their proper place in the Celestial Order. In the schools of the Lion, however, a copy of Akodo's text sits beside a copy of the Tao of Shinsei—but only Akodo's is ever opened. According to the code of bushido, a samurai must possess seven virtues:

- **Gi** (honesty and justice): A samurai deals openly and honestly with others and cleaves to the ideals of justice. Moral decisions do not come in shades of gray, only right and wrong.
- **Yu** (heroic courage): A samurai never fears to act but lives life fully and wonderfully. Fear is replaced with respect and caution.
- **Jin** (compassion): A samurai takes every opportunity to aid others and creates opportunities when none arise. As a powerful individual, a samurai has a responsibility to use that power to help others.
- **Rei** (polite courtesy): A samurai has no reason to be cruel, and no need to prove his strength. Courtesy distinguishes a samurai from an animal and reveals one's true strength.
- **Meiyo** (honour): A samurai's conscience is the judge of her honour. The decisions she makes and how she carries them out are a reflection of her true nature.
- **Makoto** (complete sincerity): When a samurai has said that he shall perform an action, it is as good as done. He need not make promises; speaking and doing are as if the same.
- **Chugo** (duty and loyalty): A samurai feels responsible for his actions and their consequences, and loyal to the people in his care. A samurai's loyalty to his lord is unquestionable and unquestioning.

This is a **Fighter** class archetype.

RONIN (EX-SAMURAI)

A samurai who becomes non-lawful loses his bonus and proficiency with Honor or violates the tenets of bushido cannot gain new levels as a samurai. He retains all his abilities, but his ancestral weapons lose any “awakened” magical abilities. If the samurai returns to lawful alignment, he must atone for his violations (see the atonement spell description in the Player's Handbook) and redeem his honor in order to restore his weapons to their prior status and continue advancing as a samurai.

COURTLY MANNERS

1st-level Samurai class feature.

At 1st level you gain Performance proficiency (especially for poetry), as well as tool proficiency in Painting Tools and Calligraphy. You may use your Honor ability bonus or Tool proficiency bonus for these skills – whichever is higher. You are also proficient in the Honor saving throw. You consider shields dishonorable and do not use them.

ANCESTRAL DAISHO

1st-level Samurai class feature.

All samurai begin play with a katana and a wakizashi—two masterwork weapons. These are weapons that belonged to the samurai's ancestors, and protecting the weapons is an important point of honor for the samurai. As a samurai acquires treasure through adventuring, beginning at 3rd level, he has the option of awakening the supernatural abilities latent in the weapons.

At any time, a samurai may retreat to a temple or shrine and spend time in prayer in order to awaken the ancestral spirits in his katana or wakizashi. (Most samurai improve their katanas and not their wakizashis). This requires a sacrifice of valuable items worth the amount equivalent to the Magical Item Rarity Table of the item per the DMG pg. 135. The samurai must also abide by the level limits listed on the same table.

For example, to turn a katana into a +1 magical weapon it would require the Samurai to be at least level 1 and sacrifice 500 ¥ worth of coin and/or goods as a +1 weapon is an uncommon weapon. To add the vicious trait to the weapon, a rare magical trait, the samurai would need to be at least 5th level and sacrifice 5,000 ¥ worth of goods.

You may also sacrifice magical weapons in this ritual to transfer the traits to your ancestral daisho.

Before a samurai's ancestral sword becomes a +1 weapon, it is an ordinary masterwork weapon in every way (non-magical weapons that provide +1 to-hit). Its latent supernatural powers do not cause it to be considered a magic weapon until those powers are awakened.

A samurai who loses his ancestral swords is dishonored until he can recover them. He cannot enhance any other weapon in this way.

IAIJUTSU

3rd-level Samurai class feature.

The samurai gains iaijutsu as a class skill.

BLADES OF FURY

3rd-level Samurai class feature.

When you delay your attack with your ancestral daisho until after you are attacked in the round, you take advantage of the opening and can add a +2 bonus to your attack and damage rolls. In other words, you delay your action until

after you are attacked in melee combat. Blades of Fury's bonus increases to advantage on the attack roll and +5 damage at level 12.

KI CRITICAL

7th-level Samurai class feature.

Your weapon attacks with the daisho (ancestral katana and wakizaishi) score a critical hit on a roll of 19 or 20.

MASTERSTROKE

10th-level Samurai class feature.

At 10th level, you can never be surprised, and you may add your Honor bonus as additional damage to weapon attacks made with your ancestral daisho.

BLADES OF DEATH

10th-level Samurai class feature.

You can the following benefits when wielding your daisho in a certain style:

- When wielding your katana two-handed, you add your Honor modifier to your damage rolls.
- When dual wielding your katana and wakizashi together you may add your Honor modifier as a bonus to your attack roll.
- When wielding your katana, one handed you add your Honor modifier to your AC.

MASK OF FEAR

15th-level Samurai class feature.

You become immune to fear and inspire fear in your enemies. Enemies within 10 feet of you must make a Wisdom saving throw or become frightened. The DC for this save is 8 + proficiency bonus + Honor bonus.

GREAT KIAI

18th-level Samurai class feature.

You gain the ability of the great kiai, or paralyzing shout. This power draws upon the character's ki, exploding in a ferocious, warlike shout. The samurai's Strength score is raised to 25 for 1 minute and all enemies within 10 feet must succeed at a DC 21 Wisdom save or be stunned for one round.

During this time, if you take damage that reduces you to 0 hit points and doesn't kill you outright, you can use your reaction to delay falling unconscious, and you can immediately take an extra turn, interrupting the current turn. While great kiai is active taking damage causes death saving throw failures as normal, and three death saving throw failures can still kill you. When the effect of the great kiai expires or the encounter ends (whichever comes first), you fall unconscious if you still have 0 hit points.

The great kiai can be used only once per day.

MASTERWORK WEAPONS

A masterwork weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 on damage rolls. You can't add the masterwork quality to a weapon after it is created; it must be crafted as a masterwork weapon. The masterwork quality increases the cost by 10 of a normal weapon or ¥6 to the cost of a single unit of ammunition. All magic weapons are automatically considered to be of masterwork quality. The bonus granted by the masterwork quality doesn't stack with the bonus provided by the weapon's magic.

SOHEI

Sohei are warrior monks, religious soldiers who protect large monasteries. Unlike shukenja, sohei are more militant than holy, and receive very little religious instruction. Instead, they are trained in the art of fighting. Sohei defend their monastery against attacks and advance its political claims in the outside world. They are subject to the leader of their temple.

The sohei also is associated with a religion, but his duties are closer to those of the bushi (fighter) or samurai. They must be lawful, although they can be good, neutral, or evil, regardless of the alignment of their home monastery.

This is a **Paladin** class archetype.

EX-SOHEI

A sohei who becomes non-lawful loses all spells and her ki frenzy ability. She also may not progress in levels as a sohei. She regains her spells and ki frenzy ability if she atones for her violations (see the atonement spell description in the Player's Handbook), as appropriate.

TENANTS OF THE SOHEI

Like shukenja, sohei must live by certain religious principles, although these are much less strict for the sohei character. He must refrain from eating meat (fish is allowed) and from excesses of personal behavior. Because of his duty he has no injunction against killing or violence, although outright murder is still considered a sin.

Upon entering the monastery, the sohei forsakes his family or clan and is not bound by the rules governing families. His status is measured by the importance of his monastery, which is his new family. Honor is important to the sohei, who is affected by honour more than a shukenja.

SOHEI SPELLS

You gain oath spells at the sohei levels listed.

- **3rd level**
Attraction. Attacks are drawn to the subject creature, dealing more damage.
Weapon Bless. Prepare one weapon for combat against a particular foe.
- **5th level**
Shield Other. You take half of subject's damage.
Warning. Subject gains advantage on Perception checks and Dexterity ability check and saving throw.
- **9th level**
Castigate. Creatures of different alignment take 5d6 thunder damage and are deafened for 1 minute.
Mental Strength. Recipient gains advantage on their next Wisdom saving throw. Maybe cast as a reaction.
- **13th level**
Discern Shapechanger. Penetrates disguises and shape changes.
Fatigue. Creature touched becomes fatigued.
- **17th level**
Circle of Flame. Flames deal 5d8 lightning damage in all directions out to 20 ft. radius (centred on you)
Lighting Breath. You can breathe lightning as a bonus action for the next 1 minute; lightning deals 4d10 damage to one target within 15 ft.

CHANNEL DIVINITY (KI)

3rd-level Sohei class feature.

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Ki Frenzy. As a bonus action you fly into a religious frenzy as you focus your ki power into berserk energy. In this frenzied state, you temporarily gain advantage to Strength and Dexterity ability checks and saving throws. Your speed increases by 10 feet, and you can choose to make an extra attack as part of your attack action.

If you are able to cast spells, you can't cast them or concentrate on them while raging. Your ki frenzy lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your frenzy on your turn as a bonus action.

Weapon of Choice. As an action, you can imbue a naginata (the traditional weapon of the sohei) you are holding with thunder and lightning, using your Channel Ki. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also does lightning or thunder damage instead of its normal damage type – as you choose. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

DEFENDER

7th-level Sohei class feature.

Your training has allowed you to deflect arrows. You can use your reaction to deflect a missile when you or an ally within 5 feet are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your sohei level. Also, you can turn a strong defense into a powerful offence. When

you take the Dodge or Disengage action and a target attempts to hit you and misses you may use a reaction to make a melee attack against the attacking creature.

METTLE

15th-level Sohei class feature.

Your religious dedication has allowed you to shrug off spells and damage that would kill less devout men. If a spell allows a Wisdom, Intelligence or Charisma saving throw you have advantage on the save. In addition, you gain damage reduction equal to 1/4 your level (rounded down). You are immune to sleep and stun affects. Finally, you never go unconscious instead fighting on until you reach -10 hit-points and die.

PARAGON OF RAIJIN

20th-level Sohei class feature.

As an action, you can emanate an aura of lighting. For 1 minute, you crackle with lighting emanating bright blue light out to a 30-foot radius, and dim light shines 30 feet beyond that. Whenever an enemy creature starts its turn in the bright light, the creature takes 10 lighting damage. In addition, you are immune to lighting and thunder attacks for the duration. Once you use this feature, you cannot use it again until you finish a long rest.

NINJA

Ninjas are the invisible warriors; spies and assassins practiced in the skills of concealment, stealth, trickery, disguise, acrobatics, and assassination. They possess a number of special powers and use many unique devices. Their abilities and reputations are clouded in mystery. Many ascribe supernatural powers to them. The ninjas have done nothing to discourage these stories and may very well spread the tales themselves. Such confusion only enhances their reputations, inspiring more terror at the mere mention of their name.

A note on **shinobis**. In Japan, shinobi and ninja are interchangeable terms. However, in this particular instance, shinobi are more of an upfront fighter than a ninja using some stealth but otherwise taking opponents head-on. This is reflected in the ninja tricks that are labelled with shinobi – they emphasize combat over stealth.

This is a **Rogue** class archetype.

THE IRON CODE

Ninjas follow the Iron Code of the Shinobi. Failure to uphold the code results in the expulsion from their family – and potentially execution if the infraction was heinous enough:

1. To maintain a strong body, with loyalty, bravery, stratagem, skills, and belief.
2. To be gentle and faithful with less desire, to value academics, to remember obligations – in particular to one's master.
3. To be eloquent, to read domestic and foreign books, to be wise enough not to be cheated by anyone.
4. To know providence, to master the teachings of Buddhism and Confucianism, and to realize one's destiny.
5. To respect ancient, domestic and foreign ethos, to wear a heroic temper.
6. To be called a good man usually without arguing with anyone.
7. To have a tidy family and relatives, never to betray anyone and abuse ninjutsu.
8. To travel around all countries, and to know the customs and manners of each land well.
9. To have a talent for literature, to excel in writing and to possess a talent for and a keen understanding of military affairs.
10. To acquire artistic accomplishments like singing and dancing, traditional Japanese music, making impressions of others, and to utilize them when necessary.

BONUS PROFICIENCIES

3rd level Ninja class feature.

You gain proficiency with the disguise kit and the poisoner's kit. You also consider eggshell bombs as a tool and gain proficiency in their use. They never break in your hands and you may add your proficiency bonus to the DC and/or damage of the bomb as a flat bonus.

KI

3rd level Ninja class feature.

Your training allows you to harness the mystic energy of *ki*. Your access to this energy is represented by a number of *ki* points. You have as many *ki* points as rogue levels.

You can spend these points to fuel various ninja tricks. You use your bonus action – unless otherwise specified – to spend a *ki* point. When you spend a *ki* point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended *ki* back into yourself. You must spend at least 30 minutes of the rest meditating to regain your *ki* points.

Some of your *ki* features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Ki save DC = 8 + your proficiency bonus + your Dexterity modifier. Unless otherwise noted you may spend 1 *ki* point from your *ki* pool for each of the following effects:

- **Butterfly Star.** You invest a portion of your *ki* into a single thrown weapon, such as a shuriken, and throw it as an attack action. Your shuriken is trailed by golden butterflies as they home in on a target. The thrown weapon explodes on impact in a 5-foot radius burst, dealing 1d6 points of fire damage plus 1d6 points of fire damage for every additional four *ki* points you spend. Creatures caught in the blast receive a Dexterity save to halve the damage. If the thrown weapon hits a creature, that creature has disadvantage on the saving throw. If the thrown weapon misses, it still explodes near the target who instead gets a normal save.
- **Dazing Blow.** When you hit a Large or smaller creature with a melee weapon attack, you can attempt to daze the target by spending 2 *ki* points. The target must succeed a Constitution saving throw or lose its ability to make opportunity attacks until the beginning of your next turn.
- **Devil Sight.** Gain darkvision out to 60 feet for 10 minutes (or double the distance if you already have darkvision).
- **Dislocate.** Gain advantage on an Escape check.
- **Duplicate.** You gain the effects of the mirror image spell.
- **Elemental Weapon.** You can expend 1 *ki* point per attack to change the type of damage your weapon does to an energy type – lighting, thunder or fire.
- **Equilibrium.** Allows you to cancel surprise for yourself and act normally during a surprise round (uses your Reaction).
- **Feather Fall.** You gain the effects of the feather fall spell.

- *Flurry of Stars*. For each *ki* point spent you throw an additional shuriken as part of your next attack action.
- *Kuji Kiri*. By making mystical hand gestures as an action, you can render opponents helpless as if he had cast hypnotic pattern. You must use a *ki* point each round to maintain this effect.
- *Leap of the Clouds*. You gain the effects of the jump spell.
- *Light Step*. You gain the effects of the water walk spell.
- *Living Shadow*. You give yourself advantage on Stealth checks for 1 minute.
- *Nekodokei-no-jutsu (cat clock)*. You may use a cat as a clock and know the time down to the second.
- *Opportunist*. By spending a *ki* you can use your reaction to make an attack of opportunity against an opponent who has just been struck for damage in melee by an ally.
- *Pressure Points*. An opponent damaged by your sneak attack in melee must make a Constitution saving throw or be stunned for 1 round.
- *Quick Strike*. When making a disengage action you may spend a *ki* point to make a single weapon attack against a target within reach.
- *Razor's Edge*. You spend 2 *ki* points to increase the critical chance of your ninja-to to 19-20 for the rest of the current encounter.
- *Serpent's Reach*. When you make a melee weapon attack, you can increase your reach for that attack by 5 feet by spending 2 *ki*.
- *Shinobi Hamstring*. When you hit a Large or smaller creature with a melee weapon attack, you can expend 2 *ki* and attempt to cripple the target. The target must succeed a Constitution saving throw or have its walking speed halved until the end of your next turn.
- *Shinobi*. You forgo stealth to make a brutal attack. Spend 2 *ki* points to use your sneak attack action as part of your normal attack (you do not need advantage to add the sneak attack damage).
- *Speed of the Cobra*. You increase your speed by 20 feet for 1 minute.
- *Thief-Acrobat*. You give yourself advantage on Acrobatics checks for 1 minute.
- *Versatility*. You gain the effects of the enhance ability spell.

INFILTRATION EXPERTISE

9th level Ninja class feature.

You can unfailingly create false identities for yourself. You must spend seven days and ¥25 to establish the history, profession, and affiliations for an identity. You can't establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official-looking certification to establish yourself as a member of a trading house from a remote city so you can insinuate yourself into the company of other wealthy merchants. Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to.

NO TRACE

9th level Ninja class feature.

You have mastered the art of covering your tracks, remaining hidden, and concealing your presence. The DC to track you using the Survival skill increases by +1 for every four ninja levels.

NINJUTSU

13th level Ninja class feature.

You gain access to more options for your *ki* power. Unless otherwise noted you may spend 2 *ki* point from your *ki* pool for each of the following effects:

- *Eavesdrop*. Whenever you place your hand against a solid surface, using an action you can hear with perfect clarity as if you stood on the other side of the surface you touch. You can eavesdrop through most barriers in this manner, but you are blocked by 6 feet of stone, 3 inches of common metal, a thin sheet of lead, or 12 feet of wood or dirt.
- *Fly*. As an action, you spend 4 *ki* points and can cast the *fly* spell on yourself, without using verbal or material components. The spell's duration is reduced to 1 minute if cast in this way. It costs 1 *ki* point per round to maintain this effect.
- *Force Shuriken*. A line of pure spiritual energies 5 feet wide and 30 feet long bursts from your shuriken when you throw it (costing 3 *ki* points) in a direction of your choosing, piercing through any creature in its path. Each creature in the line must make a Dexterity saving throw. A creature takes force damage equal to your ninja level + your Dexterity modifier on a failed save, or half as much damage on a successful one.
- *Ghost Step*. You can slip magically between spaces by spending a *ki* point, as per the spell dimension door except it costs an additional *ki* point per 1 foot of solid surface you travel through.
- *Hidden Master*. By spending 3 *ki* points you may cast the greater invisibility spell.
- *Kawarimi*. When hit by an enemy as a reaction you may expend *ki* and attempt a Stealth check opposed by the attacker's Perception check. You can attempt this check while being observed as long as you have cover or concealment nearby. If you succeed, the opponent's attack hits an inanimate object that the attacker mistook for you, and you may move into an adjacent square and become hidden from the attacker until the end of your next turn.
- *Mind Mapping*. When you place your hand against a solid surface, using an action you can map the layout and any creatures that aren't hidden on the other side of the surface you are touching. You map an area as either a

60 feet cone or a 30 feet half-circle. You can mind map through most barriers in this manner, but you are blocked by 6 feet of stone, 3 inches of common metal, a thin sheet of lead, or 12 feet of wood or dirt.

- *Mind Strike*. Expend *ki* to change the damage type of your attack to psychic damage.
- *Mortal Draw*. You spend 10 *ki* points, and your next successful weapon attack is a critical hit.
- *Poison Adaption*. You can spend 1 *ki* to automatically succeed on a saving throws against a poison effect.
- *See the Unseen*. Expend *ki* to use see invisibility as the spell.
- *Shadow Skin*. When you would be hit by an attack, using your reaction and spend 3 *ki* to force the attacking creature to miss you instead.
- *Shinobi Cross*. You use 5 *ki* points and gain an extra attack the next time you use your attack action. This effect lasts for 1 minute or until you make an attack action. You may spend multiple lots of 5 *ki* points to increase the number of attacks to a maximum of 4.
- *Slippery Mind*. By spending a *ki* you can automatically succeed at a saving throw against any kind of enchantment effect that wrests control away from you – like dominate or charm effects.
- *Smoke Bomb Escape*. As an action, you spend *ki* and gain the effects of the *gaseous form* spell.
- *Thousand Faces*. You gain one use of the *alter self* spell.

DEATH TOUCH

17th level Ninja class feature.

You become a master of instant death. When you attack and hit a creature that is surprised, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature. On a critical failure, the creature is instantly killed (DM's discretion, Legendary creatures are immune to the instant death effect).

KENSAI

Kensai means “sword saint” or “swordmaster” and is usually applied to characters who have perfected the art of fighting with the sword – in particular, a katana. In the Oriental Adventures setting this is broadened to include almost any type of weapon. Thus, there may be kensai who use halberds, kensai who use swords, etc. The player is allowed to choose the kensai character's special weapon (referred to hereafter as the **specialized weapon**). In all cases, it is the kensai's aim to become the perfect master of his weapon. For the man and weapon to become one, acting on a single thought, is the ultimate goal of a kensai.

Eventually, a specialized weapon will become an ancestral daisho if the kensai that wields it becomes famous passing it down within the kensai's family (see the samurai class for details on ancestral daisho).

To achieve this spiritual unity the kensai must master his weapon and himself and must study and learn other arts. He must practice daily with his weapon, condition his body and purify his spirit through meditation and ordeal. The kensai must be lawful, although he can be good, evil, or neutral.

This is a **Fighter** class archetype.

THE LIFE OF A KENSAI

Because of your dedication to perfecting a combat art, you must follow certain restrictions. You can never use a magical weapon of the type you specialize in since such a weapon is not a true measure of your skill. All types of armor are prohibited for the same reason.

A kensai must train and practice for at least two hours a day. Any practice over two hours has no additional effect. Ignoring practice has no immediate effect; it comes into play when the character is ready to advance to the next level. Every two-hour practice session skipped must be made up before the character can advance. When catching up on missed practice, the character can practice up to four hours per day: two hours for that day's practice and two hours making up for the missed practice.

Each time you advance a level, there is a percentage chance equal to 10 times his new level that he will be challenged to a duel. The challenger is a kensai of the same level that you just attained. A duel is a one-on-one fight between two characters. Neither character can receive aid or support from anyone else. Kensai characters cannot use magical weapons or armor in a duel. The duel can be a very formal affair at a pre-arranged site and time or an impromptu meeting of two characters.

If the character refuses to duel, he has disadvantage on all attack rolls and a bane (-1d6) on all other d20 rolls until he attains a new level. Consistently refusing a duel will cause a loss of honor (DM's discretion). The kensai can instead choose to lose an Honor point and not suffer these penalties.

If he accepts the duel and loses, he also has disadvantage on all attack rolls until he attains his next level, the same as if he had refused the duel, but does not incur the bane on other rolls. Alternatively, the kensai can instead choose to lose an Honor point and not suffer these penalties. This duel doesn't need to be fought to the death, however; the duelists can agree on any conditions. Surrender, first blood, or first strike are common ending conditions; even first draw can determine a victor, although this is rare. Note that when the character reaches 10th level, he must fight a duel every level.

A kensai may be challenged to duel an NPC at any time, not just when he advances to a new level. Refusing or losing such a duel costs the kensai honor (DM's discretion) at a minimum the PC kensai will have a bane (-1d6) on his attack rolls until he accepts this specific duel, forfeits an Honor point or gains a level.

A kensai need not be of high birth as the fighting art of the class are available to everyone. However, family and honor are important. Gaining and maintaining honor are a vital part of the kensai's life; any kensai whose honor falls below his family's honor loses his status in the class (assume family Honor is 10 unless otherwise stated). Thereafter the kensai is treated as a bushi (fighter) of the same level and advances in level according to the bushi character class. He loses none of the abilities he had as a kensai, but he can never gain new kensai abilities.

KENSAI WEAPON I

3rd level Kensai archetype feature.

You choose your specialized weapon. Once chosen this cannot be changed. The weapon must not be magical, however, like all inanimate objects, it has a kami spirit within it. Once you name your weapon the dormant spirit stirs and provides a +1 damage bonus to the weapon.

CLARITY

3rd level Kensai archetype feature.

Your specialized weapon is the only defense you need, and you disdain armor which affects the *Wa* – harmony – between you and your weapon. You lose all armor and shield proficiencies, however, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Honor modifier.

GRACE

3rd level Kensai archetype feature.

If you have disadvantage on an attack with your specialized weapon, you may spend your bonus action to negate the disadvantage effect for that turn. For example, if you have advantage on an attack, and some circumstance gives you

disadvantage, instead of the two cancelling each other out, you can use this feature to negate the disadvantage effect to retain your advantage. You may also use this feature to add a boon (+1d6) to any attack roll instead. Once you use this *ki* power, you can't do so again until you finish a short or long rest. At 15th level, you can use this feature twice between rests and the boon increases to 1d8.

IAIJUTSU

3rd level Kensai archetype feature.

You are lightning quick to draw and strike with your specialized weapon. You gain advantage on initiative rolls when using your specialized weapon. You gain iaijutsu as a class skill and automatically gain inspiration when entering into a psychic duel.

KI BREATHING

7th level Kensai archetype feature.

You have further mastered your specialized weapon, choose an option from below:

- *Breath of Water.* Attacks score a critical hit on a roll of 19 or 20.
- *Breath of Fire.* You can add a level appropriate proficiency die to your damage with your specialized weapon (DMG pg. 263).
- *Breath of Lightning.* Once per turn when you take the Attack action, you may teleport up to 30 feet as part of the same action, teleporting right before you make your attack. Attacking this suddenly leaves your target unprepared for the incoming strike, allowing you to use iaijutsu even if your target has already taken its turn. You regain uses of this *ki* power after a long rest.
- *Breath of Earth.* While wielding your specialized weapon, you cannot become charmed or frightened, and if you are surprised at the start of combat, you may act normally on your first turn but can only take the Dodge action.
- *Breath of the Insect.* As part of your attack action, you may convert your damage to poison damage. From 10th level, a creature that takes poison damage from this attack must also make a DC 15 Constitution saving throw or become poisoned for 1 minute. From 15th level, you may also designate the poison type – see the DMG for suggested options.

KENSAI WEAPON II

7th level Kensai archetype feature.

Your specialized weapon is considered honorable for the purposes of overcoming damage resistance.

KI DAMAGE

10th level Kensai archetype feature.

You may choose to maximize the damage of your attack with your specialized weapon. You regain uses of this *ki* power after a long or short rest.

FEARFUL REPUTATION

15th level Kensai archetype feature.

You become immune to fear and inspire fear in your enemies. Intelligent enemies within 10 feet of you must make a Wisdom saving throw or become frightened for 1 minute. The DC for this save is 8 + proficiency bonus + Honor bonus. You do an additional 2d4 psychic damage against frightened foes (3d4 at level 20).

TSUKUMOGAMI

15th level Kensai archetype feature.

Upon successful completion of the level 15 duel your specialized weapon has its kami awakened and becomes a magic item. The specifics of this weapon are to be worked out between you and the GM but should reflect your character and playstyle up to this point.

DESIGN NOTE: HACHIMAN

This should be a custom duel or some other trial, at the end of the trial the kami in the kensai's sword is awoken turning it into a legendary magic item. For example, in my campaign, the kensai had a duel with a disguised Hachiman which he lost but he fought honorably. As a reward, Hachiman awoke the kami in his dai-katana (greatsword) creating Susanoo's Fury. I also hid this trait from my player, so he didn't know what he was getting for level 15.

WHIRLWIND OF BLADES

18th level Kensai archetype feature.

You gain the ability to make a whirlwind attack. When you use your attack action, you can give up your regular attacks and instead make one melee attack against each opponent within reach. You must make a separate attack roll against each opponent. You regain uses of this *ki* power after a long rest.

KOMAINU RAGER

Komainu ragers draw their furious strength from the noble lion (called a singh or singha in some societies). The komainu ragers' fury never robs them of their discipline and control, which to many minds makes them only more terrifying. They are paragons of warrior virtue whose speed, strength, and courage are unrivalled.

This is a **Barbarian** class archetype.

LIONS ROAR

3rd level Komainu Rager archetype feature.

You give a blood curdling roar as a bonus action. All enemies within 20 ft radius of you must make a Wisdom saving throw, on a failed save, it is frightened of you for 1 minute. The affected creatures may attempt another save to break the affect at the end of their turn. You may make 1 roar for each Charisma ability bonus you have per day (minimum of 1).

TRUE HYBRID

3rd level Komainu Rager archetype feature.

Your hybrid form becomes much more effective in combat. You gain the secondary attack of your animal form (for example the lion rager would gain a bite and claw attack). Additionally, each time your proficiency bonus increases you may increase the damage die of your natural weapons by 1 die to a maximum of d10 – d4 becomes d6, d6 becomes d8, d8 becomes d10.

LION'S COURAGE

6th level Komainu Rager archetype feature.

You become immune to fear.

YOKAI PARAGON

6th level Komainu Rager archetype feature.

Your speed becomes 50 feet (or gain +10 feet to your movement – whichever is higher), your natural attacks are now magical and you gain the *keen smell*, *running leap* and *pack tactics* trait (see the Lion animal entry in the MM).

POUNCE

10th level Komainu Rager archetype feature.

When a komainu rager moves at least 20 feet straight toward a creature and then hits it with a natural attack on the same turn, that target must succeed on a Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

ROARING STRIKE

10th level Komainu Rager archetype feature.

You may use Lion's Roar as part of your attack action.

HARD TO KILL

10th level Komainu Rager archetype feature.

Finally, at 10th level, you have a tenacity of will that supports you even when you are disabled or dying. You never go unconscious but die immediately at -10 hit points.

HUNTERS SWIFTNESS

14th level Komainu Rager archetype feature.

You can act as if under the effects of a *haste* spell for a total of 1 round per level per day. These rounds need not be consecutive.

WU JEN

Wu jen are sorcerers, men of mysterious powers. They command the elements, spirit forces, and the very powers of nature. They are seldom found living with the rest of human society. Instead, they live as hermits and anchorites. Living in the wilderness they purify their bodies and minds and contact the various natural and supernatural powers of the world. From these, they learn their spells—magical means to control the invisible forces of the world.

Like the shukenja, the wu jen has dedicated his life to a single goal requiring great mental discipline. To reach it the wu jen must sacrifice his ties to family and his concern for honor. They are also little concerned with honor. While wu jen have integrity, they are unconcerned with the codes of honor that preoccupy samurai and other characters. Bonuses and penalties of honor are halved for wu jen.

Wu jen tend to stand apart from the lawful societies in which they live, flouting the rules and norms of decent folk. They have a strong tendency toward chaos, but in any event, cannot be lawful.

Wu jen crave magical power in a world where no organized colleges of wizardry exist. Their thirst drives them to seek out others like themselves, hermits, recluses, or exiles who have gained the secrets they seek. Nearly all wu jen are trained by a single mentor in this fashion, outcast from proper society and set apart by their fearsome supernatural powers. To this end they deal also with the spirit world and gain Tengu and Oni as bonus languages. These races also do not necessarily attack a wu jen on site (providing a +2 on Diplomacy and Persuasion checks with these races).

Since wu jen draw their power from supernatural sources, they must operate under special taboos that do not affect other characters. Indeed, these taboos may seem silly or insignificant to other characters. However, they are vitally important to the wu jen since violating them results in the loss of spells, illness, or other evil events. At 1st level, a wu jen character must have one taboo. Thereafter an additional taboo must be selected upon gaining every five levels. Some possible taboos are suggested below. The DM may create additional taboos, so long as they are similarly restricting.

- Cannot eat meat.
- Cannot have more treasure than the character can carry.
- Must make a daily offering (of food, flowers, incense, etc.) to one or many spirit powers.
- Cannot bathe.
- Cannot cut one's hair.
- Cannot touch a dead body.
- Cannot drink alcoholic beverages.
- Cannot wear a certain colour of cloth.
- Cannot light a fire.
- Cannot sit facing to the east (or north, south, etc.)

See **Mystical Taboos** below for mechanical effects (this is a variant and not required). The wu jen is also proficient in the use of the calligrapher tools as these are required to inscribe spells. Finally, wu jen have their own spell list and familiar options (see further on).

This is a **Wizard** class archetype.

WAY OF THE WU JEN

Wu jen are the arcane spellcasters of *Oriental Adventures*. As with wizards, their spells are their primary class feature and assume an all-important role in a wu jen's life. Many wu jen spells draw on the power of the four elements – earth (including wood and metal), fire, water, and air – and a wu jen who masters all the spells of one element gains additional power with those spells. Finally, wu jen are adept at manipulating their spells, increasing their range, duration, or effect, or eliminating verbal or somatic components through permanent metamagic effects.

SUDDEN ACTION

2nd level Wu Jen archetype feature.

Once per day, you can focus your *ki* to burst into sudden action. This lets you act first for that encounter so long as you are not surprised.

ELEMENTAL RING MASTERY

2nd level Wu Jen archetype feature.

Many of the wu jen's spells are divided into five elemental groups: earth (wood and metal), fire, water (blood), and air. At 2nd level, you become a master of one of these five elements (your choice). Thereafter, whenever you cast a spell of that element, the saving throw DC is increased by 1, and you get advantage on saving throws against spells of that element. Certain spells on the wu jen spell list are designated "All"; this means they belong to all elemental groups, and a wu jen who is a master of any element gains the mastery bonuses with respect to those spells.

Spells are also affected by certain other natural phenomena – full moon makes water spells more powerful; a storm makes air more powerful, a comet or being in the desert improves fire and so on. Exact effects are left to the DM's discretion.

An updated spell list can be found later in this book.

SPELL SECRET

6th level Wu Jen archetype feature.

You gain your second ki power — the ability to summon massive magical energies. This allows you to cast any one spell that is three or more spell levels lower than your highest spell level you are capable of casting with maximum effect. The spell automatically has all its variables maximized (if desired). The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistances and immunity.

EMPOWERED ELEMENT RING

10th level Wu Jen archetype feature.

You can add your Intelligence modifier to the damage roll of any spell you have mastered with the Elemental Mastery archetype ability.

RING OF THE VOID

14th level Wu Jen archetype feature.

Of all the elemental forces that make up the universe, the most powerful and the most difficult to control is the one that lies between and joins the others: Void. Most shukenja can call upon and direct only the individual forces of specific elements, while wu jen use them all. But Void disciples understand that everything in the world contains all the basic elements, held together by the least tangible essence. Void is like the silence between notes of music, giving rhythm and shape to the whole. You have mastered the void.

Once per day you can make a melee attack using your spell attack bonus to bestow 1d6 levels of exhaustion on a target. You gain 5 temporary hit points for each level of exhaustion you bestow. If the target gains six levels of exhaustion it is entitled to an Constitution saving throw to reduce it to five levels otherwise it dies.

MYSTICAL TABOOS

To maintain their supernatural power, and because culture and tradition dictate it, wu-jen must abide by certain taboos that might seem inconsequential to other characters but are vitally important to the wu-jen. You must choose at least 1 taboo at 3rd level when you take this arcane tradition. You may also take a taboo at 6th level, 10th level, and 14th level. You can only choose a taboo once and your DM decides which taboos are available for you to choose from.

- *Adventuring Life.* Apart from magical items that you are attuned to, you cannot own more than you can carry. If you own something that for any reason isn't on your person, somebody else will take ownership of it. If it is a piece of land, there might be a filing error, transferring ownership to somebody else. If you drop a coin, a bird might scoop down and pick it up. Somehow, the universe simply doesn't allow you to own anything, not on your person. However, you gain the ability to open or close a hole into your personal pocket dimension. The dimension works exactly like a bag of holding.
- *A Game of Words.* When in a conversation, your first word must always be the last word that was spoken by the creature that spoke before you. It must be incorporated into your sentence in such a way, that it makes sense. When doing so, which you must always attempt, you always know if the creature you converse with is lying to you.
- *Cold Shoulder.* You cannot light a fire or cast spells that deal fire or radiant damage. In fact, all fire within 5 ft. of you simply goes out or bends around you. Your skin is always icy cold to the touch.
- *Color Repellent.* Choose a color. You can never wear or touch that color. No matter how hard you try, you simply cannot, as it moves just past you as if with magnetism. This includes spells and weapons of a certain color as well.
- *Corpse Aversion.* You can never move closer to a corpse than 10 feet. If you try, you are met with an invisible and unbreakable barrier. Spells that try to teleport you closer fail. The same is true for corpses trying to get near you.
- *Directional Restriction.* Choose a direction: north, east, south, or west. You can never face that direction or target anything in that direction. You simply physically cannot. However, as a bonus action, you can magically teleport 60 feet in the direction opposite of the direction you chose.
- *Eldritch Stutter.* No matter how hard you try, you cannot utter sentences that contain more than five words. Whenever you speak, a faint whisper repeats your every word, giving people around you the creeps. You have disadvantage on Charisma (persuasion) checks but advantage on Charisma (intimidation) checks that involve speech. Additionally, if you cannot speak, the faint whisper continues to work, allowing you to fulfil verbal components for spells even while silenced.
- *Questionable Hygiene.* You cannot bathe. In fact, water is like solid matter to you, no matter its temperature. The rain feels like hail, and you can walk on water. You can never swim or dive.
- *Special Diet.* You cannot eat the meat of any sort. Attempting to do so sickens you, and you are poisoned until you finish a short or long rest. Luckily, your jaw and teeth are harder than steel, allowing you to eat anything else and gain sustenance. Anything else.

FAMILIAR OPTIONS

When using the *find familiar* spell the wu jen may also select one of the following options: a small kami/oni version of any clan animal (so lion if they belong (or did) to Lion clan). Other options include the ancestral spark, lesser nature spirit, lesser phoenix and void thing if you have access to Heroes of the Orient: Player's and DM's Companion.

TATTOOED MONK

Certain monastic orders in the lands of [Oriental Adventures](#) bestow supernatural powers on their members by inscribing magic tattoos on their skin. These tattooed monks shave their heads, speak in cryptic riddles and maxims, and—in many cases—travel the countryside furthering their quest for enlightenment by facing and conquering temptation.

In Kara-Tur, they are drawn almost exclusively from the Dragon clan, though members of other clans who gain the favor of the order are sometimes allowed to join. Tattooed monks in Kara-Tur are trained in two competing schools: the Togashi school (whose monks are called ise zumi) and the Hitomi school (whose monks are kikage Izumi). The ranks of the tattooed monks are divided between worldly monks—those who believe that temptation can only be overcome if it is squarely faced—and ascetic monks, who rarely leave their mountaintop retreats. Player character tattooed monks are assumed to fall into the former category, but NPCs can be found in both roles.

This is a **Monk** class archetype.

TATTOO

Tattooed monks gain their powers from the magic tattoos that eventually grow to cover their bodies. At 3rd level a tattooed monk gains two tattoos and gains another tattoo at 6th level, 11th and finally at 17th. The tattooed monk can choose his tattoos from the following list. Note that some tattoos have minimum level requirements. All tattoos are magical, and the abilities they bestow are supernatural. A tattooed monk in an antimagic field loses all benefits of his tattoos. Activating a tattoo requires a bonus action.

- *Arrowroot.* The tattooed monk can heal wounds in another character by touch. Each day he can cure a total number of hit points equal to his Wisdom bonus times his level. The tattooed monk cannot heal himself, but he may divide the curing among multiple recipients, and he doesn't have to use it all at once.
- *Bamboo.* Once per day per tattoo you possess, you can set your Constitution score to 20. This ability lasts for 1 minute.
- *Bat.* Once per day per tattoo you possess, you can set your Dexterity score to 20. This ability lasts for 1 minute.
- *Bellflower.* Once per day per tattoo you possess, you can add your Charisma modifier as an enhancement bonus to any of your ability scores (including Charisma). This lasts for 1 minute.
- *Butterfly.* Once per day per tattoo you possess, you can set your Wisdom score to 20. This ability lasts for 1 minute.
- *Centipede.* Once per week, you can shadow walk. This ability allows the tattooed monk to cross great distances via the Spirit World, but he cannot enter the Shadowlands. The shadow walk lasts for 1 hour and allows you to travel up to 50 miles in the Material Plane. You can take along any willing creature up to the number of tattoos you have. Minimum Level: 5th.
- *Chameleon.* You can use [alter self](#) once per day per tattoo you possess to take on the appearance of any other human you have encountered. The duration of this ability is one hour.
- *Cloud.* Once per day, you can commune with a greater spirit as the spell (described under the [wu jen spell list](#)). With each use of the ability, you can ask no more than one question per level. Minimum Level: 5th.
- *Crab.* You gain damage reduction equal to 1 per tattoo you possess. This damage reduction is negated by a weapon with a magical enhancement bonus equal to or better than the tattooed monk's Constitution bonus (if any), by magical attacks, or by energy attacks. Damage reduction can reduce damage to 0 but not below 0. (That is, the tattooed monk cannot actually gain hit points in this manner.)
- *Crane.* You gain a gradual immunity to bodily decay. When you first gain this tattoo, you gain immunity to nonmagical diseases. When you gain your next tattoo (whatever it may be), you acquire immunity to poison as well. When you gain your next tattoo, you no longer suffer penalties for aging, and cannot be magically aged. (Any aging penalties you may already have suffered remain in place.) Bonuses still accrue, and the tattooed monk still dies of old age when his time is up. Minimum Level: 5th.
- *Crow.* When you call on the power of this tattoo, you become immune to the Shadowlands Taint for one day per tattoo you possess and gain a +1 resistance bonus on all Wisdom saving throws for the same duration. After using this ability, you cannot activate the crow tattoo for five more days.
- *Chrysanthemum.* Every hour that you are in sunlight, you heal a number of hit points equal to your level. Minimum Level: 7th.
- *Dragon.* Once per day per tattoo you possess, you can use fire breath as the spell ([wu jen spell list](#)). Your caster level is your class level. Minimum Level: 5th.
- *Dragonfly.* Once per day per tattoo you possess, you gain a dodge bonus to your AC equal to the number of tattoos you possess. This extraordinary ability lasts for 1 round per level.
- *Falcon.* You are immune to fear (magical or otherwise). Allies within 10 feet of you gain a bonus on their saving throws against fear effects. The bonus equals your Charisma bonus (if any) plus the number of tattoos you possess.
- *Lion.* Once per day per tattoo you possess, you can smite a foe, gaining advantage on the attack roll and a damage bonus equal to your level on a single melee attack. You must declare the smite before making the attack.
- *Monkey.* You gain +1 bonus per tattoo you possess on all Dexterity based ability and skill checks.
- *Moon, Crescent.* In Kara-Tur, only kikage zumi (monks of the Hitomi school) can choose this tattoo. Once per day per tattoo you possess, as a bonus action, you can magically shift from the Material Plane to the Ethereal Plane, or vice versa. Minimum Level: 7th.
- *Moon, Full.* In Kara-Tur, only kikage zumi (monks of the Hitomi school) can choose this tattoo. Once per night per tattoo you possess, you can gain +1d4 on a single attack roll, skill check, or ability check, as you call on the full power of Hitomi, the moon. This ability cannot be used during daylight hours.

- *Mountain*. You can take on the immovability of the mountain, gaining phenomenal durability though you cannot move from the spot where you stand. You gain a +4 bonus to your Constitution and Wisdom scores. The increase in Constitution increases your hit points by 2 points per level, but these hit points go away when the power's duration expires. While using this ability, you cannot use any skills based on Dexterity. You are immune to being pushed and the prone status affect. This immovable state lasts 1 minute. You may use this ability once per day per tattoo you possess.
- *Nightingale*. You can cure your own wounds. You can cure up to twice your level in hit points each day, and you can spread this healing out among several uses.
- *Ocean*. You with an ocean tattoo you never need to eat, sleep, or drink. Minimum Level. 9th.
- *Phoenix*. You gain advantage on saving throws against spells and other magical effects. Minimum Level. 7th.
- *Pine*. You gain advantage on saving throws against effects that cause fatigue (for example, exhaustion), and you may continue to use actions when reduced to 0 or less hit points with the exception of the attack and cast spell action.
- *Scorpion*. Once per day per tattoo you possess, you can force an opponent attacking you to use its lowest ability score modifier instead of its Strength or Dexterity score modifier when making her attack roll.
- *Spider*. Your touch (or unarmed attack) delivers a contact poison as you decide. The poison's save DC is equal to 8 + your proficiency bonus + your Wisdom modifier. Your damage type becomes poison, and you do an additional +1d6 poison damage on the strike. Minimum Level. 3rd.
- *Sun*. In Kara-Tur, only ise zumi (monks of the Togashi school) can choose this tattoo. Once per day per tattoo you possess, you can gain +1d4 on a single attack roll, skill check, or ability check, as you call on the full power of Hitomi, the moon. This ability cannot be used during daylight hours.
- *Tiger*. Once per day per tattoo you possess, you can fight unarmed with a +1 bonus on all attack rolls and dealing an additional +1d6 points of damage with a successful attack. This burst of martial arts ferocity lasts for 1 round per level.
- *Tortoise*. Once per day per tattoo you possess, you can use your proficiency bonus in a skill you are not proficient in.
- *Unicorn*. You gain the power of good fortune, which is usable once per day per tattoo you possess. This ability allows you to reroll one roll that you have just made. The character must take the result of the reroll, even if it's worse than the original roll.
- *Wasp*. Once per day per tattoo you possess, you can use *haste* on yourself. The haste effect lasts 1 minute. Minimum Level. 3rd.
- *White Mask*. You are immune to detect thoughts, detect lies, and any attempt to magically discern your alignment. You gain a +10 bonus on all Deception checks. Minimum Level. 3rd.

SHINTAO MONK

Shinsei is a figure in the history of Kara-Tur whose nature and true identity are shrouded in mystery and legend. He spoke for many days with the first emperor Hantei, and his words are recorded in the Tao of Shinsei, a text that guides emperors and samurai as well as humble monks. Shinsei also led the Seven Thunders — the greatest heroes of the seven Great Clans—into the Shadowlands to combat the evil of Fu Leng, creating the Twelve Black Scrolls that bound the Evil One's power for a thousand years. Shintao monks are dedicated to following his teachings, both to further their own quest for enlightenment and to continue his crusade against the evil of the Shadowlands.

This is a **Monk** class archetype.

CODE OF CONDUCT

Shintao monks must follow certain rules of life in order to maintain the purity of their souls and continue their advancement toward enlightenment. They are forbidden to eat meat (though they may eat fish), commit murder or theft, or marry. Shintao monks are expected to avoid causing violence, though circumstances can make that impossible. Gluttony and drunkenness are vices to be avoided, and holy places must be treated with respect. Shintao monks cannot accumulate wealth or become involved in politics. A Shintao monk who violates this code of conduct or strays from a lawful good alignment cannot gain new levels as a Shintao monk but retains all monk class abilities. Assuming he remains lawful, he can continue to advance in the monk class.

SHADOWLAND CRUSADER

3rd level Shintao Monk archetype feature.

You can *Detect Taint* as the spell, at will. Additionally, once per day, you may attempt to smite a Shadowlands opponent with one unarmed attack. You add 2d8 fire damage to the strike. A Shadowlands opponent is a monster with the Shadowlands descriptor or a character with a negative Taint modifier. If the monk accidentally smites a creature that is not Tainted, the smite has no effect but it is still used up for that day.

ANCESTRAL GUIDANCE

3rd level Shintao Monk archetype feature.

Once per day, you can add 1d4+1 to an ability check.

GRASP THE EARTH DRAGON

3rd level Shintao Monk archetype feature.

You are immune to stunning, sleep spells and effects, and slow spells and effects.

CHANNEL THE FIRE DRAGON

6th level Shintao Monk archetype feature.

You can use protection from energy (fire or cold only). Also, you can cause your entire body to become suffused with a heatless fire that sheds light as a light spell. You can use this ability once per level per day.

STEAL THE AIR DRAGON

11th level Shintao Monk archetype feature.

Once per day, you can use greater invisibility.

RIDE THE WATER DRAGON

11th level Shintao Monk archetype feature.

Your wounds heal extraordinarily quickly. You recover 1 hit point per level per hour, without needing to rest for the healing to take place.

TOUCH OF THE VOID DRAGON

17th level Shintao Monk archetype feature.

You gain a gaze attack which you may use twice per day from the following options:

- *Great Silence.* You target one creature within 30 feet. When the target meets your gaze, it must attempt a Wisdom saving throw. If the target fails this save, it is struck mute for 1 minute. A mute character cannot speak or cast spells with a verbal component.
- *Kukan-Do.* You target one creature within 30 feet. When the target meets your gaze, it must attempt a Wisdom saving throw. If the target fails this save, it and the monk are locked in a kind of elemental stasis, preventing both of them from mustering their spiritual energies. Neither the target nor the monk can use any spells or abilities that mimic spells. Either character can attack or use skills.

SHAMAN – CIRCLE OF THE KAMI

If a cleric's basic creed is that the handiwork of the deities is everywhere, a shaman's simple assertion is that the deities themselves are everywhere. Shamans are intermediaries between the mortal world and the realm of spirits—the vast multitude of living beings that infuse the entire world with divine essence. Shamans play a vital role in the world of Oriental Adventures—communicating with ancestor spirits, demons, nature spirits, and the most powerful of spirits, who might be considered deities. The shaman offers sacrifices, prayers, and services to the spirits, and in return gains the favor of patron spirits who bestow spells and other magical abilities upon him.

This is a **Druid** class archetype.

SPIRIT SHAMAN

1st-level Shaman feature

You bargain for spells at dawn each day with the creatures of the Spirit Realm. Your Spirit Animal acts as the go-between and retrieves your spells each day. As you continue to earn honor with the spirits you defend and mediate for, they grant more powerful and a greater array of spells per day.

Mechanically this is represented as *ki* which reflects your reputation, prestige and honor within the Spirit Realms. You spend this to both attain and cast your spells. You have as many *ki* points as your druid level. You retain your druid cantrips as normal (per [The Druid Table](#)), however, you no longer use spell slots to cast your spells. Instead, you can bargain for a number of spells equal to your *ki* point total. The spell can be of any level so long as you have the *ki* to cast it. Spells cost 1 *ki* point per spell level to prepare and cast.

For example, at level 10 you have 10 *ki* points and can prepare 10 level one spells, one level 9 spell and one level 1 spell or any other combination so long as the total doesn't exceed 10. If you chose to take one 9th level spell and one 1st level spell you could cast the 9th level spell once and then the 1st level spell once or you could cast the 1st level spell 10 times and never use the 9th level spell you bargained for.

Take note, you are still bound by all other spell casting rules, for instance, to retrieve or cast a spell, a spirit shaman must have a Wisdom score of at least 10 + the spell level (Wisdom 10 for 0-level spells, Wisdom 11 for 1st-level spells, and so on).

SPIRIT ANIMAL

2nd-level Shaman feature

You gain a spirit animal companion that also acts as your spirit guide. Choose a beast that is no larger than Small and that has a challenge rating of 1/4 or lower. Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals the hit point number in its stat block or four times your druid level, whichever is higher. Like any creature, it can spend Hit Dice during a short rest to regain hit points.

The spirit animal is a permanent companion. This is actually a spirit creature and its type is determined by your alignment:

- Law – It is a kami and has the Celestial (Kami) type instead of beast.
- Neutral – It is a yokai and has the Fey (Yokai) type instead of beast.
- Chaos – It is an oni and has the Fiend (Oni) type instead of beast.

If it is killed, you take 1d6 psychic damage that does not heal until you re-summon the same companion after a long rest.

Example Spirit Animals and what characteristic they embody:

Spirit Animal	Characteristics
Badger	Orderliness, tenacity
Bear	Strength, endurance
Buffalo	Abundance, good fortune
Cougar	Balance, leadership
Coyote	Humor, trickiness
Crane	Balance, majesty
Crow	Intelligence, resourcefulness

Eagle	Perception, illumination
Elk	Pride, power, majesty
Fox	Cleverness, discretion
Hawk	Awareness, truth
Lizard	Elusiveness
Otter	Joy, laughter
Owl	Wisdom, night
Rabbit	Conquering fear, safety
Raccoon	Curiosity
Scorpion	Defense, self-protection
Snake	Power, life force, potency
Spider	Interconnectedness, industry
Turtle	Love, protection
Vulture	Vigilance, death
Wolf	Loyalty, interdependence

The spirit animal provides the following additional level-based effects so long as it is alive:

- **Follow the Guide.** At 6th level and higher, a shaman's spirit guide helps you maintain control of you mind. If you are affected by an enchantment spell or effect and fail your saving throw, you gain advantage on your next attempt to shake the effect. You only get one extra chance to succeed on your saving throw.
- **Guide Magic.** Starting at 10th level, as a free action, you can assign your spirit companion the task of concentrating on a spell that is maintained through concentration. You can act normally while your spirit guide concentrates on the spell. A spirit animal can concentrate on only one spell at a time. If necessary to maintain the spell, the spirit guide makes Constitution saving throws for you, using your Constitution saving throw. A spirit animal does not have to make Constitution checks for circumstances such as the you taking damage.

MARTIAL ARTS

2nd-level Shaman feature

You have trained in the unarmed combat style of your tribe. Starting at 2nd level, you gain the [martial arts feat](#).

SPIRIT SIGHT

6th-level Shaman feature

Starting at 6th level, you can see ethereal creatures (including spirits) as easily as you see material creatures and objects. You can easily distinguish between ethereal creatures and material ones because ethereal creatures appear translucent and indistinct. You can always see spirits (such as ghosts) even when somehow made invisible. You cannot see spirits when they have possessed or influenced a person, but you get advantage on Insight checks to detect such possession. This ability extends to all undead who can pose as normal humanoids under certain circumstances like the [manananggal](#).

GHOSTHUNTER

10th-level Shaman feature

You may expend one use of Wild Shape and present a sacred symbol and speak a prayer censuring spirits. Each

spirit that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. If the spirit creature so turned has a CR 1/4 your level or less (rounding down) it is instead instantly destroyed.

SPIRITS FAVOUR

14th-level Shaman feature

You may apply your Wisdom modifier (minimum of 1) as a bonus on all saving throws.

SPIRIT FORM

14th-level Shaman feature

You may use your wild shape ability to turn into a spirit. You gain the following traits for the duration:

- You may enter the spirit realm (ethereal plane) or back to the material plane as a bonus action.
- You have resistance to all damage.
- You have a fly speed equal to your normal speed.
- **Etherealness.** You enter the Ethereal Plane (Spirit Realm) from the Material Plane, or vice versa. You are visible on the Material Plane while you are in the Border Ethereal, and vice versa, yet you can't affect or be affected by anything on the other plane.
- **Ethereal Sight.** You can see 60 feet into the Ethereal Plane when you are on the Material Plane, and vice versa.
- **Incorporeal Movement.** You can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object.

WHAT IS A SPIRIT?

Several of the shaman's abilities and spells affect spirits. For purposes of the shaman's ability, a "spirit" includes any of the following creatures:

- All incorporeal undead
- All fey
- All elementals
- Creatures in astral form or with astral bodies (but not a creature physically present on the Astral Plane)
- All creatures with the yokai, oni or kami tag.
- Spirit folk
- Spirit creatures created by spells such as dream sight or wood wose.

In the spirit shaman's worldview, elementals and fey are simply spirits of nature, and incorporeal undead are the spirits of the dead.

UNIQUE SHAMAN SPELLS

0-LEVEL SHAMAN SPELLS (CANTRIPS)

DETECT DISEASE

Divination cantrip

Casting time 1 action

Range Self

Components V, S

Duration Instantaneous

You determine whether a creature, object, or area is infected with disease or carries disease. You can determine the exact type of disease with a successful Wisdom check (DC 20). A character with the Heal skill may try a Heal check (DC 20) if the Wisdom check fails or may try the Heal check prior to the Wisdom check.

Note: The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

1ST-LEVEL SHAMAN SPELLS

ATTRACTION

1st-level transmutation

Casting time 1 action

Range 30 feet

Components V, S

Duration 1 minute

When you cast this spell, a mystical aura surrounds the target creature, drawing attacks to the creature and making successful attacks more effective. The subject takes an additional +1 point of damage for each point of your wisdom modifier (minimum of 1) from each melee or ranged attack that deals damage to it. This spell does not increase damage from spells.

TRANCE

1st-level divination (ritual)

Casting time 1 minute

Range 120-foot sphere centred on you

Components V, S

Duration 10 minutes

You place yourself in a deep trance, during which you cannot move, speak, or take any action. In the trance, you are highly attuned to the powers and forces in the immediate area. You can sense certain magical creatures and effects within the spell's area. Each round you remain in the trance, you feel the presence of any one lesser spirit, greater spirit, curse, permanent magical effect, or haunting within the spell's area. You can determine the general type of thing contacted (such as nature spirit, evil haunting), but cannot communicate with it in any way or gain any other information about it. Using this spell does give you enough information to subsequently cast *commune with spirit* or a similar spell to communicate with the spirit you desire to contact. Spirits may detect and then resist the spiritual probe on a Wisdom saving throw or Wisdom (Insight) skill check (targets choice).

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the range of the radius of the sphere doubles for each slot level above 1st.

WEAPON BLESS

1st-level transmutation (ritual)

Casting time 10 minutes

Range Weapon touched

Components V, S, M (a writing brush and ink)

Duration Permanent until discharged

You prepare one weapon for combat against a particular foe. While casting the spell, you write the identity of the foe on the weapon, along with spirit invocations to give the weapon power. Although you do not need to know the exact name of the intended victim, you must still identify the creature specifically. You cannot, for example, bless a weapon for use against "a kappa," but you can bless it for use against "the kappa who lives in Ch'i Sheng's pond."

The first time the blessed weapon is used against the target creature, its wielder gains a +5 bonus on the first attack roll and a +5 bonus on the first damage roll. After the attack has damaged its target, or if the weapon is used against another foe before it is used against the target creature, the writings on the blade disappear and the spell effect ends.

2ND-LEVEL SHAMAN SPELLS

ANCESTRAL VENGEANCE

2nd-level conjuration

Casting time 1 action

Range 25 feet

Components V, S

Duration Instantaneous

When you cast this spell, you call out to an ancestral spirit, listing the crimes of your target and urging your ancestor to punish the miscreant. (The target's alignment is irrelevant to the success of the spell.) You have the following options when the spell is cast:

1. An ancestral spirit imposes this punishment in the form of a sharp blow to the target. This attack hits automatically and deals 2d6 points radiant or necrotic damage (your choice) or double that amount if the target is undead. A successful Constitution saving throw reduces the damage by half.
2. You summon an ancestral spirit or a Fortune (your choice) per the Call Ancestor ability. When determining the results of the ancestor response you may add 1d6.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 1st for option 1 or a static +1 per spell level to your Call Ancestor roll for option 2.

COMMUNE WITH SPIRITS

2nd-level divination (ritual)

Casting time 10 minutes

Range 10 feet

Components V, S, M (Incense and a small offering worth 10 ¥ which is consumed in the casting)

Duration 1 minute (concentration)

You contact a local spirit — any spirit creature of a CR equal to or less than your level. You must know the identity of the spirit (which you can learn through the *trance* spell), and you must be within 10 feet of the spirit's location. You may ask up to one question per 2 caster levels. Unasked questions are wasted if the duration expires. The spirit's knowledge is limited to matters within its immediate area, so the spirit of a great tree in the village could not answer questions about events outside the village. Spirits usually answer questions literally and do not volunteer any information. If the spirit's alignment is different from yours, the spirit gets a Wisdom saving throw to resist the spell.

If the spirit has been subject to *commune with spirit* within the past week, the new spell fails. Good spirits generally try to be helpful in answering questions, while evil spirits always try to distort the information they give (though they generally give literally truthful answers).

CREATE SPRING

2nd-level transmutation

Casting time 1 action

Range Touch

Components V, S, M (a bamboo cane)

Duration Permanent

A spring of water bubbles forth from the natural rock or earth you touch. The spring cannot arise from creatures, plants, or artificial constructions such as buildings. The spring puts forth six gallons of water per hour. The water is fresh, clear (at the source), and cool. No more than one spring may be created every 100 yards.

INVISIBILITY OF TSUKI-YOMI

As the spell of the same name in the Players Handbook except it only works against spirits — this includes yokai, kami and oni. It specifically bypasses an oni's and kami's *see invisibility* ability and for sake of spells like *dream sight* you are considered warding against spirits.

KNOW MOTIVATION

2nd-level divination

Casting time 1 action

Range 60 ft.

Components V, S, M (A prayer written on a strip of cloth and tied around your forehead)

Duration Concentration, up to 1 minute.

You can sense the basic needs, drives, and emotions of creatures within the spell area. Each round, you can focus your attention on one creature within the area and learn what is currently motivating its actions—for example, hunger, thirst, fear, fatigue, pain, uncertainty, rage, hatred, curiosity, hostility, friendliness, love, and so on. The target creature can unconsciously resist the effect by making a Wisdom saving throw.

PROTECTION FROM SPIRITS

2nd-level abjuration

Casting time 1 action

Range 60 ft.

Components V, S, M (a ginkgo wand with paper prayer strips attached)

Duration 1 minute

This spell wards a creature from attacks by yokai (yokai/spirits, kami and oni) creatures and from mental control. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 bonus to AC and a +2 bonus on saves. Both these bonuses apply against attacks made or effects created by yokai creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including the charmed condition) if a source is a yokai. This saving throw is made with advantage, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the

target. This spell does not expel a controlling life force (such as a ghost or an oni using magic jar), but it does prevent them from controlling the target.

Third, the spell prevents bodily contact by yokai. This causes the attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. If a creature has magic resistance it can make a Wisdom saving throw to overcome the spell's protection and touch the warded creature. It must make this saving throw round to round.

REBUKE

2nd-level conjuration

Casting time 1 action

Range 60ft.

Components V

Duration Instantaneous

With a thunderous rebuke, you stun one creature of your choice within range until the end of its next round that fails a Charisma saving throw. If the target creature fails a saving throw by more than 5 it is stunned for 1 minute and takes 2d4 thunder damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 1st.

WARNING

2nd-level divination

Casting time 1 action

Range Touch

Components V, S

Duration 1 hour

This spell heightens the subject's senses and awareness of danger. The subject gains a boon (+1d6) bonus Wisdom (Perception) checks, can't be surprised for the duration and does not grant advantage against invisible attackers.

3RD-LEVEL SHAMAN SPELLS

CASTIGATE

3rd-level evocation

Casting time 1 action

Range 20 ft.

Components V, S

Duration Instantaneous

By means of this spell, you deliver a blasting rebuke upon your foes. Creatures within a 20 ft radius sphere centred on you are affected based on their alignment in relation to yours. Creatures whose alignment differs from yours in one component (lawful-neutral- chaotic or good-neutral-evil) take 2d6 points of thunder damage. Those whose alignment differs from yours in both components (both lawful-neutral-chaotic and good-neutral-evil) take 6d6 points of thunder damage. Thus, if you are lawful good, you deal 2d6 points of damage to those of lawful neutral, lawful evil, neutral good, or chaotic good alignment, and 6d6 points of damage to those of neutral, chaotic neutral, neutral evil, and chaotic evil alignment. A successful Constitution save reduces damage in either case by half. Creatures of any alignment different from the caster's who fail their saving throws are also deafened for 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

DETECT CURSE

3rd-level divination

Casting time 1 action

Range 30 ft. (one creature, object or 5 ft. cube area)

Components V, S, M (a small gem worth at least 10 ¥ consumed in the casting)

Duration Instantaneous

You determine whether a creature, object, or area has been cursed or carries a curse. You can determine the general nature of the curse with a successful DC 20 Intelligence (Arcana, Religion or Nature) check (as appropriate). In scanning a cursed scroll, you could learn that the curse causes misfortune to the reader, but you could not tell the specific effects.

Note: The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

At Higher Levels. When you cast this spell using a spell slot of 9th level you may permanently remove a curse from a magic item.

MENTAL STRENGTH

3rd-level enchantment

Casting time 1 action

Range Touch

Components V, S, M (tail of a white fox)

Duration 1 minute

You imbue the recipient with magical energy that fortifies its will, granting it advantage on Charisma, Intelligence, Wisdom saving throws or resistance to psychic damage – your choice. The target can resist the effect if they so choose on a successful saving throw vs the bonus ability selected (so if you select Intelligence, the creature saves using its Intelligence saving throw).

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you select a second attribute to grant a bonus to. A 6th level slot allows you to select all four options.

MENTAL WEAKNESS

3rd-level enchantment

Casting time 1 action

Range Touch

Components V, S, M (tail of a red fox)

Duration 1 minute

You imbue the recipient with magical energy that weakens its will, imposing disadvantage on Charisma, Intelligence, Wisdom saving throws or vulnerability to psychic damage – your choice. The target can resist the effect on a successful saving throw vs the weakened ability selected (so if you select Intelligence, the creature saves using its Intelligence saving throw. Psychic damage always uses Intelligence).

At Higher Levels. When you cast this spell using a spell slot of 4th level, you select a second attribute to grant a bonus to. A 6th level slot allows you to select all four options.

POSSESS

3rd-level necromancy

Casting time 1 action

Range 30 ft.

Components V, S, M (a bowl of incense and a morsel of food appealing to the animal)

Duration 1 minute

By casting this spell, you project your spirit into the body of a Beast, forcing the animal to behave as you direct it. The animal must have a CR lower than your druid level. The animal's soul remains in its body, but it has no control over that body while your spirit is there.

While in the animal's body, you keep your Intelligence, Wisdom, Charisma, level, class, attack bonus, save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and traits. You can't choose to activate the body's extraordinary or supernatural abilities (like innate spellcasting, if any). If the animal body is reduced to 0 hit points while you are possessing it, you must make a DC 10 Constitution saving throw or die as well, otherwise you return to your body unharmed. If your body is destroyed while your spirit is in the animal's body, you die at the end of the spell's duration.

At Higher Levels. If this spell is cast with a 5th level spell slot you may also possess creatures of the Humanoid type (an evil act), a 6th level slot allows you to possess undead, a 7th level slot or higher allows you to possess constructs.

SUBSTITUTION

3rd-level abjuration (ritual)

Casting time 30 minutes

Range One willing target creature

Components V, S, M (a figure of a spirit you revere, made of glass, wood, stone, or iron. The statue's hit points and cost depend on the substance of which it is made. A glass figure has 10 hit points and costs 25 ¥, a wood figure has 25 hit points and costs 250 ¥, a stone figure has 50 hit points and costs 375 ¥, and an iron figure has 100 hit points and costs 750 ¥. You may use this figure for multiple castings of this spell, but you cannot repair it or restore its lost hit points and it is destroyed once it runs out of hit points)

Duration Until figure is destroyed

This spell creates a mystic connection between you and a specially prepared figure representing your deity or a spirit you revere. For the duration of the spell, you take only half damage from all wounds and attacks that deal you hit point damage. The amount of damage not taken by you is taken by the figure instead. Forms of harm that do not involve hit points are not affected. The spell is discharged when the figure runs out of hit points (i.e. when they reach 0). When the spell ends, subsequent damage is no longer divided between you and the figure, but damage already split is not reassigned to you.

4TH-LEVEL SHAMAN SPELLS

DREAM SIGHT

4th-level divination

Casting time 1 action

Range Personal

Components S, M (a stick of incense worth at least 5 ¥)

Duration 10 minutes

You fall into a deep sleep while your spirit leaves your body in incorporeal form and travels to distant locations. Your spirit can move 100 feet per round and can see and hear anything you could if you were in the same location. The

spirit can be blocked by any spell that wards incorporeal creatures, and it can be detected and attacked in the same way as incorporeal creatures can. A shaman can use *commune with spirit* to contact you, you cannot see creatures protected by *invisibility to spirits*, and you are warded by a *protection from spirits* spell. Your spirit can do nothing but move and observe — it cannot speak, attack, cast spells, or perform any other action. At the end of the spell, your spirit instantaneously returns to your body and you wake up. If your body is disturbed while your spirit is wandering, the spell ends immediately.

At Higher Levels. The duration of the spell doubles for each slot above 4th level used to cast this spell.

FATIGUE

4th-level transmutation

Casting time 1 action

Range Touch

Components S

Duration 1 minute

The subject becomes fatigued on a failed Constitution saving throw and gains 1 level of exhaustion. The target creature can negate the effects of the spell through normal rest.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the exhaustion damage increases by 1 for each slot level above 4th. **Note** the target creature gets a Constitution saving throw to resist the spell for each level of exhaustion inflicted.

SPIRIT ALLY

4th-level conjuration

Casting time 1 action

Range 30 ft.

Components V, S, M (a bowl of incense and a morsel of food appealing to the animal)

Duration 1 minute

You summon a kami, yokai or oni (depending on your alignment) of challenge rating equal to the spell slot used or lower, which appears in an unoccupied space that you can see within range. The kami disappears when it drops to 0 hit points or when the spell ends.

If you know an individual spirit's name, you may request that individual by speaking the name during the casting of the spell (though you might get a different creature anyway).

You may ask the spirit to perform one task for you, and the spirit may request some service in return. The more demanding your request, the greater return favour the spirit asks for. This bargaining takes at least 1 round, so any actions by the spirit begin in the round after it arrives. If you agree to the service, the spirit performs the task you requested, reports back to you afterwards (if possible), and returns to its home. You are honour bound to perform the return favour — you lose an Honour point if you refuse the request.

A spirit may accept some form of payment, such as a magic item, in return for its service. The spirit may keep it or may deliver the item to another shaman somewhere else, where it can help the spirit's cause.

Example spirits that can be summoned:

Spell Slot	CR	Kami	Yokai	Oni
4	4	<u>Snake Spirit</u>	<u>Tree Spirit</u>	<u>Demon Dog</u>
5	5	Kodama	<u>Gurdian Lion</u>	<u>Gorilla Oni</u>
6	6	<u>Kochiyama</u>	<u>Stone Spirit</u>	<u>Vulture Oni</u>
7	7	<u>Dosojin Kami</u>	<u>Goat Spirit</u>	<u>Giant Oni</u>
8	8	<u>Air Spirit</u>	<u>Gem Spirit</u>	<u>Frog Oni</u>
9	9	Zuishin	<u>Seasonal Spirit</u>	<u>Greater Demon Dog</u>

REMOVE FATIGUE

4th-level transmutation

Casting time 10 minutes

Range Touch

Components S

Duration Instantaneous

The creatures you touch gains the benefits of a long rest. If a subject was already well rested, it does not need to rest or sleep during the next 24 hours. Arcane spellcasters must still rest their minds for 8 hours in order to prepare or ready their spells.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target another creature for each slot level above 4th.

SNAKE BARRIER

4th-level abjuration

Casting time 1 action

Range 120 feet

Components V, S, M (a shed snakeskin)

Duration 10 minutes (concentration)

This spell creates an invisible barrier that prevents Beasts that belong to the reptile family and Dragons from crossing it. The barrier appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the barrier cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Affected creatures are aware of the barrier's presence and purpose, and reptiles that are not overtly hostile avoid the barrier and those protected by it. Reptilian creatures with hostile intent may try to penetrate the barrier with a Wisdom saving throw. Affected creatures of CR 4 or less must make a successful Wisdom saving throw to cross at all. Any affected creature that crosses the barrier takes 1d4 points of psychic damage, with a successful Constitution saving throw reducing the damage by half. Intelligent reptilian creatures that encounter the barrier usually find it infuriating and are much less likely to befriend and aid the caster.

Even if the barrier is penetrated by a hostile creature it reforms as soon as the hostile creature finishes its attack or moves away – assuming the shaman is able to maintain concentration.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 2d4 for each spell slot above 4th.

5TH-LEVEL SHAMAN SPELLS

ADVICE

5th-level enchantment

Casting time 1 action

Range 30 feet

Components V

Duration 1 hour or until completed

You influence the actions of the targeted creature by offering profound and thoughtful advice grounded in your wisdom and experience. You must word your advice in such a manner as to make it sound reasonable, even if it is not, but you are not limited to a few sentences. If the target creature fails its Wisdom saving throw, it does its best to follow your advice, carrying out the suggested course of action to the best of its ability. If the action would place the creature in great peril or cause its death, the victim can attempt a second saving throw — this time with advantage — just before taking the final plunge to its doom.

BLOOD OF FIRE

5th-level necromancy

Casting time 1 action

Range 120 feet

Components V, S, M (a drop of your blood)

Duration 1 hour or until discharged

You touch up to four willing creatures and enchant their blood which provides protection against blood-benders. When a creature is a target of maho tagged spell the blood bender must make a Constitution saving throw or suffer 2d8 points of necrotic damage and the triggering spell is cancelled.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 2d8 for each spell slot above 5th and you may select an additional 2 willing creatures.

6TH-LEVEL SHAMAN SPELLS

THE EMPEROR'S ROAD

6th-level evocation

Casting time 10 minutes

Range Touch

Components V, S

Duration 8 hours

When you cast this spell, you call upon the speed of the rushing river to help you and any number of companions to travel much faster on a selected road. This spell only functions on roads that are legally recognized by the Emperor. The process of having a road legally recognized is simple – have the Emperor acknowledge the road as an Imperial road. During the War of Spirits, the Steel Chrysanthemum Hantei XVI noted this property of this spell and recognized a great many roads in order to allow his troops to outmanoeuvre Toturi's army. After the War of Spirits ended, Toturi was left with a network of roads that the kami recognized as having Imperial approval. Hantei XVI's cunning plan still affects this spell's function, and many roads that are on no maps will nevertheless function with this spell – there are simply too many to untangle the confusion easily.

While travelling on an Imperial road, all targets' movement rates are multiplied by six.

FORCE SHAPECHANGE

6th-level abjuration

Casting time 1 action

Range 100 ft.

Components V, S

Duration 1 minute

With this spell, you force any shapechanger to revert into its true form. When you cast the spell, you specify the targets you know or believe to be shapechangers. Any shapechangers targeted by the spell must attempt Wisdom saving throws. If they fail their saves, they revert to their true form amid wracking pain, which causes them 3d10 points of psychic damage. If the saving throw is successful, they retain their current form, but still suffer extreme pain, taking half damage. The shapechanger is locked into its true form for the duration of the spell, but the spell deals the 3d10 points of damage only when the change first occurs.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher you increase the psychic damage by 2d10 per spell slot above 6th.

TRUE SEEING

Per the [PHB](#).

VULNERABILITY

6th-level transmutation

Casting time 1 action

Range 30 ft.

Components V, S

Duration 1 minute

This spell lowers the target's damage resistance or immunity by 1 step – vulnerability becomes resistance, resistance becomes normal, normal becomes vulnerable if it fails a Constitution saving throw. You may only choose 1 resistance type.

At Higher Levels. You may choose another resistance type for each spell slot you use above 6th level to reduce by 1 step.

7TH-LEVEL SHAMAN SPELLS

OSAKU'S LIFEblood

This functions as the [wall of water](#) spell with the additional benefit of doing 15d6 bludgeoning damage to any creature caught in the wall (or that tries to penetrate it) that does not have a swim speed.

8TH-LEVEL SHAMAN SPELLS

COMPEL

8th-level enchantment

Casting time 1 action

Range 30 feet

Components V, S, M (an item that represents the target alignment worth at least 1,000 ¥ which is consumed in the casting. For example, a feather from Suzuki the Phoenix – a lawful good entity)

Duration Permanent

You force the subject of the spell to change alignment, specifying the creature's new alignment if they fail a Wisdom saving throw. Creatures whose alignments are listed as "always" a specific alignment, and characters who would lose class abilities if they changed to the alignment you specify, have advantage on their saving throws against the spell. Celestials and Fiends and similar creatures that are a personification of an alignment are immune to the effects of this spell. Alteration in alignment is mental as well as moral, and the individual changed by the spell thoroughly enjoys his new outlook. If the subject's comrades have an alignment outlook that differs significantly from his, he may abandon them or even take actions against them. This is up to the discretion of the DM; the spell has no effect on determining this, as it is more a matter of conscience.

Another *compel* spell, a *wish*, or *divine intervention* is required to reverse the effects of the spell; the subject makes no attempt to return to the former alignment. In fact, he views the prospect with horror and avoids it in any way possible. Thus, if a spellcaster were to cast *compel* upon him again, causing him to revert to his former alignment or following a new one, he would again receive a saving throw as outlined above.

9TH-LEVEL SHAMAN SPELLS

SLUMBER

9th-level transmutation

Casting time 1 action

Range Touch

Components V, S, M (1,000 sen worth of jade)

Duration Special

You place a willing creature in a state of suspended animation, aligning him harmoniously with all of the Spirit Realms at once. The creature becomes a being of pure jade, completely immune to all forms of attack and damage.

While under the effects of this spell the target ceases to age and needs no food or sleep. Any disease, poison, or other corruptive effect within the target's body ceases all progress. The target is effectively frozen in time, though he continues to perceive the world around him. He can, in fact, perceive what happens in every Spirit Realm simultaneously, an effect that may greatly broaden his perceptions.

When this spell is cast, certain conditions must be stated that will cause the spell's duration to end, and no other effect (not even a *wish* or divine intervention) will otherwise undo it (though a *wish* or divine intervention may provide the conditions needed to fulfil the target's restoration). Some examples could be "when someone casts heal upon the target" or "when we return with an antidote for the poison," or "when seventy-five goblins kneel before the Emperor," or "on the next Day of Thunder" or anything else that could reasonably occur. Keep in mind that in a mystical land such as the lands of Oriental Adventures what is "reasonable" may be very strange indeed. The DM is the final arbiter of whether or not the conditions that will undo slumber are reasonable.

A shugenja who casts commune with elements on the jade statue automatically learns the conditions that must be met to undo the spell.

SHUKENJA

A shukenja (sometimes called shugenja) is a wandering priest or monk who has accepted a life of hardship and poverty. This self-sacrifice, combined with devout religious beliefs, places the shukenja outside the caste system. He is treated with respect by all members of society, from samurai to peasant. In return he normally gives aid, both spiritual and physical, and instruction to those who desire or need it. While he has some training in fighting, his choice of armor and weapons is limited. His main power is the spells he can cast to enlighten, aid, and protect himself and others.

Although a shukenja serves a particular religion, players don't need to choose any particular religion for their shukenja characters. All religions are respected and venerated, and the practices and beliefs of one are often intermingled by the peasants with those of another. Unlike the western world, the land of Oriental Adventures has no separate, organized church. Instead, religious beliefs and rituals are intertwined with the rituals of daily life. Temples abound, each more or less independent of all others regardless of the deity or deities worshipped. However, shukenja run the gamut of responsibilities in Kara-Tur – sometimes they are just wandering priests, other times they are acting as witch hunters tracking down bloodbenders, and sometimes they are acting as overt (or subversive) agents of a particular clan.

Shukenja must live by certain rules imposed by their religion. They cannot eat meat; they must refrain from violence whenever possible (especially killing), and they must avoid immoderate drinking and eating. Failing to follow these rules will result in some type of punishment for the character, chosen by the DM

Shukenja are much more than spell-slinging sorcerers. They are the foundation of Kara-Tur's religion — priests who teach the rituals of piety, keep the names of the Fortunes, and even measure the passage of time. They study for years to learn even the fundamental elements of their magical practice and are the most literate class of people in Kara-Tur. A shukenja's spells are written on ofudas (nonmagical prayer scrolls) that the shukenja carries with him, serving as a divine focus for casting the spell.

This is a **Sorcerer** class archetype.

SHUKENJA FEATURES

Sorcerer Level	Feature
1st	Divine Magic, Monastic Training
6th	Empowered Healing, Way of the Gods
14th	Way of the Fist
18th	Power of the Kami

DIVINE MAGIC

1st-level Shukenja feature

Your link to the divine allows you to learn spells from the cleric class. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the cleric spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

In addition, you add the kami domain spells. It is a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known. If you later replace this spell, you must replace it with a spell from the cleric spell list.

MONASTIC TRAINING

1st-level Shukenja feature

Before beginning their wandering, shukenja undergo training at a monastery or temple. This training has three aspects: ritual, meditation, and self-defense.

A shukenja can perform marriages, christenings, funeral rites, observances of holy days, and purifications. The last of these can be effective at lifting curses and warding off evil influences. A shukenja has a basic chance of 5% per level to remove any curse when performing a purification ritual. When purifying to ward off evil influences, the shukenja can sanctify an area with a radius of 5 feet (75 square feet). At the end of the ritual, everyone within the area gains a +1 bonus on all rolls to hit and saving throws when fighting evil spirits. This effect lasts only as long as the shukenja remains within the purified circle. Multiple purifications do not have a cumulative effect. Meditation is a state of deep concentration. By meditating, the shukenja focuses and regains his energies. One hour of uninterrupted meditation is as restful as two hours of sleep. While meditating, the shukenja is oblivious to hunger, thirst, heat, and cold. He is still conscious and aware of his surroundings, however, so he does not suffer any penalties on surprise or initiative dice rolls.

The self-defense training received by the shukenja gives the character access to martial arts. You also gain proficiency with short swords and simple weapons as well as Religion as a class skill. You gain access to the martial arts and *ki pool* class skill feature as a monk. However, you count your proficiency bonus number as your monk level when calculating your unarmed attack damage, features and *ki* points.

The shukenja can also deliver touch spells via unarmed attacks. You also have a *ki* pool that has the same total as your proficiency bonus but otherwise functions as the monk ki class feature.

Finally, you are proficient in the use of calligrapher tools as these are required to inscribe spells on your ofuda.

EMPOWERED HEALING

6th-level Shukenja feature

The divine energy coursing through you can empower healing spells. Whenever you or an ally within 5 feet of you rolls dice to determine the number of hit points a spell restores, you can spend 1 sorcery point to reroll any number of those dice once, provided you aren't incapacitated. You can use this feature only once per turn.

You also heal yourself whenever you cast one of your spells, you regain hit points equal to your Charisma modifier (minimum +1). This affects all allies within 5 feet of you at 14th level and all allies within 30 feet at 18th level.

WAY OF THE GODS

6th-level Shukenja feature

Divine power guards your destiny. If you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome. Once you use this feature, you can't use it again until you finish a short or long rest.

WAY OF THE FIST

14th-level Shukenja feature

You can attack twice, instead of once, whenever you take the Attack action on your turn.

POWER OF THE KAMI

18th-level Shukenja feature

You gain the ability to overcome grievous injuries. As a bonus action when you have fewer than half of your hit points remaining, you can regain a number of hit points equal to half your hit point maximum.

Once you use this feature, you can't use it again until you finish a long rest.

KAMI DOMAIN

A new domain exclusive to *Oriental Adventures* and specifically for shukenja. Some spells are slightly modified or flavored for OA, these spells only get summaries, not full descriptions. Spells marked with an * are new and full descriptions are provided. The shukenja always has these spells prepared and they do not count against your total known spells.

1ST-LEVEL DOMAIN SPELLS

- *Animal Friendship*. Make an animal friend.
- *Bless*. Aide an ally.
- *Cure Wounds*. Heal a creature
- *Detect Taint*. Reveals Shadowlands Taint in creatures or objects. Works as a *detect evil* spell but only reveals tainted creatures.
- *Protection from Taint*. As *protection from evil* with the addition of the shadowlands creature type to the list.
- *Speak With Animals*. Talk to the animals.

2ND-LEVEL DOMAIN SPELLS

- *Bo of Water**. Melee attack deals 1d8+1/two levels damage.
- *Horse's Nose**. Grants the scent special ability.
- *Know the Shadows**. +20 to Hide checks in darkened areas.
- *Tetsubo of Earth**. Melee attack deals 1d10+1/two levels damage.
- *Yari of Air**. Melee attack deals 1d8+1/two levels damage.

3RD-LEVEL DOMAIN SPELLS

- *Barkskin*. Bark encases your skin protecting you from attack.
- *Jade Strike**. Damages and blinds Shadowlands creatures.
- *Magic Circle against Taint*. As *magic circle* with the added creature type of shadowlands.
- *Spike Growth*. The ground in a 20-foot radius centred on a point within range twists and sprouts hard spikes and thorns.
- *When Two Become One**. Your spirit merges with your horse's.

4TH-LEVEL DOMAIN SPELLS

- *Dispel Taint*. As *dispel evil* with the additional shadowlands creature type added.

5TH-LEVEL DOMAIN SPELLS

- *Conjure Elemental*. Call an elemental to fight for you.
- *Dance of the Unicorn**. Purifying mist washes the air clean of smoke, dust, and poisons.
- *Fire Circle of Flame**. Flames deal 1d8+1/level damage in all directions.
- *Plant Growth*. This spell channels vitality into plants within a specific area.
- *Windwall*. A wall of strong wind rises from the ground at a point you choose within range.

6TH-LEVEL DOMAIN SPELLS

- *Fires of Purity**. Target bursts into magical flame, becoming a dangerous weapon.
- *Yakamo's Anger**. Blinds creatures within 10 ft.
- *Master of the Rolling River**. A wave of water deals damage.

7TH-LEVEL DOMAIN SPELLS

- *Dominate Beast*. You attempt to beguile a beast that you can see within range.
- *Grasping Vine*. You conjure a vine that sprouts from the ground in an unoccupied space of your choice that you can see within range.
- *Tomb of Jade**. Entraps and harms Shadowlands creatures. 1d8/two levels damage and bull rush.
- *Words of the Kami**. Kills, paralyzes, weakens, or dazes Tainted subjects.

8TH-LEVEL DOMAIN SPELLS

- *Commune with Spirits*. This spell is identical to the *commune with nature* spell except the wu jen is contacting spirits in the area for information.
- *Tree Stride*. You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet.

9TH-LEVEL DOMAIN SPELLS

- *Jade Aura**. +4 AC, +4 resistance, and 25 SR against evil spells.
- *Insect Plague*. Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range.

KAMI DOMAIN SPELL DESCRIPTION

BO OF WATER

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

A 6-foot-long staff formed of water, which you can use with proficiency, springs forth from your hands. You wield this staff as if it were a quarterstaff. Attacks with the bo of water are regular melee attacks. The bo deals 1d8 points of cold damage plus your Wisdom ability modifier. The bo is considered a magical weapon for purposes of overcoming damage resistance and immunities.

CIRCLE OF FLAME

5th-level evocation

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Instantaneous

Fire bursts in a 20-ft.-radius sphere centered on you in all directions, dealing 1d8 points of fire damage +1 point per caster level to nearby creatures who fail a Dexterity save. Creatures who succeed only suffer half damage.

DANCE OF THE UNICORN

5th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes.

You surround yourself with a purifying swirling mist with a radius of 10 feet sphere that washes the air clean of smoke, dust, and poisons. Nonmagical contaminants, including inhaled poisons, are automatically negated within the cloud. Magical effects, including *acid fog*, *cloudkill*, and green dragon breath, are negated only if your level is greater than the offending spell's caster level (or the dragon's CR).

If your level is lower than the caster level, the dance of the unicorn grants everyone within the mist advantage on his or her saving throw against the effect. The cloud of mist leaves everything within its area damp.

FIRES OF PURITY

6th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

The creature you touch bursts into magical flames that do not harm the target but are quite capable of harming anyone else who comes into contact with them.

The target deals an additional 1d6 points of fire damage with a successful melee attack. Creatures hitting the target within 5 feet take 1d6 points of fire damage and must succeed at a Dexterity save or catch fire and begin burning taking 1d6 points of ongoing fire damage until the flames are put out or 1 minute has passed.

This damage is cumulative until the flame is put out but can only be applied once per turn per creature. For example, a creature attacks during a round of combat and hit's a ensorcelled target twice it starts burning for 1d6 fire damage. If the creature attacks the same target again the next round ongoing fire damage increases to 2d6.

A burning creature can spend an action to put out the flame. The target gains fire immunity for the duration of the spell, but vulnerability to cold damage.

HORSE'S NOSE

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You gain advantage on all Perception and Survival skill checks related to smell. That is, you are more likely to track and detect approaching creatures if they have any kind of odor.

JADE AURA

9th-level abjuration

Casting Time: 1 action

Range: 20 feet

Components: V, S, F (a tiny statue carved from jade, representing one of the Seven Fortunes. The statue costs at least 500 ¥.)

Duration: Instantaneous

All allied creatures in a 20-ft-radius sphere centered on you are affected by a radiance of shimmering jade color surrounding each target, protecting them from attacks, granting them resistance to maho and other evil magic, and blinding Tainted and Shadowlands creatures when they strike the subjects. This abjuration has four effects.

First, the warding creatures is more difficult to hit by Shadowland and Tainted creatures. Shadowland and tainted creatures have disadvantage on attacks against the warded creature.

Second, the warded creature gains advantage on all saving throws against spells cast by maho-tsukai, oni, or other Tainted or Shadowlands creatures.

Third, the abjuration blocks possession and mental influence, just as protection from Taint does.

Finally, if a creature with a Taint score or the Shadowlands subtype succeeds at a melee attack against a warded creature, the offending attacker is blinded (Constitution save negates).

JADE STRIKE

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You call up holy jade power to smite your enemies. Only Tainted creatures and creatures with the Shadowlands subtype (by default all aberrations, fiends and undead) are harmed by the spell; other creatures are unaffected.

The spell deals 6d8 points of radiant damage to all Shadowland creatures in a 20-ft-radius sphere entered on you and blinds them until the end of their next round. A successful Charisma save reduces damage to half and negates the blinding effect.

The spell deals only half damage against creatures with a Taint score (and without the Shadowlands subtype), and they are not blinded. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Charisma save.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

MASTER OF THE ROLLING RIVER

6th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

When you cast this spell, you create a huge wave of water that slams into one or more targets within range. If there is no large, natural source of water (a river, lake, or ocean) within the spell range, you can affect only one target. If such a source of water exists within the range of the spell, the spell creates a 20-ft.-radius sphere centered on a location you designate. In either case, the water deals 7d8 points of bludgeoning damage to the target or to creatures within the area.

In addition, all affected creatures are pushed back, forcing them to make opposed Strength checks against the wave of water. The wave uses your spell attack bonus for the opposed check. You designate the direction the wave pushes when you cast the spell; creatures that lose the opposed Strength check are pushed 5 feet, plus 1 foot for every point by which the wave beats their Strength checks, in that direction. It is possible for a wave arising from a body of water to push characters into the water.

The wave puts out torches, campfires, exposed lanterns, and other open flames if they are carried by the target or located within the area and they are of Large size or smaller. Magical fires are targeted by a *dispel magic* effect as if you had cast that spell.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

KNOW THE SHADOWS

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

You bend surrounding shadows and blend them to yourself, making yourself one with the darkness. As long as you remain within 10 feet of some kind of shadow (except your own shadow) or within at least moderate darkness, your ability to hide is greatly enhanced. You can hide yourself from view in the open without anything to hide behind, even while being observed, and you gain a +10 bonus on Hide checks.

Unlike invisibility, this spell's effects do not end when you attack, though you cannot hide and attack at the same time. You are clearly visible while attacking, but you can use a bonus action to hide again after attacking, and you still gain the +10 bonus on your Hide check. Your opponent can ready an action to attack you when you come into view to attack.

TETSUBO OF EARTH

2nd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: 1 minute

A 6-foot-long tetsubo formed of earth springs forth from your hands. You wield this weapon with proficiency as if it were a greatclub. Attacks with the tetsubo of earth are regular melee attacks. The tetsubo deals 1d10 points of bludgeoning damage plus your Wisdom ability. The tetsubo is considered a magic weapon for purposes of overcoming damage resistance and immunities.

TOMB OF JADE

7th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a finger of jade worth at least 50 ¥.)

Duration: Concentration, up to 1 minute

When you cast this spell, you attempt to draw out the impure substance of a Tainted creature and replace it with your own pure substance. The spell is draining for you to cast, but it is deadly to creatures that are infected with the Shadowlands Taint.

You can only cast this spell on a Shadowlands creature (a creature with the Shadowlands subtype or with a Taint score). The target must succeed on a Constitution saving throw or be paralyzed for the duration. This spell has no effect on non-Tainted creatures. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

Each round you maintain the spell, the creature must attempt another Constitution save. If it fails the save, it takes 1d6 points of permanent Constitution drain. Each round you maintain the spell, however, you take 1d6 points of necrotic damage. If you fall unconscious, or if the creature succeeds at its save, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 8th level or higher, you can target one additional creature for each slot level above 7th. The creatures must be within 30 feet of each other when you touch them.

YARI OF AIR

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

A 6-foot-long shaft formed of air springs forth from your hands. You wield this shaft as if it were a yari (shortspear) and are automatically proficient in it. Attacks with the yari of air are regular melee attacks. The yari deals 1d8 points of thunder damage plus your Wisdom ability bonus. The yari is considered a magic weapon for purposes of overcoming damage resistance and immunities.

YAKAMO'S ANGER

6th-level evocation

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

This spell unleashes the anger of the sun deity in a blinding flash originating with you and expanding outward to 10-ft.-radius burst. Any creature within the area of the spell that can see you must make a Dexterity saving throw or be temporarily blinded. The blindness lasts for 1 minute. Sightless creatures are not affected by Yakamo's anger.

WHEN TWO BECOME ONE

3rd-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, F (your horse!)

Duration: Concentration, up to 1 hour.

When you cast this spell, your spirit enters the body of your horse (which you must be riding when you cast the spell) and merges with the horse's own. Your own body hunkers low on the horse's back and holds on tight for the duration of the spell; it is a part of the body you and your steed share, but not a particularly useful part.

As a joint creature, you and your mount share all your skills, feats, and abilities. You make all checks, saves, and attack rolls using the better base number (yours or your horse's) and the better ability score modifier. You retain your

own Intelligence, Wisdom, Charisma, memory, personality, level and class, alignment, and extraordinary and supernatural abilities. You gain your horse's Strength, Dexterity, Constitution, speed, natural armor and weapons, and extraordinary abilities.

Opponents can attack either your body or your mount's. Your body uses the mount's Dexterity bonus to AC, not subject to the maximum Dexterity bonus for your armor type, with your own size modifier, armor bonus, and magical bonuses. Your mount's body uses its own Dexterity bonus, size modifier, armor bonus, natural armor bonus, and any magical bonuses derived from items on your body other than armor (such as an amulet of natural armor or ring of protection).

You and your mount share a pool of hit points equal to your combined total hit points. When an opponent hits either your body or your mount's, the damage is subtracted from this combined pool. Neither you nor your mount becomes disabled or dying until all these combined hit points are exhausted. When the spell ends, you divide the hit points remaining in the pool as you choose between you and your mount.

WORDS OF THE KAMI

7th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

To utter the holy words of the kami is to bring forth magic of awesome power. Creatures with the Shadowlands subtype or with a Taint score within a 30-ft.-radius spread of the caster suffer the following ill effects:

HD	Effect
12 or more	Deafened
Less than 12	Blinded, deafened
Less than 8	Paralyzed, blinded, deafened
Less than 4	Killed, paralyzed, blinded, deafened

Creatures free of Taint and without the Shadowlands subtype, including the spellcaster, are deafened for 1d4 rounds, regardless of their Hit Dice.

HENSHIN MYSTIC

Henshin mystics are members of a monastic order that teaches what they consider a great mystery of the universe: that humanity is capable of a transformation (henshin) into divinity toward the ultimate perfection not only of themselves, but of all humanity. They believe this perfection is the future of the world and of humanity, and this belief fills them with a hopeful peace. In Kara-Tur, they are drawn exclusively from the Phoenix clan, where they are trained in the Asako school. Many NPC henshin mystics wander the Empire, serving as guides and helpers along humanity's path. They are expected to show people how to act, how to treat each other, and how to believe, in hope that they may achieve reincarnation in a more enlightened form that will allow them to attain divinity. They never reveal their true intentions to the world, however, instead moving among the masses of humanity, offering what help and advice they can. These wandering henshin mystics are called michizure ("traveling companions").

This is a **Monk** class archetype.

RIDDLE OF AWARENESS

3rd level Henshin Monk archetype feature.

You can enter a meditative state that allows you to scry as the spell. In addition, you gain proficiency in Insight and Perception. If you already have proficiency you can double your bonus.

RIDDLE OF SIGHT

3rd level Henshin Monk archetype feature.

You become skilled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment, you can reroll to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee.

HAPPO ZANSHIN

6th level Henshin Monk archetype feature.

You have a preternatural awareness of danger and can no longer be surprised and never grant combat advantage; you can react to opponents on opposite sides of you as easily as he can react to a single attacker. This defense denies a rogue the ability to use a sneak attack against you.

HITSU-DO

6th level Henshin Monk archetype feature.

You have mastered the riddle of flame. You gain the following abilities once per day:

- *Touch of Fire.* Your touch can melt metal as the heat metal spell.
- *Riddle of Flame.* You can wreath yourself in fire as the fire-shield spell.
- *Kaen.* You gain the ability to cause your hands, eyes, and weapons to light up with flame once per day, for a duration of 1 minute. Each of your melee attacks deal an extra 1d6 points of fire damage per attack. You can extinguish the flames before the expiration of the effect's duration but cannot then use the power again that day.

RIDDLE OF BLINDNESS

11th level Henshin Monk archetype feature.

You gain blindsight out to 30 feet.

ROOT THE MOUNTAIN

11th level Henshin Monk archetype feature.

You can spend a *ki* point to make yourself unmovable. You automatically win an opposed Strength check when an opponent attempts to move you in any way. No spell or other effect can force you to move. If you become frightened, you suffer the full effect of the fear but do not run away. You cannot move while this ability is in effect. Root the mountain lasts for 1 round per level, but you can end it at any time as an action or reaction.

WALK THROUGH THE MOUNTAIN

17th level Henshin Monk archetype feature.

You can assume an ethereal state for 2 rounds per level per day, as per the spell etherealness. You may go ethereal on a number of different occasions during any single day as long as the total number of rounds spent ethereal does not exceed twice your level.

RIDDLE OF INVULNERABILITY

17th level Henshin Monk archetype feature.

Finally, you gain damage immunity to all nonmagical bludgeoning, piercing and slashing damage.

THE ONMYO

You harness the balance of yin and yang to power your magic. Master this balance and the five elements, and you shall fear no man or yokai. Your magic is fueled by your dedication to the cosmological idea of yin-and-yang.

This is a **Warlock** class archetype.

ONMYO FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Bonus Cantrips, Talisman
6th	Jutsu
10th	Envy of Fumeiyoshi
14th	Grace of Tsukuyomi

EXPANDED SPELL LIST

The Onmyo lets you choose from an expanded list of spells when you learn a warlock spell. The following wu-jen spells are added to the warlock spell list for you. The wu-jen spell list can be [viewed here](#).

ONMYO EXPANDED SPELLS

Spell Level	Spells
1st	accuracy, backbiter, elemental burst, hail of stone, iron scarf, melt, scales of the lizard, secret signs, smoke ladder
2nd	animate element, entangling scarf, eyes shall not see, fire shuriken, lightning blade, protection from charm, rain of needles, suitengu's surge, swim
3rd	commune with spirits, discern shapechanger, ebb and flow of battle, fist of osano-wo, fire wings, magnetism, osaku's lifeblood, steam breath and water, terra cotta warrior, thornskin, tsunami
4th	endless depth, turmoil, snake darts, spirit binding
5th	burning steps, aiming at the target, fire breath, servant horde, spirit self

BONUS CANTRIPS

1st-level Onmyo feature

At 1st level, you learn the [fiery eyes](#) cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

TALISMAN

1st-level Onmyo feature

At 1st level, you gain the ability to convert one of your spells into a talisman. The talisman persists until used. The talisman is considered a wondrous item and requires attunement. It can be used by you or anyone you gift it to as if it was being cast as a spell. Creating the talisman consumes your spell for the day and costs 10 ¥ per spell level consumed.

JUTSU

6th-level Onmyo feature

Your elemental damage spells now inflict additional effects when they damage a target. These effects last 1 minute:

- Fire. The target is scorched. It takes 1d6 fire damage at the start of its turn (save ends).
- Lightning. The target is electrified. It takes 1d6 lightning damage at the start of its turn (save ends).
- Earth. The target is muddy. It takes 1d6 force damage at the start of its turn (save ends).
- Water. The target is saturated. It takes 1d6 cold damage at the start of its turn (save ends).
- Wind. The target is blustered. It takes 1d6 bludgeoning damage at the start of its turn (save ends).

A target which has multiple conditions active is confused as the spell. This additional effect ends when it no longer has multiple jutsu conditions active.

ENVY OF FUMEIYOSHI

10th-level Onmyo feature

By spending a spell slot you may imbue a weapon with a damage type of your choice. The weapon does an additional die of damage of the base weapon as the chosen energy type for each spell level you consume in the casting. This effect lasts 1 minute or until the target scores a critical hit with the imbued weapon.

GRACE OF TSUKUYOMI

14th-level Onmyo feature

You may now use your reaction to cast any non-damaging spell.

VOID CHILD

Of all the elements forces that make up the universe, the most powerful and the most difficult to control is the one that lies between and joins the others: void. Shugenja and wu jen have access to a variety of elements and end up specializing in one, but void disciples (also called Boido Deshi) understand that everything in the world contains all the basic elements, held together by the least tangible essence. Void is like the silence between notes of music, giving rhythm and shape to the whole. To those who sense the relationship of void to all other things, and who have the innate ability to personally perceive that relationship, distance and form become inconsequential. This deep understanding of the void cannot be learned but must be felt. Having deep insight into the workings of the void can grant substantial powers but manipulating things through the void often comes at great personal risk. When one dabbles in powers such as these, the pitfalls are deep and treacherous, but the rewards are almost unimaginable and go far beyond anything other mages can accomplish.

This is a **Sorcerer** class archetype.

SPELLCASTING

In addition to the [sorcerer spell list](#), you may also choose any of the unique spells from the [wu-jen spell list](#). However, you must respect the elemental affinity of each spell. For example, if you select a water spell, you may not select a fire spell, but you may select an air spell. Fire and Water are opposing elements, Earth and Air are also opposites.

UNBREAKABLE CLARITY

1st-level Void Child feature

When you adopt this sorcerous origin, you have advantage on saving throws against enchantments and against any spell or effect that attempts to silence you or otherwise interrupt you in casting a spell. Additionally, you are resistant to psychic damage, and magic cannot put you to sleep.

MOMENT OF CLARITY

1st-level Void Child feature

You may touch an ally as an action and grant them advantage on an ability check, skill check or saving throw. If the target already has advantage, they get an additional +2.

SENSE VOID

6th-level Void Child feature

You have learned to reach out with your mind, exploring the unseen layer of reality most people rarely experience. Your consciousness departs from your body and extends into the world, allowing you to use all of your senses (sight, hearing, touch, taste, and smell) to perceive whatever area, person, or thing you direct your attention to. In order to do so successfully, you must succeed a Charisma saving throw, with the DC determined by distance, as shown in the Sense Void DC table.

While sensing the void, you can detect magic and read emotional states. If you are scrying on another creature in this manner, it must succeed a Wisdom saving throw against your spell save DC, in order to be aware that it is being observed or touched through the void. If it succeeds its saving throw by 5 or more, the creature also becomes aware of who you are and where you are physically located. Sense void lasts for 1 minute or until you end the condition as an action. The effect also ends early if any harm is done to your body. Once you use this feature, you cannot do so again until you finish a long rest.

SENSE VOID

DC	Distance
5	Line of Sight
10	Up to 1 mile (same village)
15	Up to 10 miles (same province)
20	Up to 100 miles (same clan's territory)
25	Up to 1,000 miles (another clan's territory)

With every four levels, you attain beyond 1st, you gain the ability to perceive deeper levels of reality. At 5th level, you can *detect magic* and *detect Taint* at will while using this ability. At 9th level, she can discern lies and read emotional states, gaining a +10 bonus on Insight checks while using this ability. At 13th level, you can *detect thoughts* at will while using this ability.

VOID RELEASE

6th-level Void Child feature

Three times per day as an action, you touch an ally, allowing that character to use his highest ability score modifier in place of any one lower modifier (target's choice) for a number of rounds equal to your level. For example, a severely wounded samurai could use his high Strength modifier in place of his low Dexterity modifier for a few rounds, increasing his **Armor Class**, Dexterity save bonus, and ranged attack bonus (as well as Dexterity-based skills).

ALTERING THE COURSE

14th-level Void Child feature

As an action you can rip a creature out of the flow of time, sending them either back or forward. The affected creature must reroll its initiative roll, adding either its own or your initiative modifier (your choice). Alternatively, you can double the area of effect for a spell, as the void weakens the spell's edges. Once you use this feature, you must finish a long rest before you can do so again.

In addition, once per day as a free action, you can grant yourself a +20 bonus on your next d20 roll. This supernatural ability requires no action and lasts only the duration of the single check.

VOID STRIKE

18th-level Void Child feature

Once per day as an action, you can make a melee touch attack to bestow 1d4 levels of exhaustion on a target you touch.

VOID SUPPRESSION

18th-level Void Child feature

As an action, you can open a vein into the void that fills a 30 feet area centered on you. The area is lightly obscured, counts as difficult terrain, and all creatures within the area gain the following effects:

- Cannot be blinded, charmed, deafened, frightened, incapacitated, paralyzed, petrified, or stunned.
- Creatures of your choice can or cannot become invisible. Creatures already invisible have their invisibility purged at your choice.
- Cannot benefit from healing except from potions.
- Disadvantage on all saving throws.
- Vulnerability to bludgeoning, piercing, and slashing damage.

Additionally, whenever a creature starts its turn inside the suppression field, its maximum hit points are reduced by 1d6. The suppression field lasts for 1 minute until your concentration is broken (as if concentrating on a spell), or until you fall unconscious, or die.

YAKUZA

The yakuza is many different things, depending on who is asked. He has been called a protector of the common man, thug, extortionist, rowdy, thief, mercenary, jack-of-all-trades, and even an unofficial police force. He is simultaneously despised and respected, sometimes even supported by the local daimyo. On one hand, he represents the shadowy underworld, directing and controlling illegal activities. On the other hand, he provides protection for the helpless and watches over those under his care. Of course, such paternal care has a price, and it is from this that the yakuza makes his living. Because the powers of a yakuza come from dealing with other people, the character class is only truly effective in urban areas. Yakuza operating in the countryside find their life lonely and difficult.

This is a **Rogue** class archetype.

PERSUASIVE

3rd-level Yakuza feature

To be successful, the yakuza quickly learns to master the art of dealing with others. You have advantage on Charisma ability checks as well as related skill checks.

THE FAMILY

3rd-level Yakuza feature

The family of a yakuza is not your natural family. Upon becoming a yakuza, you are adopted into a yakuza kumi or organization of yakuzas. This arrangement is identical to a normal family clan. There is a family head (oyabun), uncles, fathers, and brothers. You are expected to treat these members as if they were blood relations, and indeed some of them may be related. The yakuza family does have honor (Zingl) which must be maintained. Belonging to the yakuza family does have its rewards. Your living expenses and those of your friends and associates are automatically covered by your monthly stipend.

INFORMATION BROKER

3rd-level Yakuza feature

You are an information broker and can dig up all sorts of useful information through discreet inquiries – gain the floorplans of a residence, learn where a lord conceals a particular item, obtain the guards' schedule at a daimyo's palace, learn who stole a particular item, obtain the identity of a police informer, find a shady merchant willing to buy stolen goods, etc. You become proficient in Investigation, if already proficient, you double your bonus.

FACELESS

3rd-, 9th- and 13th-level Yakuza feature

You may choose a class feature from another roguish archetype. It must be a feature of the same level or lower than the yakuza class feature.

CONTACTS

9th-level Yakuza feature

Another resource of the yakuza is his contacts. Contacts are NPCs who can provide you with specialized information and aid. They will not join you on adventures but will buy stolen goods, provide a secure hideout, carry messages, and provide information. Contacts never do anything that might put them in peril, although they may risk their reputations. They remain cooperative with the yakuza and silent about his activities (and their involvement) so long as they are fairly treated, not threatened, and not implicated in anything. A yakuza character receives one contact for every two experience levels. A contact can also allow you to more easily buy and sell magic items.

KI STEP

13th-level Yakuza feature

By focusing your energy, you can sense and anticipate your opponents' moves for short periods of time. This lets you position yourself to minimize the danger from an attack — sidestepping slightly at the last minute, partially blocking the target point, etc. This *ki* power does not foil the attack, it only reduces the amount of damage the character suffers by one-half (round fractions up). The power can be used once per short rest.

TATS

17th-level Yakuza feature

Your tattoo takes on magical properties. You may select a tattoo from the list of the tattooed monks and your yakuza tattoo now has that magical effect.

WITCH HUNTER

The monster hunters – or more colloquially witch hunters – combine magical training with combat expertise to battle the spiritual forces of evil in the world. Ghosts and other evil spirits, demons and oni, and practitioners of the maho (blood magic) are the witch hunters' sworn enemies. They have strong ties to the Crab Clan. When you select this class, you pick the type of hunter you will be which determines the choices for each class ability – witch hunter, jade magistrate or phantom hunter.

This is a **Ranger** class archetype.

BANE OF EVIL

3rd-level Witch Hunter feature

Starting at 3rd level, when you choose this ranger archetype, you can cast *detect evil and good* at will, without expending a spell slot. When you cast the spell in this way, it only detects aberrations, fiends, and undead, but it also detects creatures infected with taint. You also gain proficiency with Intelligence (Investigation).

Also, at 3rd level, you gain one of the following features of your choice.

- *Witch Hunter (Tsukai-Sagasu)*. You focus on hunting down tainted individuals, in particular, blood-benders or other practitioners of blood magic collectively known as maho-tsukai. Your dedicated foe are tainted creatures. You have advantage on tracking and investigating these individuals and do an extra 1 damage per level of taint the target has on attacks against tainted. You may use this feature no more than once per turn.
- *Jade Magistrate*. You focus on hunting magic users – both arcane and divine. Your dedicated foe are arcane and divine spellcasters. You have advantage on tracking and investigating these individuals and do an extra die of damage on attacks against them or 1 damage per level of taint the target has (whichever is higher). You may use this feature no more than once per turn. When you reach 18th level, you can roll two additional weapon damage dice instead of one. You may also add shukenja spells to your spell list.
- *Phantom Hunter (Yorei-Ryoushi)*. You focus on hunting spirits and undead generally. Your dedicated foe are spirits and undead. You have advantage on tracking and investigating these creatures and do an extra die of damage on attacks against undead and spirit creatures. You may use this feature no more than once per turn. When you reach 18th level, you can roll two additional weapon damage dice instead of one and your critical hits can banish spirits back to the Spirit World (acts as the banishment spell).

Once you reach 7th level, whenever you successfully hit your favored enemy, you ignore all resistances the creature has for the rest of your turn.

METTLE

3rd-level Witch Hunter feature

When you are subjected to an effect that allows you to make a Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

STRENGTH OF PURPOSE

7th-level Witch Hunter feature

You gain one of the following features of your choice.

- *Kami's Grace*. You can add your Intelligence modifier to all saving throws.
- *For the Empire!* You have advantage on any saving throw or skill check against anything (including spells) that tries to sway you from your duty.
- *Ghost Touch*. Whenever you successfully hit your dedicated foe, you ignore all resistances the creature has for the rest of your turn.

COURAGEOUS

11th-level Witch Hunter feature

You gain one of the following features of your choice:

- *Fearless*. You can no longer be frightened. Additionally, whenever a creature attempts to frighten you, until the end of the encounter, your attacks are made with advantage against the creature that attempted to frighten you.
- *Relentless Hunter*. If you are in an encounter with your dedicated foe and drop to zero hit points you may instead continue fighting until your favored enemy has been vanquished. You immediately die when this happens. The only thing that can kill you otherwise is massive damage from your favored enemy.
- *Steadfast*. You are immune to enchantment effects that come from your dedicated foe.

RESIST EVIL

15th-level Witch Hunter feature

You gain one of the following features of your choice.

- *Divine Hunter*. You have advantage on saving throws against spells cast by your favored enemy and dedicated foe.
- *The Clouds Part*. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

- *Heaven's Speed.* When you are subjected to an effect, such as a celestial dragon's fiery breath or an Oni's lightning bolt, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

RANGER SPELL LIST ADDITIONS

All Oriental Adventure rangers add the following spell to their spell-list:

THE ARROWS FLIGHT

1st level transmutation

Casting Time: 1 action

Range: Touch (50 arrows or other projectiles, all of which must be in contact with one another during the spell's casting)

Components: V, S

Duration: 1 hour

For the duration of this spell, the affected missiles have their range increment doubled. Missiles that are separated from the other missiles targeted by this spell (other than by being fired) lose their enchantment.

WHISPERS OF THE LAND

1st level evocation

Casting Time: 1 action

Range: 60 ft.

Components: V, S, F (Focus: A bit of hair, a few drops of blood, or an article of clothing worn by the target within the last month.

Duration: Concentration, up to 1 hour

A spell often used by Jade Magistrates and other officers of the law, whispers of the land allows you to track a target wherever he may be, revealing any footprint, any object touched, any piece of evidence that has been disturbed by the person in question. All such traces become readily visible if you focus upon an area, as follows.

- **1st round:** You know whether the target has been in the area within the last 24 hours.
- **2nd Round:** Footprints and items touched by the target in the last 24 hours seem to glow when you look at them.
- **3rd Round:** You know exactly how long it has been since the target was last in the area.

This powerful tracking spell has certain inherent limitations. Due to the intense concentration required by this spell, you may not travel faster than a walk. If the target swims across a river or other swiftly moving body of water, the trail is ruined, like the

water he has touched quickly flows out of range. The trail might still be taken up on the other side, and footsteps on the bottom of the river or stream will still be revealed. If used in an area strong in the Taint, there is a cumulative 10%/chance per hour that the trail will instead lead you to some powerful Shadowlands monster rather than your intended quarry.

SHINOBI

Only a chosen few ever-become true shinobi, as mastering the art requires a level of dedication that leaves most daunted and gasping for air. The shinobi are master infiltrators and deadly assassins, that has near-mythical status in the Orient. Should a shinobi be detected, however, their immense speed, superhuman agility, and mastery of misdirection, making them near impossible to catch or harm.

This is a **Fighter** class archetype that modifies the Battle Master.

THE IRON CODE

Shinobi, like ninjas, follow the Iron Code of the Shinobi. Failure to uphold the code results in the expulsion from their family – and potentially execution if the infraction was heinous enough:

1. To maintain a strong body, with loyalty, bravery, stratagem, skills, and belief.
2. To be gentle and faithful with less desire, to value academics, to remember obligations – in particular to one's master.
3. To be eloquent, to read domestic and foreign books, to be wise enough not to be cheated by anyone.
4. To know providence, to master the teachings of Buddhism and Confucianism, and to realize one's destiny.
5. To respect ancient, domestic and foreign ethos, to wear a heroic temper.
6. To be called a good man usually without arguing with anyone.
7. To have a tidy family and relatives, never to betray anyone and abuse ninjutsu.
8. To travel around all countries, and to know the customs and manners of each land well.
9. To have a talent for literature, to excel in writing and to possess a talent for and a keen understanding of military affairs.
10. To acquire artistic accomplishments like singing and dancing, traditional Japanese music, making impressions of others, and to utilize them when necessary.

The shinobi uses the battle master archetype with the following changes.

STUDENT OF WAR

3rd-level Shinobi feature

You gain proficiency with eggshell bombs and Dexterity (Stealth). Eggshell bombs never break in your hands and you may add your proficiency bonus to the DC and/or damage of the bomb as a flat bonus. You also lose proficiency in medium and heavy armor relying on your stealth and blade for your defense.

This is an additional feature.

AT HOME IN THE SHADOWS

7th-level Shinobi feature

While you are in dim light or darkness you gain the following bonuses:

- You are permanently under the effects of the *jump* spell
- You gain 10 feet of movement
- You gain darkvision out to a range of 60 feet (shinobi eyes)
- You can take the Hide action as a bonus action

This replaces “Know your Enemy”.

MANEUVERS

You gain the following additional maneuver options:

KARMIC BODY

Your training and mental endurance allow you to use your focus to overcome physical challenges. You can expend a superiority die when you fail a Strength, Dexterity, or Constitution saving throw, and reroll the saving throw and use the new result. This consumes your reaction or bonus action.

BREATH OF LIFE

Drawing upon your Ki reserves, you bolster your physical wellbeing. As an action, you may expend a superiority die and heal yourself for 1 hit die + your Constitution modifier + the superiority die used for every 1 superiority die used, expending any hit dice you use.

VAULT OVER

While tumbling away from danger, your blade bursts forth in a sudden thrust. Attacking this quickly shouldn't be possible. When you use the Disengage action, you may spend a superiority die to make a single weapon. If you hit, you add the superiority die to the attack's damage roll.

DAZING BLOW

Through focus and expert aim, you make a mighty attack against your foe, leaving him temporarily knocked senseless by your attack. When you hit a Large or smaller creature with a melee weapon attack, you can attempt to daze the target. The target must succeed a Constitution saving throw or lose its ability to make opportunity attacks until the beginning of your next turn. If you hit, you can add up to two superiority die to the attack's damage roll.

WHIRLWIND SLASH

Infusing an attack with your Ki, you strike out at all surrounding enemies with superhuman speed. You expend four superiority dice and as your action, you may empower one attack to try and hit all enemies within 5 feet of you. You use the same attack and damage rolls for all affected enemies. If you hit, you add the superiority die to the attack's damage roll.

CRIPPLE

You slice into your opponent's legs, leaving him hobbled and stumbling about. When you hit a Large or smaller creature with a melee weapon attack, you can attempt to cripple the target. You expend two superiority dice and the target must succeed a Dexterity saving throw or have its walking speed halved until the end of your next turn. If you hit, you add the superiority die to the attack's damage roll.

SPINNING SHURIKENS

You manifest your Ki to move with superhuman speed throwing dozens of shurikens at once which then bounce between enemies. A line of these shurikens 5 feet wide and 30 feet long bursts from your hand in a direction of your choosing, piercing through any creature in its path. Each creature in the line must make a Dexterity saving throw. A creature takes force damage equal to your level + your Charisma modifier on a failed save, or half as much damage on a successful one. You may expend up to four superiority dice to increase the damage of this attack.

SEVEN SPEARS

You strike forward as if you were wielding a yari, extending yourself almost beyond your ability to maintain your balance. When you make a melee weapon attack, you can increase your reach for that attack by 5 feet by expending a superiority die. If you hit, you add the superiority die to the attack's damage roll.

SUPPRESS PRESENCE

You enter a meditative state that makes your body blend into your surroundings, making it hard to pinpoint your exact location. When you would be hit by an attack, using your reaction and expending a superiority die you can force the attacking creature to miss you instead.

Design Note: Ninja or Shinobi?

In Japanese these are the same things, but from a design perspective I decided to have them be two sides of the same coin – one focuses more on stealth and one focuses more on combat, but both are assassins. This class took a lot of inspiration from Sekiro.

BATTLE MAIDEN

Harnessing *ki* energy is an essential ability for many characters in Oriental Adventures. For battle maidens, the harnessing of *yin* (a type of feminine *ki*) – allows – along with the use of agility – to stand their own against male warriors and otherworldly threats like oni. Battle maidens seek to unite a single weapon of choice with her *yin*, to make them one, and to use the weapon as naturally and without thought as any other limb.

There is no formal school for this fighting technique it is nearly always a father teaching his daughter or a weapon master with a pupil.

Being female is a prerequisite for this martial archetype.

Optional Rule: Additionally, if the character is a maiden (virgin) and wishes to belong to the Utaku Lancers she can use the Cavalier archetype. These are two expressions of the same idea and cavaliers tend to become martial battle maidens after their service in the Utaku is complete. Unicorn Clan Utaku gain access to the find steed at 5th level and greater find steed at 13th level that they can cast once per day. Your mount always appears as a kirin – though it has the statistics of a warhorse and unicorn respectively.

This is a **Fighter** class archetype.

BONUS PROFICIENCY

3rd-level Battle Maiden feature

You become proficient in Acrobatics and Performance skills.

YIN

3rd-level Battle Maiden feature

You gain 3 *yin* points. You can spend these points to fuel various *yin* features. When you spend a *yin* point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended *yin* back into yourself. You must spend at least 30 minutes of the rest meditating to regain your *yin* points.

AWAKEN THE KAMI

3rd-level Battle Maiden feature

You learn a ritual that awakens the dormant kami in your weapon creating a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

You can have up to two bonded weapons but can summon only one at a time with your bonus action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

LEAP OF THE CLOUDS

3rd-level Battle Maiden feature

You make a DC 20 Acrobatics check, if you succeed, you may add your acrobatics skill value as bonus damage on your next attack. This costs 1 *yin* point to use and consumes your bonus action.

YIN DAMAGE

7th-level Battle Maiden feature

After scoring a hit with your bonded weapon, you can choose not to roll dice to determine the damage. Instead, you figure the normal maximum damage (not a critical hit) you can inflict and deal that much damage to the target. This costs 1 *yin* point and your reaction to use.

ENCHANTED BLADE

7th-level Battle Maiden feature

You can spend a 1 *yin* point to temporarily enchant your blade to achieve a specific effect. The effect lasts for 1 minute, and you can change your weapons nature to jade or crystal or add an addition 1d4 energy damage to the weapons normal damage. You can choose from the following energy types to bestow on your blade: cold, fire, lightning or thunder.

The damage for this ability increases to 1d6 at level 14th level and you may chose any energy type at level 18th. At 20th level you can add two enchanted blade traits to your, either simultaneously or separately.

YIN CRITICAL I

10th-level Battle Maiden Warrior feature

You can deal extra damage with a critical hit. You can roll one additional weapon damage die when determining the extra damage for a critical hit with your bonded weapon Attack. The effect lasts 1 minute or until discharged. This costs 1 *yin* point and your bonus action to use.

RIDE THE WIND

10th-level Battle Maiden Warrior feature

You may spend a yin point to cast wind walk.

SUPERIOR COMBAT REFLEXES

15th-level Battle Maiden feature

You have a number of Reactions in a round equal to your Dexterity modifier. You may only use the extra reactions to make one melee attack as part of an attack of opportunity with your bonded weapon.

YIN CRITICAL II

18th-level Battle Maiden feature

Your bonded weapon's critical range increases by 1. For example, a weapon that scores a critical hit on a natural 20 would score a critical hit on a natural 19 or 20.

BUSHI

Bushi are masterless warriors, men without ties to a lord, temple, or monastery. They are commonly mercenaries, bandits, highwaymen, or wanderers, earning their money however they can. They can be found serving samurai, protecting the court, or swelling the ranks of armies. A few may be kensai who have fallen by the way. Most, however, are men of low birth who have chosen the way of the warrior to advance in the world.

This is a **Fighter** class archetype.

COBBLER

3rd-level Bushi feature

You are a master of cobbling together armour from scraps and have mastered the art of tinkering. You gain a damage reduction of 1 from all non-magical attacks that are bludgeoning, slashing or piercing as well as proficiency in Smith's and Tinker's Tools.

SCHOOL OF HARD KNOCKS

3rd-, 7th- 10th and 15th-level Bushi feature

You may choose a class feature from another martial archetype. It must be a feature of the same level or lower than the Bushi class feature.

LOWLY BIRTH

3rd-level Bushi feature

Although bushi are often poor, they are seldom out of work. There is always a need for a stout warrior or at least a strong hand. Just as the nobles have their samurai to protect them, the peasants and merchant folk often look on the bushi for protection. The pay usually is not good, but it provides for a bushi's basic needs. Thus, while you are in a friendly or neutral village or town you always find employment, food, and shelter. The food may be thin rice gruel and the shelter a leaky stable, but something will always be available.

THE ART OF THE DEAL

7th-level Bushi feature

Poverty has also made you a master at the art of finding "loose" equipment. You have a base % chance equal to your level to find any common (non-magical) piece of equipment or generic gear in any village. The larger the population the bigger chance you will find what you need. This chance is increased to x1.5 in a medium-sized village, x2 in a large village, x2.5 in a small town, x3 in a large town, and x4 in any city. The item will either be at half-price or free, depending on the nature of the item.

At 10th level you may use the ability to find hidden treasure others may have missed – you have advantage on Wisdom (Perception) checks when searching for loot.

At 15th level you, you may also find magical items in urban locations, but these are never free though they can be discounted.

WARRIOR THEIF

10th-level Bushi feature

Bushi are also known to cut or lift strings of cash off the unwary. You become proficient in Sleight of Hands and if already proficient gain double proficiency.

KIA-SHOUT

18th-level Bushi feature

The hard life of a bushi gives you little time for self-contemplation and intense mental training, both of which greatly aid in the use of *ki*. However, bushi do have an elementary *ki* power. When you use your second wind action it is accompanied by a fierce kiai (shout). You can then choose up to three creatures within 60 feet of you that are allied with you. Each one regains hit points equal to your fighter level, provided the creature can hear you.

PHOENIX INQUISITOR

These are what eldritch knights are known as in the lands of Oriental Adventures. They gain the following additional spells but are otherwise identical to the Player's Handbook version:

BURNING KISS OF STEEL

2nd level evocation

Casting Time: 1 bonus action

Range: Self (targeted weapon)

Components: V, S, F (melee weapon)

Duration: Concentration, up to 1 minute

A tentacle of fiery energy extends from the targeted weapon to your hand, lashing out under your control. For the duration of the spell, you may add 5 feet to the reach of the weapon by surrendering your grip to the flaming tendril. You may also use the weapon to attack adjacent opponents.

CLARITY OF PURPOSE

3rd level enchantment

Casting Time: 1 action

Range: All allies within a 30 ft. radius burst centered on you

Components: V, S

Duration: Concentration, up to 1 minute

A favorite of the Phoenix Clan, this spell is said to have been taught to Isawa by that clan's founding Kami. All targets of this spell receive advantage to their initiative checks.

BATTLE ANGEL

Part of a long-forgotten cadre of cyborg warriors you once fought for the honor and pride of your planet against the tyranny of Earth. But that was more than a million years ago (at least) and you have awakened to a new age with no banner to fight under.

Battle Angel is a unique monk archetype only open to female cyborgs (see below). Once an elite unit of the Armed Forces of Mars these women were either wiped out, disassembled or otherwise lost over the millennia. You are one of the few – if not the last – of your kind.

This is a **Monk** class archetype.

BERSERKER BODY

3rd-level Battle Angel feature

Your hit dice increases to d12, and you apply this change retroactively (that is you now use a d12 to roll hit points per level at first level you have 12 hit points when you level up you can roll 1d12 for additional hit points or take the average of 7).

Your machine body is also built for combat. You have damage reduction of 2 which increases to 3 at 6th level, 4 at 11th and 5 at 17th.

SPIDER BOMBS

3rd-level Battle Angel feature

You gain access to mobile bombs which your nanite infused body creates as needed. As a bonus action you can release one of these bombs which will scurry towards a target (speed 30 ft., climb 10 ft.) you designate and detonate for 1d6 fire and bludgeoning damage and a flammable object hit by this attack ignites if it isn't being worn or carried. The number of spider bombs you can release increases by 1 when you reach 5th level (2 bombs), 11th level (3 bombs), and 17th level (4 bombs). If you use both your Action and Bonus action to release spider bombs you can double the number of bombs released.

INDESTRUCTIBLE

6th-level Battle Angel feature

Once per day, when taking a short rest, you may maximize your HD roll recovering maximum hit points per die. Also, short of you being completely crushed, your human brain being injured beyond recovery or destroyed in such a way as to annihilate your entire body (for example by being dropped into lava or a *disintegrate* spell) you will always regenerate back to full strength after a long rest (or 8 hours of time has passed).

PANZER KUNST – KRIEGER

6th-level Battle Angel feature

You instinctively recall the more advanced techniques of Panzer Kunst and may use a *ki* point to perform one of the following actions:

- *Anpassungs Widerstand.* As a reaction you gain damage resistance for the next 1-minute vs the damage type you just got hit by (including the triggering attack).
- *Ruinöser Ansturm.* As part of a move action, you may spend a *ki* point to slam into an enemy target throwing them back 10 feet in a direction you determine and doing an additional die of damage if you strike them in the same round. You must move at least 10 feet to trigger this *ki* power.
- *Unaufhaltsame Dynamik.* As part of a move action, you can spend a *ki* point to ignore all difficult terrain and do an additional die of damage if you hit an opponent before the end of your current round.

GHOST IN THE SHELL

11th-level Battle Angel feature

You can leverage your machine nature to resist or mitigate the weaknesses of the flesh. You have a boon (+1d4) on all saving throws against the following conditions Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned and are resistant to poison damage. This increases to +1d6 at 17th level.

PANZER

11th-level Battle Angel feature

You may spend a *ki* point to gain resistance to bludgeoning, piercing and slashing damage until the end of the current combat encounter.

PANZER KUNST – ALTMEISTER

17th-level Battle Angel feature

You have mastered the ancient fighting style known as Panzer Kunst ("tank art"). Your strikes are particularly dangerous against constructs – you have advantage on attack rolls against constructs specifically and can reroll 1 and 2 on your damage dice (though you must accept the second result) and you score critical hits on 19 or 20 against both constructs and other creatures. You are also adept at fighting in zero-gravity and have no penalties to your combat attacks.

You also gain access to the following advanced *ki* powered techniques costing 2 *ki* points each:

- *Geschoss Schlag*. A supersonic punch that adds electromagnetism to the impact, delivering more force to the strike. Your next attack does double damage and damage type is changed to force.
- *Hertza Haeon*. Your strike delivers a high-frequency vibration to the victim, bypassing the victim's armour, and concentrating kinetic energy that, when used correctly, can be used to destroy or at least disrupt function of the brain or heart. It can be nullified with a vibration of the same wavelength. Your next attack is made against the targets Dexterity and if it hits you do psychic damage instead of your normal damage type. The damage is also increased by 1 damage die.

CYBORGS

Cyborgs use the warforged racial traits with the following changes:

- You may have a machine-like quality to your body, but you look and can pass yourself off as a human.
- You are not totally a machine – some part of you remains human – for example, your brain and you still must eat, drink, breathe and sleep as if you were a human.

DESIGN NOTE: CYBORGS?

My home campaign is much more OSR in setting and theme and is set in the far future – more akin to Dying Earth than Forgotten Realms. All magic is technology but, for the people who live in this time, it is just all magic to them. This class was also built specifically for one of my players – my daughter – who is named after Alita Battle Angel - and requested something similar for the game.

DRUNKEN MASTER

Martial arts students face a bewildering array of martial arts schools, each with its own adherents and detractors. However, few schools are as unusual — or as controversial — as drunken boxing. By weaving and staggering about as if inebriated, drunken boxers avoid many blows. Likewise, their stumbling, lurching attacks catch their opponents off guard. Moreover, when they actually imbibe alcohol, drunken masters can perform truly prodigious feats of strength and bravery.

This ability garners a drunken master little respect among adherents of other martial arts schools, because drunken boxing exacts a toll on its users. Drunken masters may remain intoxicated for hours after a fight, and they are often found half-asleep in taverns, mumbling incoherently. This flies in the face of other schools' ascetic principles. Members of rival schools must be wary—they never know when the tipsy lout at the bar is just a harmless thug, and when he is a nigh-unstoppable drunken master.

Monks form the backbone of the drunken boxing school. A monk loses some face with his original school or monastery for becoming a drunken master, but a brilliant display of drunken fighting can sometimes silence critics in one's former school. Members of other classes become drunken masters only rarely, although students often tell the tale of a barbarian from the north who became a phenomenal drunken master.

Prospective students are studied at a distance by other drunken masters, then treated to a display of the power of drunken boxing. If the student expresses enthusiasm for learning the new techniques, a group of drunken masters takes him or her from tavern to tavern, getting rip-roaring drunk, causing trouble, and passing along the first secrets of the technique. Those who survive the revelry are welcomed as new drunken masters.

NPC drunken masters are often found in taverns and bars. They rarely pick fights there but are quick to come to the aid of someone overmatched in a tavern brawl. Most keep a low profile, although some are famous—or infamous—for the deeds they have performed while under the influence.

This is a **Monk** class archetype.

DEMON DRINK

3rd level Drunken Master feature

A drunken master's body handles alcohol differently from other people. You can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a bonus action. Every bottle or tankard of alcohol you consume during combat reduces your Wisdom and Intelligence by 2 points each but increases your Strength or Constitution (your choice) by 2 points. A drunken master may benefit from a number of drinks equal to half your level. The duration of both the penalty and the bonus is a number of rounds equal to your level +3.

IZAKAYA BRAWLER

3rd level Drunken Master feature

While bottles and tankards are a drunken master's preferred improvised weapons, he can use furniture, farm implements, or nearly anything else at hand to attack his foes. A drunken master's improvised weapon deals as much damage as his unarmed strike plus an extra 1d4 points. When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target. Most improvised weapons deal bludgeoning damage, although some (a broken glass bottle, for example) would deal piercing or slashing damage. When a drunken master rolls a natural 1 on an attack roll while using an improvised weapon, that weapon breaks apart and becomes useless.

At 6th level this extends to large objects such as a ladder granting you reach with the improvised weapon attack out to 10 feet. At 8th level you gain the grappler feat for free even if you do not meet the prerequisite. At 10th and 15th level the damage of your improvised weapon is increased by 1d4.

ZUI QUAN

6th level Drunken Master feature

You may use 1 ki point to perform the following actions:

- *Stagger*. By tripping, stumbling, and staggering, you can make a charge attack that surprises your opponents. This increases your speed by 10 feet and if you succeed at a DC 15 Acrobatics check before beginning the stagger, your movement does not provoke attacks of opportunity.
- *Swaying Waist*. You know how to weave and bob unpredictably during an attack, making you more difficult to hit. You gain a +2 bonus to **Armor Class** against any one opponent you choose for the next 1 minute. If the target dies before the 1 minute expires you may move to another target without expending a *ki* point.
- *Swaying Attack*. You choose one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature this turn. If that attack hits, add 1d6 to the attack's damage roll.
- *Corkscrew Rush*. You leap forward twisting your body in midair as you attempt to head-butt an opponent. You attack with disadvantage but if you hit, the opponent is stunned unless the target makes a Wisdom saving throw for 1 minute. The stunned target may repeat the saving throw at the end of its turn with disadvantage. However, if the attack misses, you land prone in front of the opponent.
- *Falling Up*. When prone you may spend 1 *ki* point to attack an enemy from the prone position and regain your feet without expending any movement. This attack has advantage and does an additional 1d6 damage if the attack hits.

FOR MEDICINAL PURPOSES

11th level Drunken Master feature

As a bonus action you can convert a single alcoholic drink you have ingested into a single potion of *potion of greater healing*, as if he had just drunk a dose of the potion. To use this ability, you must be under the effect of an alcoholic drink (see Demon Drink, above). When you convert one drink of alcohol into one dose of the potion, your ability scores change (+2 to Intelligence and Wisdom, –2 to Strength or Constitution) as if the duration of the alcohol's effect had expired. This ability can be used up to three times per day and you can consume multiple uses to increase the effectiveness of the healing affect – two uses makes it as effective as a *potion of superior healing* and three uses increases the healing affect to that of a *potion of supreme healing*.

BREATH OF FLAME

17th level Drunken Master feature

You can ignite some of the alcohol within your body and spew it forth from your mouth by spending a *ki* as a free action. This breath of flame deals 3d12 points of fire damage to all within the 20-foot cone, or half damage to those who make a Dexterity saving throw. Each time you use breath of flame, it consumes one drink's worth of alcohol from within your body, lessening the penalty to your Wisdom and Intelligence scores and reducing the bonus to your Strength or Constitution score (your choice).

IKIRYO MASTER

An ikiryō is a visual manifestation of evil life energy, unique to each monk. The monks who follow this school recognizes the potential of this evil spirit and harness it for combat.

Though it can look like anything the monk wishes, it generally presents itself as a figure hovering over or near the user and possesses abilities beyond that of an ordinary human, which, depending on the monk, and can be wielded for good or evil.

This is a **Monk** class archetype.

MANIFESTATION OF WILL

3rd level Ikiryō Master feature

You master your ikiryō and can use it for combat. Your ikiryō can be manifested as a bonus action and never moves more than 5 feet away from you.

Choose any creature from the [Monster Manual](#) (with DM approval) to represent your ikiryō then use the DMG for “[Creating a Monster](#)” to increase or decrease its CR to 3. Thematically your ikiryō should have a mystical alignment. This can be anything you and your DM agree to but should make sense. It could be elemental, mystical (like a tarot card) or a pantheon (Egyptian powers) for example. It gains the following additional traits:

- The creature's **alignment** matches yours.
- Its size is **medium**.
- Its exact **appearance** is determined by you, but it should thematically fit the creature you picked (or vice-versa).
- It gains the spirit/yokai **subtype**.
- It is **invisible** to everyone except other ikiryō masters and spell-effects that reveal spirits (like the Shaman's spirit sight).
- The ikiryō consumes your **action** when it is used.
- The ikiryō has access to all your **class abilities** and can use them at your command. However, you share the same resource limitation. For example, your ikiryō can use stunning strike which both consumes your action and a ki.
- An ikiryō can be **broken** if it takes too much damage. If it suffers a critical hit while bloodied you must make a DC 20 Constitution saving throw or the ikiryō is unsummoned and cannot be used again until you take a long rest.
- **Ikiryō have no health point total.** If they would take damage, you instead take the damage. Similarly, if your ikiryō would be subject to a condition, such as being strangled or grappled, the user is also affected by this condition.
- Ikiryōs may be summoned or unsummoned with a bonus action and must remain within 5 feet of you.
- **An Ikiryō forced outside of its effective range is instantly unsummoned.** Your ikiryō also moves with the same frame of reference as you. For instance, if you were on a train and summoned your ikiryō, it would stay standing next to you instead of standing in the same place relative to the ground.
- **A Ikiryō can move within its effective range completely unrestricted.** Your ikiryō can hover up to 5 feet above the lowest point on your body, and it cannot fly or hover while carrying things. Your ikiryō is affected by the same forces of gravity as you are.
- **To have your Ikiryō take actions you must expend your own.**
- If a Ikiryō Master is knocked unconscious their ikiryō is instantly unsummoned. Additionally, all of the effects from its ability are cancelled.

IKIRYO I

6th level Ikiryō Master feature

Your ikiryō improves and becomes a CR 6 creature.

IKIRYO II

11th level Ikiryō Master feature

Your ikiryō improves and becomes a CR 11 creature. It now consumes a bonus action to take its turn instead of an action.

IKIRYO III

17th level Ikiryō Master feature

Your ikiryō improves and becomes a CR 17 creature. Your ikiryō no longer consumes any of your actions and acts as you command it as a free action. This includes summoning it instantly for free. It also now shares its hit point total with you. For example, you add your hit points to the hit point total of your ikiryō for a combined pool.

EXAMPLE IKIRYO – MAGICIANS RED

Magicians Red is built on an [efreeti](#). Its alignment from the tarot “The Magician”.

Appearance: Magician's Red appears as a humanoid figure with a bird-like head. It has a heavily muscular upper body, and its feathered legs are sometimes covered in burning flames. Its arms have claws instead of nails and it wears dark bracelets on both of its wrists.

MAGICIANS RED (CR 3 VERSION)

Medium elemental, your alignment

Armor Class 16 (Natural Armor)

Hit Points –

Speed 20 ft.

STR DEX CON INT WIS CHA

17 (+3) 10 (+0) 20 (+5) 9 (-1) 10 (+0) 5 (-3)

Damage Resistance Fire

Senses [Darkvision](#) 60 ft., passive Perception 10

Languages Understands any language you know and has a telepathic bond with you but does not speak

Challenge 3 (700 XP)

Innate Spellcasting. (1/Day). Magicians Red can innately cast [heat metal](#) (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. **Hit:** 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). Magicians Red exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

MAGICIANS RED (CR 11 VERSION)

This is identical to the standard [efreeti](#).

MAGICIANS RED (CR 17 VERSION)

Medium elemental, your alignment

Armor Class 17 (natural armor)

Hit Points 200

Speed 40 ft., fly 60 ft.

STR DEX CON INT WIS CHA

22(+6) 12(+1) 24(+7) 16(+3) 15(+2) 16(+3)

Saving Throws Int +9, Wis +8, Cha +9

Damage Immunities fire

Senses [darkvision](#) 120 ft., passive Perception 12

Languages Understands any language you know and has a telepathic bond with you but does not speak

Challenge 17

Innate Spellcasting. Magicians Red's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

- At will: [detect magic](#), [heat metal](#)
- 3/day each: [enlarge/reduce](#), [tonques](#)
- 1/day each: [conjure elemental](#) (fire elemental only), [gaseous form](#), [invisibility](#), [major image](#), [plane shift](#), [wall of fire](#)

ACTIONS

Multiattack. Magicians Red makes two scimitar attacks or uses its Hurl Flame twice.

Scimitar. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) slashing damage plus 7 (2d6) fire damage.

Hurl Flame. Ranged Spell Attack: +9 to hit, range 120 ft., one target. **Hit:** 17 (5d6) fire damage.

DESIGN NOTE: MORE COMPLEX VERSION

One of my PCs used this basic build for the ikryo master but there is a more complex version [here](#). Inspired by the [JoJo's Bizarre Adventure](#) series.

FEATS AND SKILLS

PSYCHIC DUELS

Far less lethal than an [iaijutsu duel](#), a psychic duel involves two samurai staring each other down—focusing their energy until one decides to yield to a superior opponent. Such a duel usually occurs under much less formal circumstances than an iaijutsu duel — for example, when a noble samurai forces a teahouse bully to recognize his superiority and skulk away.

Like an iaijutsu duel, a psychic duel is strictly a one-on-one confrontation. Only intelligent humanoids, monstrous humanoids, and giants can participate in a psychic duel. The participants cannot have crossed swords already during the encounter, and they cannot duel in the middle of a raging battle. If either character is attacked during the psychic duel, the duel ends with no victor.

To resolve a psychic duel, the characters spend a full round facing each other, within 10 feet of each other. Each character then rolls a Wisdom save against DC 10. If one character succeeds and the other does not, the successful character has won the duel. If both characters fail the saving throw, the duel is inconclusive and neither wins. If both characters succeed, they are locked in the mental battle and the duel continues for another round, with the DC rising to 15. The DC rises by 5 each round the duel continues. Should one character break off the duel and attack before it is resolved, he is the loser.

The loser of a psychic duel has two options. He may either retreat or attack, but if he attacks, he has disadvantage on all attacks, saving throws and ability checks against his victorious opponent for the duration of the encounter. If he retreats, he must avoid the winner of the duel for at least one day or suffer the same effect.

IAIJUTSU

Iaijutsu is the art of fast drawing a melee weapon—unsheathing and sheathing it with blinding speed.

SKILL: HONOUR (IAIJUTSU)

Use this skill to gather your personal energy (*ki*) in an iaijutsu duel or normal combat. You can add your iaijutsu skill bonus as a flat damage bonus on your first strike only – if you miss, the iaijutsu bonus is lost.

In normal combat you may add this bonus damage whenever:

- You move before your opponent in the first round of combat (you have a higher initiative count).
- During a surprise round. Surprise is a special case and a character proficient in iaijutsu may add his iaijutsu damage bonus to every attack so long as the target is surprised.

Iaijutsu focus is an Honor based skill.

FEAT: IAIJUTSU MASTER

You've learned to make your first strike so divesting its magical. You gain the following benefits:

- You receive +1 Honor to a maximum of 20.
- You are proficient in iaijutsu.
- Before you make an iaijutsu strike, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

IAIJUTSU DUELS

Iaijutsu duels are martial in nature, and often reserved for samurai and other swordsmen. The process of conducting a duel is highly formalized. Since duels are often fatal to one or both duelists, they are never provoked by minor insults or passing arguments. When a character has been deeply wronged, he must first gain permission from his lord, before he can issue the challenge. So too must the challenged individual gain permission from his lord to accept the challenge. Simply refusing a challenge is considered a dishonorable act, though it isn't considered dishonorable decline a challenge if permission from one's lord cannot be obtained.

If a challenge is issued and accepted, the challenged may choose the location of the duel, which must always be a public place with witnesses from both sides. He may also choose the time, which can be anywhere up to a year into the future. Not showing up for a formal duel is considered dishonorable.

Stance, Focus, Strike

A duel has three phases: stance, focus, and strike.

Stance: In the first round of a duel, the two duelists stand 5 feet apart and ready every muscle for a deadly strike. Both combatants get to make a d20 check to increase their odds. Each combatant can choose between a Strength check to strike hard and fast or a Dexterity check to draw their blade quickly and strike with pinpoint accuracy. Each duelist adds their proficiency bonus to their roll if they wield a weapon with which they are proficient. The result of their roll is noted down for later. A duelist may use their iaijutsu skill instead if they so choose.

Focus: In the second round, both duelists appraise each other, looking for signs of their opponent's skill, training, and reflex in their stance. Each duelist gets to attempt a Wisdom (Insight) check (or use their iaijutsu skill instead), to discern the threat their opponent poses. Consult the Duel Focus table below for what the roll reveals. Many duels go

no further than this. One duelist concedes victory to the other, recognizing a clearly superior opponent. Such duels are the only bloodless ones. Conceding in this manner is not dishonorable.

Check Result	Information Gleaned
15 or higher	Opposing samurai's character level
20 or higher	Opposing samurai's skill bonus in Iaijutsu
25 or higher	Opposing samurai's total attack and damage bonus with his primary weapon

Strike: In the final round, both duelists attempt to strike each other down. The duelist with the highest check in the stance phase goes first with a single melee attack with advantage. If the attack connects, use twice the damage dice you normally would and add your check from the stance phase as additional damage. The duelist with the lowest check in the stance phase, if he has survived the initial attack, can now make a single melee attack as well, using the same conditions as the initiative winner. If both duelists survive the strike phase, combat continues as per the regular combat rules. The duel continues until one of the combatants is dead.

A character proficient in Iaijutsu may use the bonus damage from that skill instead of doubling their normal damage die – whichever is higher.

MARTIAL ARTIST

You have training in one of the martial arts traditions of Carao (or Kara-Tur, or Rokugan or whatever your Fantasy Japan analogy is). You gain the following benefits:

- Your unarmed strike uses a d4 for damage. This die increases by one step for each additional school you learn.
- Unarmed strikes become finesse weapons for you.
- You have mastered a school of martial arts, choose one from the options below and you learn all the related technique of your choice from among those available (see *Martial Artist Technique List* for an explanation).
- You gain one chikara die, which is a d6 (or two if you are a monk) each time you master a martial arts school. This die is used to fuel your techniques. A chikara die is expended when you use it. You regain your expended chikara dice when you finish a long rest. If you have more than one chikara die you may use the second die as a damage die and add damage to the techniques's effect even if it would normally not do damage.
- You may take this feat multiple times to master multiples styles and gain additional chikara die.

Mechanic Suggestion. I also allow my PCs who take this feat to use downtime to learn a new technique. It takes one month of non-consecutive training (downtime) to learn a new technique.

MARTIAL ARTS SCHOOL

The monks described in the Player's Handbook are the principal practitioners of unarmed martial arts in the DUNGEONS & DRAGONS game, while fighters (and, to an extent, samurai) are the experts in armed martial arts. Characters of all classes, however, can learn at least some of the techniques of martial arts — and in an Oriental Adventures campaign, they do so in the context of well-defined schools and traditions. Learning a martial art is more than selecting a couple of interesting techniques (maneuvers). It involves a commitment to a particular style of fighting — one that emphasizes kicks over blows with the hand, for example, or one that teaches throws rather than strikes. A martial arts style is a collection of technique that practitioners of that style learn to enhance their prowess in combat.

Similarly, schools of unarmed combat have certain styles reflected in the specific maneuvers they teach. One fundamental difference between styles is the distinction between hard forms and soft forms. Hard forms emphasize the use of muscles and bones for power, relying on direct movements and offensive focus. Hard styles often build off of Strength. Soft forms rely more on inner power, utilizing fluid and circular motions and redirecting an attacker's movements with a more defensive approach. Soft styles often build from Dexterity or Wisdom.

Within each form, styles make use of certain methods of attack and defense. These methods and the feats associated with them are listed below. No style makes use of only one method.

Once a form is mastered your save DC for technique's reflect the form you mastered – Strength for Hard Forms, Dexterity or Wisdom for Soft Forms. Therefore, a saving throw against your techniques is 8 + Your Proficiency Bonus + The Style's Key Attribute.

MARTIAL ART STYLE BY SCHOOL

SCHOOL	TECHNIQUE
Empty Hand	Mongoose Strike
Hard Form	Fists of Iron
	Eagle Claw
	Rising Sun Meets The Lady Sky
	White Horse Presents Hoof
	White Snake Shoots Venom
Mighty Works	Great Snake Takes Hold
Hard Form	Earths Embrace
	Fists of Iron
	Eagle Claw
	Gold Dragon Sweeps The Sky With Its Tail
	Dragon And Tiger Appear
Foot and Fist	Rising Sun Meets The Lady Sky
Soft Form	Gold Dragon Sweeps The Sky With Its Tail

	Fists of Iron
	Beauty Looks at Mirror
	False Leg Hand Sweep
	Fierce Tiger Pushes Mountain
The Gentle Way	White Crane Chases Jade Tiger
Soft Form	Carrying The Sun And Moon
	Beauty Looks at Mirror
	Big Boss' Drunken Dance.
	Black Tiger Steals Heart.
	Mongoose Strike
Meditation on War	Mongoose Strike
Hard/Soft Form	Bull Charges Leopard
	Fists of Iron
	Black Tiger Steals Heart.
	Double Dragons Emerge From Sea
	Falling star strike

MARTIAL ARTIST MANOEUVRE LIST

- *Beauty Looks At Mirror.* You can use your opponent's weight, strength, and momentum against it, deflecting its attack and throwing it to the ground. When another creature misses you with a melee attack, you can use your reaction and expend one chikara die to perform a trip attack. The target must make saving throw or be knocked prone.
- *Black Tiger Steals Heart.* You cause intense pain in an opponent with a successful stunning attack. After successfully making an unarmed attack you can spend a chikara die to cause such debilitating pain that the target creature is incapacitated for 1 round.
- *Bull Charges Leopard.* When you make an unarmed attack, you can expend a chikara die to increase your reach for that attack by 5 feet. If you hit, you add the chikara die to the attack's damage roll.
- *Carrying The Sun And Moon.* You can turn a strong defence into a powerful offence. If an opponent attacks you and misses while you are using the Dodge action, you can spend a chikara die and use your reaction to make an unarmed attack and adding the chikara die as a bonus on your attack roll.
- *Double Dragons Emerge From Sea.* You can strike a humanoid opponent's joints to knock your target off balance. Against a humanoid opponent, after landing an unarmed attack you can use a chikara die to force the target creature to make a Dexterity saving throw. On a failure, the target is thrown so off-balance and they grant advantage to all attackers. You may add the chikara die to the DC of the Dexterity saving throw.
- *Dragon And Tiger Appear.* When you hit a creature with an unarmed attack, you can expend one chikara die to attempt to drive the target back. You add the chikara die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw, on a failed save, you push the target up to 15 feet away from you.
- *Drunken Dance.* You attack from a prone position with advantage. You can expend a chikara die to make an unarmed attack from the prone. You add the chikara die to the attack's damage or to-hit roll. If your attack roll is successful, you may regain your feet immediately as a reaction.
- *Eagle Claw.* Your unarmed attacks shatter objects. You may use an attack action to make an unarmed attack against an unattended object. You may spend your chikara die to nullify the objects damage resistance to bludgeoning and bypass its damage threshold (if any). You may add your chikara die to the damage roll.
- *Earth's Embrace.* You can crush opponents when you grapple them. If a grappled creature fails to escape your grip you may spend a chikara die to automatically do unarmed strike damage at the start of your turn. You may add your chikara die to the damage roll.
- *Falling Star Strike.* You have mastered the art of striking a nerve that blinds a humanoid opponent. You may spend a chikara die as part of your unarmed attack to force the target to make a Constitution save or become blinded for 1 minute. You can add the chikara die to the DC of the Constitution saving throw DC.
- *False Leg Hand Sweep.* When a creature misses you with a melee attack, you can use your reaction and expend one chikara die to make an unarmed attack against the creature, if you hit, you add the chikara die to the attack's damage roll.
- *Fierce Tiger Pushes Mountain.* When you hit a creature with an unarmed attack, you can expend one chikara die to attempt to damage another creature with the same attack, choose another creature within 5 feet of the original target and within your reach, if the original attack roll would hit the second creature, it takes damage equal to the number you roll on your chikara die. The damage is of the same type dealt by the original attack.

- *Fists of Iron.* You have learned the secrets of imbuing your unarmed attacks with extra force. When you make an unarmed attack roll against a creature, you can expend one chikara die to add it to the damage roll. You can use this kihon before or after making the attack roll, but before any effects of the attack are applied.
- *Gold Dragon Sweeps The Sky With Its Tail.* If you move at least 30 feet towards an enemy and hit it with an unarmed attack, you add the chikara die to the attack's damage roll.
- *Golden Dragon Plays With Water.* When another creature damages you with a weapon attack you can see, you can use your reaction and expend one chikara die to reduce the damage by the number you roll on your chikara die + your Strength or Dexterity modifier.
- *Great Snake Takes Hold.* You have learned the correct way to apply pressure to render an opponent unconscious. If a grappled humanoid creature fails to escape your grip you may spend a chikara die as a reaction to force the target to make a Constitution save or fall unconscious for 1 minute. You can add the chikara die to the DC of the Constitution DC.
- *Lion Roar's At Purple Dragon.* You can bellow forth a ki-empowered shout that strikes terror into your enemies. When you hit a creature with an unarmed attack, you can expend one chikara die to attempt to frighten the target. You add the chikara die to the attack's damage roll, and the target must make a Wisdom saving throw, on a failed save, it is frightened of you for 1 minute. You can expend two chikara die to turn it into a Great Ki Shout which causes fear (as the fear spell, except it only affects a single target) instead of just frightening.
- *Mongoose Strike.* When you make an unarmed attack roll against a creature, you can expend one chikara die to add it to the roll. You can use this kihon before or after making the attack roll, but before any effects of the attack are applied.
- *Rising Sun Meets The Lady Sky.* When you score a critical hit with an unarmed attack, you can use your reaction and expend one chikara die to make another unarmed attack against the creature, if you hit, you add the chikara die to the attack's damage roll.
- *Single Whip Saves the Emperor.* When you move, you can expend one chikara die, rolling the die and adding the number rolled to your AC until you stop moving.
- *Unicorn Embraces Moon.* You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.
- *White Crane Chases Jade Tiger.* When you hit a creature with an unarmed attack, you can expend one chikara die to attempt to knock the target down. You add the chikara die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.
- *White Horse Presents Hoof.* When you hit a creature with an unarmed attack, you can expend one chikara die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the chikara die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose, the object lands at its feet.
- *White Snake Shoots Venom.* You can expend one chikara die and use a bonus action on your turn to faint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature, if that attack hits, add the chikara die to the attack's damage roll.

BLOSSOM DANCE

“Born in a world of strife, against the odds, we choose to fight! Blossom Dance!”
– Dunban

Blossom Dance is a talent art passed down from master to pupil or through the trials of combat against an epic foe. You strike up to four times with progressively greater power, the third time hitting twice and the final strike hitting all enemies within reach. Using blossom dance uses your attack action and it cannot be coupled with any other class abilities that increase attacks – like action surge. You gain the following benefits:

- You gain proficiency in the Charisma (Performance) skill.
- The number of strikes is dependent on successfully making a Charisma (Performance) check as follows:
 1. *First Strike* – normal attack. Must recite the Blossom Dance haiku or Blossom dance fails.
 2. *Second Strike* – DC 10 Performance check. On a success the target takes an additional die of weapon damage (+ 1dW damage).
 3. *Third Strike* – DC 12 Performance check and you strike the same enemy twice and with damage increased by +1dW per strike.
 4. *Forth Strike* – DC 14 Performance check and on a success, you strike all enemies within your weapon's reach for an extra +1dW damage.

Reciting the Blossom Dance haiku perfectly in Japanese grants you advantage on this roll (DM's discretion). Anytime you fail the Performance check you still land a normal hit; however, the Blossom Dance ends.

DESIGN NOTE: XENOBLADE.

A non-magical reward for defeating a CR 24 Void Dragon for my kensai player. Essentially a feat earned through heroic acts.

MYTHOS

THE KAMI

The concept of "Kami" is one that prevails in all of the peoples thought throughout the different faiths of Kara-Tur. It is sometimes translated to mean "divinity" or "spirit" but is a much more universal idea that is usually left untranslated by those that understand it. All things deserve to be revered and/or dreaded for their own sake. The concept is applied to everything: all animals, plants, seas, mountains, or any natural phenomena. Each of these has its own divine spirit- the larger (or more important) the place, the greater the Kami. If their "place" is threatened, the Kami may actually materialize to defend its ward.

THE CELESTIAL EMPEROR AND THE CELESTIAL BUREAUCRACY

Unlike the western world, which has always tended to view non-human creatures as a loose collection of beings with no unity or cohesion, the Oriental mind has organized the world into a unified whole. One particularly strong belief is that of the Celestial Emperor, a powerful being who heads the Celestial Bureaucracy, a type of government of the spirits. Many of the spirit creatures described in this section come under his command and many hold offices or positions within the Celestial Bureaucracy. Here they receive and carry out orders, punish the wicked, and file reports of their activities. Thus the Chiang lung (river dragons) have been given the duty of making rain and report to the Ministry of Thunder, who in turn reports to the Celestial Emperor. Like the bureaucrats of the real world, these spirit officials can be corrupt, disobedient, just, or incompetent. They can also be replaced, since each year their superiors examine their activities and behavior.

THE POWERS

The beings of this mythos present "ideal types" who give their worshipers models to live and grow by. This allows the true believer to become one of the gods with enough faith and hard work.

The gods, the Celestial Bureaucracy and ancestors have their place but the center of most people's worship is deep love and affection for nature. Temples are arranged around trees and gardens. There are 8 million "Kami", or divine spirits, but none of these have images in the temples. Shrines usually face the south and Sometimes the east, but never the north or west as they are regarded as unlucky directions.

There is always a gateway (Torii) to every shrine and Sometimes there are whole clusters of before the shrine. Holy symbols do not abound in this religion, but there are three universal ones: the mirror (associated with Amaterasu Omikami), the sword, and a perfect cluster of gemstones.

Punishment for transgressions of any type is often through the stripping away of personal ability. A shukenja who transgresses against the gods may lose points from abilities (like strength or dexterity) for slight sins and spellcasting ability for greater sins, always with the provision that such things Can be earned back with greater service. As many of these powers are perfect humans, they have a very real physical body. Some information is provided about their abilities or the abilities of their avatars and proxies who tend to have similar strengths and weakness to the power they serve. Mortals cannot kill the powers themselves though it is possible to face and overcome an avatar or proxy. It is not unusual for a mythos power to test the people in a relevant way to the domain they oversee to judge their character.

AMATERASU OMLKAML

Power of the sun

Alignment: Lawful good

Worshippers Alignment: Lawful good

Symbol: Octagonal mirror

Plane: Prime Material Plane (Kara-Tur)

One of a trinity (with Susanowo and Tsukiyomi) of the most powerful of this group of deities, this human-seeming goddess was the mother of her pantheon. Amaterasu Omikomi is able to touch anything and turn it into anything. She has been known to turn hostile creatures into small birds. She is known to be as deadly as the most legendary monks in Kara-Tur – she is a match to any creature in unarmed combat. Even in human form she shines as bright as the sun radiating light and warmth.

AMA-TSU-MARA

Power of blacksmiths

Alignment: Neutral

Worshippers Alignment: Worker of metal

Symbol: Double-edged axe

Plane: Prime Material Plane (Kara-Tur)

This massive human-appearing god is able to make any type of magical weapon in a week. He especially likes to make swords and spears that fight for themselves. The god can create raw materials out of thin air, use any weapon known on any plane, and become astral or ethereal at will. He favours blacksmiths, and there is always a chance that any weapon a blacksmith makes with extremely special core that is dedicated to Ama-Tsu-Mara, will be made transformed in to a blade worthy of legend. He is depicted using a double-edged axe that is 12 feet long that can instantly slay any creature associated with fire.

DAIKOKU

Power of wealth and luck

Alignment: Lawful good

Worshippers Alignment: Those wishing luck and riches

Symbol: Three coins

Plane: Prime Material Plane (Kara-Tur)

This god looks like a portly bolder male with an easy grace about him. He is also known as the patron of all farmers, and in this aspect, can be prayed to for weather of any type and hope for a good harvest. The god is noted for his good-natured outlook on all things and often uses his powers for the benefit of his worshipers. Besides being able to control all types of weather, he has complete control over the growth of plant and natural animal life (making them grow huge or shrink at will). He wanders the land in ethereal form, observing his worshipers. Those who sacrifice great amounts of wealth to him at his temples will eventually be rewarded by Daikoku (even if it is given to the descendants of the giver). He (or a proxy/avatar) fights with a wooden mallet that shrinks any creature it hits to half their size. It will permanently negate the magical effects of any magical item or weapon used against Daikoku. The Mallet of Seven Fortunes can also transport its bearer to a place of safety if their life is in danger or they are ensorcelled.

EBISU

Power of luck through hard work

Alignment: Lawful good

Worshippers Alignment: Lawful good, Neutral Good

Symbol: Fishing rod or cane staff

Plane: Prime Material Plane (Kara-Tur) and Seven Heavens

The deity appears as an elderly male and is occasionally found floating over the earth rewarding those who work hard with bountiful harvest of foodstuffs or extra money for sale of goods. Using a staff in battle, he always makes any saving throw and is astonishingly lucky – weapons seem to misfire or glance away at the last minute always causing minimum damage or outright missing.

HACHIMAN

Power of War

Alignment: Chaotic good

Worshippers Alignment: Warriors of all types

Symbol: Throwing Dagger

Plane: Prime Material Plane (Kara-Tur) and Gladsheim

Hachiman has the ability to assume any shape and is practically immune to spells (he doesn't consider spellcasting a particular honorable way to kill an opponent and is immune to all spells below 7th level). His Purple Dragon throwing knife turns in to an ancient red dragon when cast in anger (as an ancient red dragon but chaotic good alignment). If the Purple is killed it reverts back to its throwing knife form. Hachiman wields a no-daichi in battle that only he may lift and is so sharp it can separate spirit from body. See below for an example of Hachiman's avatar.

KISHIJOTEN

Power of Luck

Alignment: Neutral Good

Worshippers Alignment: Anyone wishing luck

Symbol: White Diamond

Plane: Prime Material Plane (Kara-Tur)

The goddess always appears as a human in any situation where she aids in a struggle. At will she may shift shape to appear as any kind of female humanoid and never fails a saving throw. She may also summon any good aligned creature from the Material Plane to her side and generally calls a hero of some type (samurai, ranger etc.) who is not under her dominance in any way. Though none have ever failed to support the goddess or servant as needed. She never physically takes part in battle but observes and gives special luck to those she favors. She also occasionally favors beings (not just humans) that take unusual chances in those situations where random chance plays a hand. While the goddess (or her proxy) prefers to use magic to attack her personal enemies, if pressed hard enough she will strike them with her Unlucky Gem.

OH-KUNI-NUSHI

The Great Land Master, Patron of Heroes

Alignment: Chaotic good

Worshippers Alignment: Chaotic and good heroes

Symbol: Red sword

Plane: Material Plane (Kara-Tur) and Gladesheim

This god always appears human, and in his aspect as Land Master he is able to converse with all "natural" creatures, heal them and make them and make them grow young or old at will. The very ground speaks to him and tells him who has posed or what is hidden underneath. Oh-Kuni-Nushi wields great red nodachi. He encourages his worshipers to actively seek heroic quests which they may attempt.

Shukenja of Oh-Kuni-Nushi must attempt a heroic existence. These mortals travel the earth preaching a doctrine of the usefulness of bravery and courage to all walks of life. They may only rise to the next level if they have committed a heroic act on their own initiative.

RAIDEN

Power of Thunder, Patron of Fletchers

Alignment: Neutral

Worshippers Alignment: Neutral (any)

Symbol: Block spiked mace with a crossed lightning bolt

Plane: Material Plane (Kara-Tur) and Elemental Plane of Air

Raiden has dark, roughened, scaled skin, with hands that end in talons. The god also has a beard, pointed eyebrows and ears, heavily muscled arms and legs, and a large round belly. He has total mastery of weather – in particular lightning. On rare occasions, he will aid his mortal worshipers with their undertakings.

In battle, he uses a legendary jet-black mace that crackles with lightning and automatically disenchanting any weapon or armor it comes in contact with during battle. He wears jet-black armor and bears a great black shield that can completely nullify attacks made against its master. Surrounded by a raging storm whenever he is in battle prevents any kind of missile attack from striking him as does his shadowy aura nullify arcane spells as well. He has three proxies – Thunder, Lightning and Rain - that all have identical appearance but personify something different about the storm. Appearing as male humans in black monk style clothing and a straw hat that covers their glowing blue eyes.

As patron of fletchers, Raiden will grant to every worshiper who designs arrows the ability in his lifetime to make ten arrows of slaying mortals. These shafts will not display their power or be detectable as magical. This may occur when a fletcher takes extremely special care with the crafting of an arrow; even the creator will not know these arrows for what they are (though he may suspect). The maker will only prize them for the effort he or she put into them.

SUSANOWO

Storm god and lord of the seas

Alignment: Chaotic Neutral

Worshippers Alignment: Chaotic (any)

Symbol: Katana

Plane: Material Plane (Kara-Tur) and Limbo

A long-bearded man with long flowing black hair, this deity can often be found riding a thundercloud. He throws lightning bolts at will and can also change shape as he pleases.

He also has mastery over air and water elementals that do his bidding. His touch can rob a flying creature of flight and he sometimes uses this as a punishment. He wears yellow lamellar armor that radiates heat like the sun. His unswerving Yellow Katana always draws blood when drawn in anger – even if it misses the intended target it always hits another enemy of the storm god. If Susanowo (himself, an avatar or proxy) is encountered in the ocean he is immune to all magic and sea creatures will swarm to protect him.

TSUKIYOMI

Power of the Moon

Alignment: Neutral

Worshippers Alignment: Neutral (any)

Symbol: White disk

Plane: Prime Material Plane (Kara-Tur)

This god has light blue skin, but otherwise appears to be a massively built human male. At will the god can shape change and summon one of any type of living creature and any object he sees to his hand (including the weapons of arrogant adventurers).

He uses a magical naginata in bottle that cannot be broken by any force on the Prime Material Plane. The weapon also makes its wielder immune to poison, petrification, and any kind of dominance/charm magic.

THE CELESTIAL EMPEROR AND THE CELESTIAL BUREAUCRACY

Unlike the western world, which has always tended to view non-human creatures as a loose collection of beings with no unity or cohesion, the people of Kara-Tur have organized the world into a unified whole ruled over by a Celestial

Emperor, a powerful being who heads the Celestial Bureaucracy, a type of government of the spirits. Many of the spirit creatures in this come under his command and many hold offices or positions within the Celestial Bureaucracy. Here they receive and carry out orders, punish the wicked, and file reports of their activities. Thus, the Chiang lung (river dragons) have been given the duty of making rain and report to the Ministry of Thunder, who in turn reports to the Celestial Emperor. Like the bureaucrats of the real world, these spirit officials can be corrupt, disobedient, just, or incompetent. They can also be replaced, since each year their superiors examine their activities and behavior.

HACHIMAN, GOD OF WAR

Medium celestial (kami, demigod, mythic), chaotic good

Armor Class 22 (god-forged nerigawa)

Hit Points 432 (24d8 + 240)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
30 (10)	22 (6)	30 (10)	25 (7)	25 (7)	30 (10)

Saving Throws Only fails a save on a natural 1

Skills Athletics +16, Acrobatics +12, History +13, Insight +13, Perception +14

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

Challenge 21

Innate Spellcasting. Hachiman's spellcasting ability is Charisma. He can innately cast the following spells, requiring no material components:

- At will: detect evil and good, invisibility (self only)
- 3/day each: blade barrier, dispel evil and good, resurrection
- 1/day each: commune, control weather

God-Forged Weapons. Hachiman's weapon attacks are magical. When Hachiman hits with any weapon, the weapon deals an extra 6d8 thunder damage (included in the attack).

Divine Awareness. Hachiman knows if he hears a lie.

Magic Resistance. Hachiman has advantage on saving throws against spells and other magical effects.

Zen Shapechanging. Hachiman may shapechange into any other humanoid shape he wishes, however, he must remain in that shape until he finishes a short or long rest.

Oni Bane. Hachiman automatically does double damage against oni.

Discorporate. Unless killed on Tengoku, Hachiman fades away when reduced to 0 hit points reappearing in his keep in Tengoku.

ACTIONS

Multiattack. Hachiman makes two dai-katana attacks, or three open hand attacks.

Hachiman's Sword (+3 Dai-Katana). Melee Weapon Attack: +19 to hit, reach 5 ft., one target. **Hit:** 27 (4d6 + 13) slashing damage + 27 (6d8) thunder damage. See "Special Equipment" for other traits.

Slaying Daikyu. Ranged Weapon Attack: +13 to hit, range 150/600 ft., one target. **Hit:** 15 (2d8 + 6) piercing damage + 27 (6d8) thunder damage. If the target is a creature that has 100 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.

Flying Sword. Hachiman releases his dai-katana to hover magically in an unoccupied space within 5 feet of her. If Hachiman can see the sword, Hachiman can mentally command it as a bonus action to fly up to 50 feet and either make one attack against a target or return to his hand. If the hovering sword is targeted by any effect, Hachiman is considered to be holding it. The hovering sword falls if Hachiman dies or discorporates.

Healing Touch (4/Day). Hachiman touches another creature. The target magically regains 40 (8d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Open Hand. Melee Unarmed Attack: +16 to hit, reach 5 ft., one target. **Hit:** 15 (1d10 + 10) bludgeoning damage. The target must make a DC 24 Constitution saving throw or be stunned until the end of their next turn.

Hachiman's Knife. Melee or Ranged Weapon Attack: +12 to hit, reach 5 ft., one target. **Hit:** 8 (1d4 + 6) piercing damage + 27 (6d8) thunder damage. See "Special Equipment" for other traits.

REACTIONS

Hachiman's Knife. As a reaction to being hit by a ranged attack, Hachiman may use Hachiman's knife.

LEGENDARY ACTIONS

Hachiman can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Hachiman regains spent legendary actions at the start of its turn.

- **Mirage Attack.** Hachiman magically teleports to all hostile creatures within 30 feet and performs one melee attack against each target before reappearing in the space he just left.
- **Searing Burst (Costs 2 Actions).** Hachiman emits magical, divine energy. Each creature of his choice in a 10-foot radius must make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage + 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

- **Blinding Gaze (Costs 3 ACTIONS).** Hachiman targets one creature he can see within 30 feet of him. If the target can see, the target must succeed on a DC 15 Constitution saving throw or be blinded until magic such as the lesser restoration spell removes the blindness.

Hachiman, lord of fishing nets, fertile fields and war, is a changeable and flexible demigod. His symbol, the tomoe, is three teardrops circling in a vortex, signifying the forces of change and transformation that he brings to any occasion.

In legends, he could be a warrior with a topknot, a bald-headed priest, or a long-haired fisherman. As a divine protector of all social classes, he is able to shift even his divine form, becoming fat or thin, tall or short, bald or hairy, as the moment takes him. Unfortunately, he is unable to shift forms on the fly; whatever shape he takes for a given encounter, he must retain. In addition, the dove and his eight traditional banners are present wherever he goes. They are inviolable symbols of his presence.

A +3 magical greatsword that only Hachiman can lift if he is alive and on the same plane. When you attack an object with this magic sword and hit, maximize your weapon damage dice against the target. When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 14 slashing damage. Then roll another d20. If you roll a 20, then you lop off one of the target's limbs, with the effect of such loss determined by the DM. If the creature has limb to sever, you lop off a portion of its body instead. In addition, you can speak the sword's command word, *Hikari*, to cause the blade to shed bright light in a 10-foot radius and dim light for an additional 10 feet. Speaking the command word again or sheathing the sword puts out the light.

This sharp dagger has the hilt in the form of a red dragon. You can use an action to throw the dagger at a target and speak the command word *Doragon*. The dagger turns into a chaotic good ancient red dragon that attacks the target. If the dragon dies in battle, it will return to dagger form, otherwise being forced to change back into dagger form for a 48-hour period after 1 hour.

DESIGN NOTE: KENSAI DUEL

I used the avatar of Hachiman as the level 15 duel for my Kensai player, he had to fight honourably against Hachiman to get level 15. There was no chance he could win. He did not realise he was fighting Hachiman until after the fight.

SPELLS

WUJEN SPELLS

Since the wu jen has a special ability tied to being able to master spells of different elements it requires adding a tag to the spells in the PHB and those from Princes of the Apocalypse. Unique spells are also added including the signature fire shuriken.

I have also stuck to the Aristotelian view of the elements that runs through all of D&D and Western thought – Fire, Air, Earth and Water. Eastern cultures usually don't have air and add wood and metal and sometimes even nature. I lumped all these under Earth. Finally, there are two more elements – void and blood. The former comes from mastering all the elements and is linked to the wu jen's highest level ability. Blood is an evil strain of magic which generates corruption knowns as Taint. More on that in a later post.

A note on **Focus**. This was kind of abstracted in normal 5e but I kept it for the Wu Jen as I feel it fits the type of spellcasters that exist in mythical Japan – the extensive use of charms.

Focus (F). A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused. As with material components, the cost for a focus is negligible unless a price is given. Assume that focus components of negligible cost are in your spell component pouch.

WU JEN SPELL LIST

Spells marked with an * are new spells described after the list. If a spell is associated with a particular element it is listed at the end of the spell.

CANTRIPS

Acid Splash, **Water**
Blade Ward
Control Flames, **Fire**
Create Bonfire, **Fire**
Dancing Lights, **Fire**
Fire Bolt, **Fire**
Friends
Frostbite, **Water**
Gust, **Air**
Light, **Fire**
Mage Hand
Mending
Message
Minor Illusion
Mold Earth, **Earth**
Poison Spray, **Earth**
Prestidigitation
Ray Of Frost, **Water**
Shape Water, **Water**
Shocking Grasp, **Air**
Thunderclap,
True Strike

1ST LEVEL WU JEN SPELLS

Absorb Elements, **All**
Accuracy*
Alarm
Backbiter*, **Earth**
Burning Hands, **Fire**
Catapult,
Charm Person
Chromatic Orb, **All**
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
Earth Tremor, **Earth**
Elemental Burst*, **All**
Expeditious Retreat
Feather Fall,
Fiery Eyes*, **Fire**
Find Familiar
Floating Disk,

Fog Cloud,
Grease, **Water**
Hail of Stone*, **Earth**
Hideous Laughter
Ice Knife, **Water**
Identify
Illusory Script
Iron Scarf*, **Earth**
Jump,
Longstrider, **Earth**
Magic Missile
Melt*, **Fire**
Protection From Evil And Good
Scales of the Lizard*
Secret Signs*
Shield
Silent Image
Sleep
Smoke Ladder*, **Fire**
Thunderwave,
Unseen Servant,
Witch Bolt

2ND LEVEL WU JEN SPELLS

Acid Arrow, **Water**
Aganazzar's Scorching, **Fire**
Alter Self
Animate Element*, **All**
Arcane Lock
Arcanist's Magic Aura
Blur,
Cloud Of Daggers
Continual Flame, **Fire**
Crown Of Madness
Darkvision
Detect Thoughts
Dust Devil, **Earth**
Earthbind, **Earth**
Earthen Grasp, **Earth**
Enlarge/Reduce
Enhance Ability, **All**
Entangling Scarf*, **Earth**
Fire Shuriken*, **Fire**
Flaming Sphere, **Fire**

Gust Of Wind,
Hold Person
Invisibility
Knock
Levitate,
Lightning Blade*,
Locate Object
Magic Mouth
Magic Weapon
Mirror Image
Misty Step,
Phantasmal Force
Protection from Charm*
Pyrotechnics
Rain of Needles*, **Earth**
Rope Trick
Scorching Ray, **Fire**
See Invisibility
Shatter
Skywrite
Snowball Swarm
Spider Climb
Suggestion
Swim*, **Water**
Web

3RD LEVEL WU JEN SPELLS

Blink
Clairvoyance
Commune with Spirits*
Counterspell
Discern Shapechanger*
Dispel Magic
Erupting Earth, **Earth**
Fear
Fire Wings*, **Fire**
Fireball, **Fire**
Flame Arrows, **Fire**
Gaseous Form,
Glyph Of Warding
Haste,
Hypnotic Pattern
Lightning Bolt,
Magic Circle
Magnetism*, **Earth**
Major Image
Minute Meteors, **Earth and Fire**
Nondetection
Plant Growth, **Earth (Wood)**.
Phantom Steed
Protection From Energy, **All**
Remove Curse
Sending
Sleet Storm, **Water**
Slow, **Water**
Steam Breath*, **Fire and Water**
Stinking Cloud,
Terra Cotta Warrior*, **Earth**
Thornskin*, **Earth (wood)**
Tidal Wave, **Water**
Tiny Hut
Tongues
Wall of Sand, **Earth**
Wall of Water, **Water**
Water Breathing, **Water**

4TH LEVEL WU JEN SPELLS

Arcane Eye
Banishment
Black Tentacles
Confusion
Conjure Minor Elementals, **All**
Control Water, **and Water**
Dancing Blade, **Earth**

Dimension Door
Elemental Bane, **All**
Elemental Ward, **All**
Fabricate
Faithful Hound
Fire Shield, **Fire**
Greater Invisibility
Hallucinatory Terrain
Ice Storm, **Water**
Locate Creature
Phantasmal Killer
Poison Needles, **Earth**
Polymorph
Private Sanctum
Resilient Sphere
Secret Chest
Snake Darts*
Spirit Binding*
Stone Shape, **Earth**
Stoneskin, **Earth**
Storm Sphere, **and Water**
Vitriolic Sphere, **Water**
Wall Of Fire, **Fire**
Water to Poison, **Water**
Watery Sphere, **Water**

5TH LEVEL WU JEN SPELLS

Aiming at the Target*
Animate Objects
Arcane Hand
Cloudkill,
Cone Of Cold, **Water**
Conjure Elemental, **All**
Contact Other Plane
Control Winds,
Creation
Dominate Person
Dream
Fire Breath*, **Fire**
Geas
Hold Monster
Immolation, **Fire**
Legend Lore
Metal Skin, **Earth**
Mislead
Modify Memory
Passwall, **Earth**
Planar Binding
Scrying
Seeming
Servant Horde*,
Spirit Self*
Summoning Wind,
Telekinesis
Telepathic Bond
Teleportation Circle
Terra Cotta Lion, **Earth**
Transmute Rock, **Earth**
Wall Of Force,
Wall Of Stone, **Earth**

6TH LEVEL WU JEN SPELLS

Arcane Gate
Chain Lightning,
Contingency
Disintegrate
Fire Seeds*, **Fire**
Flesh To Stone, **Earth**
Freezing Sphere, **Water**
Globe Of Invulnerability
Guards And Wards
Instant Summons
Investiture of Flame, **Fire**
Investiture of Ice, **Water**

Investiture of Stone , **Earth**
Investiture of Wind ,
Irresistible Dance
Mass Suggestion
Move Earth , **Earth**
Programmed Illusion
Spirit Needle*, **Earth**
Sunbeam
True Seeing
Wall Of Ice , **Water**

7TH LEVEL WU JEN SPELLS

Arcane Sword
Body Outside Body*
Decapitating Scarf*, **Earth**
Delayed Blast Fireball , **Fire**
Etherealness
Forcecage
Giant/Minute Size*
Magnificent Mansion
Mirage Arcane
Plane Shift
Prismatic Spray
Project Image
Reanimation*
Reverse Gravity
Sequester
Symbol
Teleport
Whirlwind ,

8TH LEVEL WU JEN SPELLS

Antimagic Field
Antipathy/sympathy (sympathy only)
Cloud Chariot*,
Control Weather, **and Water**
Demiplane
Dominate Monster
Feeblemind
Incendiary Cloud, **Fire**
Maze
Mind Blank
Power Word Stun
Sunburst, **Fire**
Surelife*
Telepathy

9TH LEVEL WU JEN SPELLS

Foresight
Gate
Internal Fire*, **Fire**
Imprisonment
Meteor Swarm , **Earth and Fire**
Power Word Kill
Prismatic Wall
Shapechange
Time Stop
True Polymorph
Weird
Wish

NEW SPELL LIST DESCRIPTION

ABSORPTION

9th level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

Spells that target you are absorbed, their energy stored to power spells of your own. *Absorption* absorbs only ranged spells that have you as a target. Touch spells, effect spells, and area spells that affect you cannot be absorbed.

Once the spell is cast, you can absorb 1d4+6 spell levels (rolled secretly by the DM). The level of each spell you absorb is subtracted from the total. If a spell is only partially absorbed (because its level exceeds the number of levels remaining to be absorbed), divide the number of spell levels left unabsorbed by the original spell level. For spells that deal damage, use the result to determine what fraction of the damage you take. For spells that create effects, use the result as a percentage chance to be affected.

For example, you have three spell levels of *absorption* remaining and are struck by *dominate person* (cast as a 5th-level spell). *Absorption* absorbs three levels of the spell, resulting in a 40% chance (2/5) that you will be affected normally. If affected, any saving throw the spell allows you still applies. Likewise, if you're struck by *disintegrate* (cast as a 6th-level spell) with four levels of *absorption* remaining, two levels of the spell remain, and you take only 33% (2/6) of the damage you would normally take from the spell.

You can use captured spell energy to cast any spell you know or have prepared, but spells so cast don't disappear from your list of prepared spells or count against the number of spells you can normally cast per day (so you must keep a running total of spell levels absorbed and used). The levels of spell energy you have stored must be equal to or greater than the level of the spell you want to cast, and you must have at hand (and expend) any material components required for the spell.

ACCURACY

1st level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (Ink, written in a mystical character on each weapon affected by the spell)

Duration: 1 hour

Target: One thrown weapon/level, all of which must be in contact with one another at the time of casting; or a single projectile weapon

Duration: 10 minutes/level

When you cast this spell, you enchant one or more thrown weapons (all of which must be in contact with one another at the time of casting) or one projectile weapon (bow, crossbow, sling, or the like) to improve the chance of hitting distant targets. For the duration of the spell, the range increment for the affected thrown weapons or single projectile weapon is doubled.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you may double the number of affected weapons the spell can enchant for each slot level above 1st.

AIMING AT THE TARGET

5th level abjuration

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 20 minutes

When you cast this spell, you increase your ability to concentrate on a spell you have already cast. This spell is one of only two spells that you can cast while maintaining concentration on another spell (the other being *finding the centre*). This spell gives you on Concentration checks you make to maintain concentration on another spell and lasts as long as your concentration on the other spell. Casting *aiming at the target* is a bonus action.

ANIMATE ELEMENT

1st level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (A mixture of powdered cinnabar and ground peach pit (wood), a small vial of pure spring water mixed with cinnabar oil (water), or a handful of charcoal, sulfur, and soda ash).

Duration: Concentration, up to 1 minute

You imbue a Small or smaller object made of wood, water or fire with mobility and a semblance of life. Each does the appropriate damage type for the element – poison for wood, fire for fire and cold for otherwise it acts identical to the *animate object* spell.

APPARITION

2nd level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a miniature palette dotted with paints of assorted colours)

Duration: Concentration, up to 10 minutes

This spell causes the subject's face to appear horrible and terrifying. You can create nearly any combination of hideous features—blue skin, parrot face, elephantine nose, rotting tusks, or anything else you can imagine. You cannot duplicate the appearance of any known creature, however.

Creatures—excluding you and your allies—who view the recipient, must make successful Wisdom saving throws or become frightened.

ARC OF LIGHTNING

5th level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (Two small iron rods)

Duration: 1 hour

You create natural conductivity between two creatures, and a bolt of electricity arcs between them. This bolt deals 5d6 points of electricity damage per caster level to both creatures and to anything in the line between them or half damage on a successful Dexterity saving throw.

Both creatures must be in range, and you must be able to target them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, you add 1d6 per slot above 5th level.

BACKBITER

1st level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, F (a dagger)

Duration: Until discharged up to 8 hours.

When you cast this spell, you place an enchantment on a Large or larger wooden-hafted weapon (such as a bo, naginata, nunchaku, three-section staff, or similar weapon). The next time that weapon is used to make a melee attack; its shaft twists around so that the weapon strikes the wielder instead. The weapon's wielder makes a normal attack roll upon himself and deals normal damage if he hits. He cannot choose to reduce the damage he deals, although any damage reduction he has still applies. Once the attacker damages himself with the affected weapon, the spell is discharged.

Unattended magic weapons targeted by this spell receive a raw save adding weapons magical pluses as bonus to the roll; if successful, the spell has no effect.

BODY OUTSIDE BODY

7th level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a few hairs from your head or beard)

Duration: Concentration, up to 10 minutes

This spell creates 1d4 duplicates of you. These duplicates share all your ability scores, personality, class levels, skills, feats, and memories. They carry the same arms, armour, and equipment as you do (but only have mundane versions of your magical gear), and they cannot cast spells. The duplicates you create have one-quarter of your hit point total at the time of casting. They are obedient to you and friendly toward one another and your companions. You may order them to take any actions, even ones that you would normally not take (such as charging the dragon or jumping off a cliff). They can do anything you can, except cast spells. They take damage as normal, but if one is slain, it disappears, and you instantly take 10 points of damage. At the end of the spell duration, all the duplicates (and any equipment created with them) disappear without causing damage to you. The duplicates are completely indistinguishable from you.

BURNING STEPS

5th level evocation

Casting Time: 1 action

Range: 100 ft.

Components: V, S

Duration: Concentration, up to 1 minute

You summon a feisty fire kami that enters the spirit of the target creature and begins to dance about in harmony with their movements. The target receives an initial Fortitude save to resist the effect. Thereafter, each round the target makes any sort of action other than remaining completely still (any move-equivalent or standard action) he suffers 1d8 damage. This effect persists until the spell ends or the target dies. Multiple castings of this spell inflict cumulative damage.

CHAMELEON

1st level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (The shed skin of a small lizard)

Duration: 1 hour

This spell alters the coloration of the recipient's body and clothing so as to blend in with the surrounding background, granting the creature a +10 bonus to Dexterity (Stealth) checks. In areas where the background changes gradually (such as stepping from forest to green field), the coloration shifts quickly enough to grant the bonus while moving at up to one-half normal speed. When the background changes abruptly (from forest to stone wall, for example), the creature loses the circumstance bonus for 1 round while the coloration change takes effect.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can select another target per spell slot used above 1st level.

CLOUD CHARIOT

8th level alteration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small ball of cotton.)

Duration: 10 minutes

This spell allows you to soar on a magic chariot formed of cloud. When you cast the spell, you and any willing allies you are touching lift into the air on a small cloud and then fly away in whatever direction you desire. You fly at the incredible speed of 10 miles per minute, so that over the spell's duration you can cover a distance of 100 miles. You and your passengers feel none of the effects of this swift movement, and the ride is perfectly steady and calm—even in the worst weather. At the end of the spell, the cloud settles gently to the ground and disappears.

COBRA'S BREATH

1st level transmutation

Casting Time: 1 bonus action or reaction

Range: 10 ft.

Components: S, M (A cobra's fang)

Duration: Instantaneous

Your saliva changes into a virulent poison that you then spray forth in a 10-foot cone. Creatures within the cone must make a Constitution saving throw or take 2d6 points of poison damage and become poisoned for 1 minute. The poison does not affect you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you increase the damage by 1d6 per spell slot used above 1st level.

COMMUNE WITH SPIRITS

7th level divination (ritual)

Casting Time: 1 minute

Range: One spirit

Components: V, S

Duration: Instantaneous

This spell is identical to the commune with nature spell except the wu jen is contacting spirits in the area for information.

CORPSE CANDLE

3rd level conjuration

Casting Time: 1 action

Range: 30 feet

Components: S, M (A piece of a corpse untreated by any kind of preservative)

Duration: 1 hour

A ghostly hand bearing a lit candle appears at the spot you choose, shedding light in a 5-foot radius and moving as you desire — forward or back, up or down, straight or around corners at up to 50 feet per round. The hand and candle are incorporeal and can pass through objects, making them a useful tool for simulating hauntings. As well, a *corpse candle* illuminates hidden, ethereal, and invisible beings and items, all of which become faintly visible as wispy outlines. Ethereal creatures remain unreachable from the Material Plane (except with force effects), but invisible creatures have only +2 to AC and lose other bonuses from being invisible when they are within 5 feet of the candle. The ghostly radiance also makes immaterial creatures and items slightly material, so that incorporeal creatures (any creature with incorporeal movement) within 5 feet of a *corpse candle* lose their damage resistances.

The hand is Tiny, has 1 hit point, and has AC 14 + a bonus equal to your Charisma modifier. It makes saves as you do but is immune to spells that don't cause damage. The spell effect ends if the hand is destroyed, and the hand winks out if the distance between you and it exceeds the spell's range.

CREEPING DARKNESS

1st level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (A whisker from a black cat and a tiny bottle of smoke captured on a moonless night)

Duration: 1 minute, Concentration

This spell creates a 20-foot sphere amorphous cloud of inky blackness that you can shape and move as desired. While you concentrate on it, the darkness can move up to 20 feet per round as a bonus action, either floating through air or seeping through the smallest cracks. The cloud stops all light and sound, so creatures within it (or creatures whose sensory organs and vocal apparatus are within it) are treated as being deafened and blinded (including creatures with darkvision), in addition to being unable to speak or cast spells with verbal components. As well, creatures entirely within the cloud have total cover (+4 AC).

A moderate wind (11+ mph) disperses the cloud in 5 rounds; a strong wind (21+ mph) disperses it in 2 rounds.

DANCING BLADE

4th level transmutation

Casting Time: 1 bonus action

Range: One target sword within 25 feet

Components: V, S, M (a tiny stick puppet)

Duration: 1 minute

When you cast this spell, you cause the target sword to hover and fight in the air, defending the character you designate. The sword must be either unattended or in the possession of the willing ally who will benefit from the spell. The sword parries blows providing a +1 AC bonus to the protected character. Also, the *dancing blade* prevents two opponents from receiving a flanking bonus against the character.

DECAPITATING SCARF

7th level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, F (a silk scarf)

Duration: Concentration, up to 1 minute

As *iron scarf*, but if you succeed with your spell attack roll, the scarf wraps around the target's neck. The target may then attempt a Constitution saving throw; failure indicates that you are able to yank the scarf and decapitate the victim. This spell works only against creatures with heads, and decapitation is only effective against living creatures (except vampires). Oozes and many aberrations have no heads and are thus immune to this spell. Constructs and most undead are not harmed by the removal of their heads, so the spell is ineffective against them.

Living creatures that make successful Constitution saves take 20d4 points of piercing damage (save for half damage) before freeing themselves from the *decapitating scarf*.

DISCERN SHAPECHANGER

3rd level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a balm of honey and lotus flower, smeared on your eyelids)

Duration: Concentration, up to 10 minutes

With a standard action spent in concentration, you can see the true form of polymorphed, disguised, or transmuted creatures within 60 feet. Each round, you can examine one creature you can see and determine whether it is polymorphed, disguised, or transmuted, and what its true form is.

If you look at a shapechanger in its true form, you know that it is a shapechanger, but cannot determine what other forms it might be capable of assuming. For purposes of this spell, a shapechanger is any creature with the shapechanger type or a supernatural or extraordinary ability that allows it to assume an alternate form. A wu jen who knows *polymorph self* is not a shape- changer (since a spell is not a supernatural or extraordinary ability), but a spirit centipede is (since it has the exceptional ability to assume alternate forms, though its type is outsider).

EARTHBOLT

3rd level evocation

Casting Time: 1 action

Range: 30 ft. line

Components: V, S

Duration: Instantaneous

With a shout, you strike the ground at your feet and create a bolt of seismic force that causes earth, rock, and sand to fly into the air, striking creatures along its path. Any creatures caught in the spell's area take 3d6 points of bludgeoning damage unless the target makes a Dexterity saving throw.

This spell functions only if you are standing on dirt, clay, sand, or stone (including stone floors), not on wooden floors or other surfaces.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you increase the damage by 2d6 and the range by 10 feet per spell slot used above 3rd level.

ELEMENTAL BURST

1st level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

When you cast this spell, you designate a target point—an item composed of one of the five elements (wood, fire, Water, stone, or air). The item then releases the magical energy within it in a sudden, explosive burst out to a 10 ft. sphere. The effects of the burst depend on the element that makes up the target item:

- *Earth (Wood, Metal, or Stone):* The item throws off sharp slivers. Creatures within the burst take 1d8 points of damage (half with a successful Dexterity save).
- *Fire:* The fire shoots out glowing sparks, causing 1d4 points of damage (no damage with a successful Dexterity save).
- *Water:* Water pushes out in a sharp wave, knocking creatures within the burst prone. A successful Strength save allows an affected creature to remain standing. The spell does not noticeably affect the structure of the target item.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you increase the number of damage die by 1 for Earth and Fire. When water is cast using a 2nd level slot or higher the save imposes disadvantage and the target must repeat the saving throw each round for a number of rounds equal to the spell level used or fall prone again.

ELEMENTAL WARD

4th level abjuration

Casting Time: 1 action

Range: Self.

Components: V, S, M (A small quantity of the element opposed to the type being warded against—fire for water elementals, earth for air elementals, air for earth elementals, or water for fire elementals.)

Duration: 1 minute

This spell allows you to drive off elementals of a specific type by uttering a fearsome cry. When you cast the spell, all elementals within a 60 ft. sphere cantered on flee the area unless they make successful Wisdom saving throws. The spell ends if you try to force the barrier against an elemental that has failed its saving throw.

ENDLESS DEPTHS

4th level transmutation

Casting Time: 1 action

Range: self

Components: V, S

Duration: 1 hour

Calling upon the inner strength of your ki, this spell extends your spellcasting ability at great personal expense. After completion of this spell, you may cast spells beyond your normal restriction of spells per day, although not spells of a level the character cannot currently cast. Each time you do this, you take temporary Constitution damage equal to the level of the spell cast. Characters who reduce themselves to 0 (or less) Constitution due to this spell are unravelled by the Void and may not be raised or resurrected. You could still be restored by *divine intervention* or *wish*.

ENTANGLING SCARF

2nd level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, F (a silk scarf)

Duration: Concentration, up to 1 minute

This spell is similar to *iron scarf*, but you use the scarf to entangle a foe instead of dealing damage. As with *iron scarf*, you seize a silk scarf and lash it toward one creature within range, and the scarf magically extends to reach the target and wrap around it. You must have a line of sight to the target. You make a ranged attack roll on the target. If you hit the target becomes restrained. Additionally, a creature capable of spellcasting that is bound by this spell must make a Concentration check to cast a spell.

An entangled creature can slip free with an Escape check against your spell save DC. If they succeed the spell ends.

FIERY EYES

1st level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

This spell causes your eyes to glow with an unnatural fire. You can determine the colour of the light, from a reddish glow to brilliant yellow.

Your eyes project beams of bright light to a range of 3 feet, clearly illuminating the area. By fixing your sight on one spot for a few seconds, you can cause flammable objects to burst into flames. If other creatures carry or wear the

affected items, however, these flames cause 1d10 points of damage to the creature immediately and may cause further damage. This spell's damage increases by 1d10 when you reach 5th level (2d10), 10th level (3d10), and 15th level (4d10).

FINDING THE CENTER

8th level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

As *aiming at the target*, except that you no longer need to maintain conscious concentration on the spell you cast before this one. Your unconscious mind maintains the concentration required for the spell. You can take other actions, including movement, attacks, and even spellcasting, as normal. The only way to disrupt your concentration on the other spell while *finding the centre* is still in effect is to kill you or hamper your mind in some way (as through *feeblemind*, *confusion*, *insanity*, or *dominate person*). Mechanically you automatically pass Constitution saving throws for concentration spells for the duration.

FIRE BREATH

5th-level evocation

Casting Time: 1 action

Range: Self (Target within 30-feet)

Components: V, S, M (a small crystal or glass cone)

Duration: Concentration, up to 1 minute.

You gain the ability to breathe a gout of flame as a bonus action, once per round for the duration of the spell. The flame targets one creature within 15 feet of you, and you must succeed at a magic attack to affect the target. If you succeed, the target takes 4d8 points of fire damage. Combustible objects may be ignited.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

FIRE SHURIKEN

2nd-level evocation

Casting Time: 1 action

Range: 50 ft.

Components: V, S, M (A shuriken coated with pine sap and sulphur.)

Duration: Instantaneous

This spell allows the wu jen to create razor-sharp pinwheels of fire. When cast, the wu jen makes a flicking gesture with his hand, firing out one or more shuriken-shaped wheels of magical fire. These fly at the desired target, throwing off fiery sparks as they travel. A spell attack roll is made. A successful hit causes 2d8 points of fire damage from the flames and the sharp edges. Upon striking the target (or any other solid object on a missed throw), the fire shuriken disappears in a burst of multi-coloured smoke. This smoke is particularly thick, temporarily obscuring the vision of the target and causing him to suffer a -1d4 on his next attack.

The shurikens all strike simultaneously on a successful spell attack. You cannot direct them to hit more than one creature.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the spell creates one more shuriken for each slot level above 2nd.

FIRE WINGS

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (The feather of a bird, which you must burn when you cast the spell), F (A golden amulet shaped like a phoenix)

Duration: Concentration, up to 10 minutes

This spell transforms a willing creature's arms into wings of brilliant fire, resembling those of a phoenix. The flame does not damage you or any items you carry. Since your arms are transformed, you cannot hold items in your hands or cast spells while using the *fire wings*, but rings, bracers, and other items worn on your arms when you cast the spell still function normally.

The wings allow the target to fly at a speed of 60 feet. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

You can make unarmed attacks with the *fire wings*, a successful unarmed strike deals 2d6 points of fire damage in addition to your normal unarmed attack damage.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Design Note: This spell replaces the fly spell for the wu-jen.

FORCE WHIP

2nd level evocation

Casting Time: 1 action

Range: 10 feet.

Components: V, S, M (A small silk whip)

Duration: 1 minute, Concentration

This spell creates a whip of magical force that you wield as if you had proficiency with it. Simply cracking a *force whip* keeps normal animals (beasts) at bay unless they succeed on a Wisdom saving throw. Affected animals stay at least 30 feet away from you for the duration of the spell, as space permits. On a successful spell attack with the whip, any beast you strike must succeed on a Wisdom saving throw or become frightened.

Against other creature types, you can use a *force whip* in combat as if it were a normal whip except it does force damage.

GHOST LIGHT

1st-level necromancer

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of phosphorus)

Duration: Concentration, up to 1 minute

You create up to four torch-sized lights of a ghostly green radiance within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

The light is imbued with unearthly power and causes fear in creatures within 30 feet of its location. Creatures in this area must make successful Wisdom saving throws or become frightened.

GIANT/MINUTE SIZE

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (The scale of a dragon or hairs from the head of a giant/flea)

Duration: Concentration, up to 10 minutes*

When you cast this spell, your body assumes truly gigantic or miniature proportions for the duration.

Diminutive: The target's size changes as shown below, and its weight is reduced to one-eighth of normal per step of reduction from medium. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage per step of reduction from medium (this can't reduce the damage below 1). Your caster level determines the size you are able to change to as well as additional modifiers:

CASTER					TO-HIT
Level	Size	Str	Dex	Con	Modifier
11-12	1 to 3 feet (Small)	—	+2	—	+0
13-16	18 in. (Tiny)	4	16	8	+2
17-18	9 in. (Diminutive)	8	18	8	+4
19-20	3 in. (Fine)	8	20	8	+8

* a willing creature may stay tiny for as long as it likes without requiring concentration.

Gigantic: The target's size changes as shown below, and its weight is multiplied by eight for each step of increase. This growth increases its size by one category per the table as the wu jen determines. If there isn't enough room for the target to increase its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage per size category above medium. Your caster level determines the size you are able to change to as well as additional modifiers:

CASTER					AC
Level	Size	Str	Dex	Con	Modifier
11-12	10 ft. (Large)	18	10	18	-1
13-16	20 ft. (Huge)	20	10	20	-2
17-18	40 ft. (Gargantuan)	25	10	25	-5

19–20	70 ft. (Colossal)	30	10	30	-10

HAIL OF STONE

1st level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a piece of jade worth at least 5 gp.)

Duration: Instantaneous

You create a rain of stones causing damage to creatures and objects within the area at a point you choose within range. Each creature in a 20-foot-radius sphere centred on that point must make a Dexterity saving throw. A target takes 4d3 bludgeoning damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d3 for each slot level above 2nd.

HEART RIPPER

4th level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

With the sweep of a hand, you send invisible bolts of force surging toward the targets. Roll 5d8; the total is how many hit dice of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order from lowest number of hit dice to highest.

Starting with the creature that has the lowest hit dice, each creature affected by this spell dies. Subtract each creature's hit dice from the total before moving on to the creature with the next lowest hit dice. A creature's hit dice must be equal to or less than the remaining total for that creature to be affected. Undead, constructs, oozes, and other creatures with no anatomy or no heart are unaffected by the spell.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, roll an additional 1d8 for each slot level above 4th.

ICE BLAST

2nd level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (A mouthful of water)

Duration: 1 hour

After casting this spell, you can use a bonus action to spit forth a cloud of icy crystals at a target within 30 feet of you. The target must make a Dexterity saving throw, taking 4d6 cold damage on a failed save, or half as much damage on a successful one. The effect ends after you spit freezing water three times or when 1 hour has passed.

INTERNAL FIRE

9th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, F (An iron brazier filled with red-hot charcoal)

Duration: Instantaneous

This spell creates a deadly raging heat in the internal organs of the targets, causing them to burst into flame from the inside. Death occurs instantly. You may target creatures with total HD not exceeding your level and no two of which may be more than 20 ft. apart. A successful Constitution save instead deals 6d6 points of fire damage, +1 point per caster level.

IRON SCARF

1st-level transmutation

Casting Time: 1 action

Range: 30 feet.

Components: V, S, F (silk scarf)

Duration: Instantaneous

When you cast this spell, you seize a silk scarf and lash it toward one creature within range. You must have a line of sight to the target. You make a spell attack roll on the target as the scarf magically extends and becomes as hard as iron on impact. If you hit, the target takes 1d8 points of slashing damage plus Intelligence ability score bonus.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage die increases by 1d8.

KISS OF THE TOAD

2nd level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, F (A tattoo of a toad on your skin)

Duration: Instantaneous

Your touch becomes poisonous; inflicting poison upon a creature you touch with a successful melee touch attack. The poison deals 2d6 poison damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

LIGHTNING BLADE

2nd level evocation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M

Duration: 1 hour or until discharged

When you cast this spell, a sword blade of crackling electrical energy appears in the hand of the creature you touch (who must be a willing recipient). It is the size of a normal katana (longsword) but is virtually weightless. It is treated as a martial weapon for purposes of determining who is proficient with its use. The wielder can use the blade in two ways — to make a melee attack to deliver electrical damage, or to fire a bolt of lightning as a ranged touch attack with an absolute range of 30 feet.

Over the entire duration of the spell, the blade can deliver up to 3d6 die of lightning damage. For any given attack, the blade's wielder decides (before making an attack roll) how many dice the blade deals with a successful hit, up to the maximum damage potential remaining in the spell. If the attack roll is successful, the blade deals the specified damage to the target. If the attack roll misses, those dice of damage are lost.

Since the blade is immaterial, the wielder's Strength modifier does not apply to the damage, which is all lightning damage. It can harm any creature that is harmed by lightning. The spell does not function underwater.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

MAGNETISM

3rd level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of lodestone)

Duration: Concentration, up to 1 minute

This spell allows you to draw iron or steel objects to yourself by projecting a magnetic ray at any object within range. The magnetic ray draws objects toward you up to 800 lbs. Each round the spell lasts, you can target one item with a ranged touch attack.

If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell. If you win the opposed roll, the object flies from your opponent's hand to your own.

If you hit an attended item, such as a weapon at someone's belt, the creature wearing the item can make a opposed roll using Dexterity to keep hold of the item.

If you hit an unattended item that is not secured or too heavy for the ray to lift, it flies to your hand. If the item is secured in some way, you can make a Strength check (using the Strength bonus of the ray which is +10) to break or burst whatever is securing it.

MELT

1st level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a few crystals of rock salt and a pinch of soot)

Duration: Concentration, up to 1 minute or instantaneous (see text)

This spell allows you to melt ice and snow or deal damage to cold creatures. You can melt a 5-ft. cube of ice or a 10-ft. cube of snow per round. Targeted cold creatures take 1d4 points of damage or half with a successful Constitution saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 1st.

METAL SKIN

Error! Filename not specified.

5th level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small piece of rhinoceros hide)
Duration: Concentration, up to 1 hour.

This spell transforms the skin of the recipient into a gleaming metallic surface. Until the spell ends, the target has a damage threshold of 5 against bludgeoning, piercing, and slashing damage. However, the creature also becomes somewhat slow and stiff, having disadvantage on Dexterity ability checks and saving throws.

PAIN

4th level necromancy

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a live leech)

Duration: 1 minute

The target creatures with total HD not exceeding your level, no two of which may be more than 20 ft. apart are struck by wracking pains and agony on a failed Constitution saving throw. While the spell lasts, affected creatures are effectively stunned by the agony induced by the spell. Target creatures may save to end the effect at the start of their turn.

POISON NEEDLES

4th level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a long metal needle)

Duration: 1 minute

As *rain of needles*, but the needles drip with poison. You can attack only one target, and you must succeed on a spell attack to harm the target. If you hit, the target suffers the effect of the poison needles. You can choose one of the following effects:

- A creature subjected to this poison needle must succeed on a Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.
- A creature subjected to this poison needle must succeed on a Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- A creature subjected to this poison needle must make a Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

PROTECTION FROM CHARM

2nd level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece or hair or other item from the body of a creature with an innate charm or dominate person ability, such as a succubus or vampire)

Duration: Concentration up to 10 minutes

Until the spell ends, one willing creature you touch is protected against charm and similar affects. The target has advantage on any saving throw against the relevant effect.

PROTECTION FROM CHARM

2nd level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece or hair or other item from the body of a creature with an innate charm or dominate person ability, such as a succubus or vampire)

Duration: Concentration up to 10 minutes

Until the spell ends, one willing creature you touch is protected against charm and similar affects. The target has advantage on any saving throw against the relevant effect.

RAIN OF NEEDLES

2nd level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a long metal needle)

Duration: Instantaneous

When you cast this spell, you hurl a needle in the direction of one target. The spell multiplies this single needle into a hail of needles that deal damage to the targets you select. You make a spell attack against each target separately. The needles, combined, do 2d4 points of piercing damage, but you can divide this damage up among the targets you select.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the spell damage increases by 2d4 for each slot level above 2nd.

REANIMATION

7th level conjuration

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a white shawl and incense.), F (a golden amulet shaped like a phoenix)

Duration: Instantaneous

You restore a semblance of life to a deceased creature. You can animate creatures that have been dead up to one day per caster level. In addition, the subject's soul must be free and willing to return.

If the subject's soul is not willing to return, the spell does not work. This spell cannot fully bind the soul back into the body, and the reanimated subject is in a state of half-life—neither dead nor fully alive. The reanimated creature has 1 hit point and can take only a single move-equivalent action each round. It cannot attack, use spells, or activate magic items. It can speak (if it could while fully alive), but its speech is slow and slurred. The creature's memory is cloudy and confused, and it has trouble remembering even the basic details of its past life and friends. If left unwatched, the creature is prone to wander off randomly with no conception of where it is going or where it has been. If wounded again, the creature can be healed, but cannot rise above 1 hit point. It can gain temporary hit points but cannot increase its hit point total through Constitution increase or any other means.

The creature can be killed again (and reanimated again), and it can be restored to full life through any spell that would restore a fully dead creature to life (such as *raise dead*). As with *gentle repose*, time spent reanimated does not count against the time limit on raising the creature from the dead. The body does not decay while it is reanimated.

A reanimated creature is not undead, and cannot be turned, harmed by positive energy or holy water, or healed by negative energy. A *greater restoration* spell fully restores the creature's memory but does not improve its physical state.

RYOSHUN'S FIRST GIFT

7th level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (1 spirit emblem, 1,000 sen)

Duration: Until the next dawn

Ryoshun was the tenth kami, and the guardian of Oblivion's Gate – the barrier between the mortal realm and the afterlife. Until the events leading up to the Battle at Oblivion's Gate, his existence was merely a rumour, but at that time he passed through the gate to Ningen-do. He visited for a brief time the Empire that his brothers and sisters had created. The sight filled him with joy as nothing else ever had, and he gave gifts of magic and wisdom to any who desired them. This spell was the first such gift to be distributed.

When this spell is cast, you must also expend a spell slot of the highest-level spell you can cast (if he cannot do this, this spell does not function). You gain an additional spell slot on each other level that you can cast, usable immediately. These bonus spell slots last for 24 hours.

SCALES OF THE LIZARD

1st level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a tattoo of a lizard on your skin)

Duration: 8 hours

You touch a willing creature who isn't wearing armor, the target creature's skin toughens and shimmers as if covered with scales until the spell ends. The target's base AC becomes 11 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell's base AC increases by 1 for each slot level above 1st.

Design Note: This spell replaces *mage armour* for the wu jen and is removed from their spell list.

SECRET SIGNS

1st level enchantment

Casting Time: 1 action

Range: 25 feet

Components: F (a small glass cone)

Duration: 1 round

This spell allows you to communicate a simple message to one other intelligent creature within range, using nonverbal means. You can wave a hand, place a scroll on a table, raise an eyebrow, or make any other sign, and the spell allows the target to understand your message. You can communicate a complete thought of twenty-five words or less by means of this spell, and the target understands your message despite any barrier of language. You can use this spell even if you are bound and gagged, so long as the focus item is on your person.

SERVANT HORDE

5th level conjuration (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small stick crossbar to which many lengths of knotted thread are attached)

Duration: Until the next dawn

This spell creates 2d6 +1 invisible servant per level, mindless, shapeless forces that perform simple tasks at your command. They can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. They can also be used for common laboring tasks, provided that you carefully direct them. They could serve at a banquet, help dig earthworks, row a ship, act as porters, or assist in a farmer's fields.

Each servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so, thus allowing you to command one servant to clean the floor and then turn your attention elsewhere as long as you remain within range. Servants can open only normal doors, drawers, lids, and so forth.

Each servant has AC 10, 1 hit point, and a Strength of 10, and it can't attack. If it drops to 0 hit points, the spell ends. Their speed is 30 feet. If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

At Higher Levels: When you cast this spell using a 9th level spell slot the effect is permanent. If the servants are dispelled, they reappear the next dawn and you always summon the maximum number of servants possible. You may also choose a structure or vehicle that the servant horde is bound to and they may not move more than 60 feet away from this structure or vehicle instead of it being centered on you.

SMOKE LADDER

1st level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, F (a large fire of green wood)

Duration: 1 hour

Using this spell, you can mold and shape ordinary smoke into a misty ladder. Reaching into the smoke given off by a fire, you cast the spell while shaping the ladder. The ladder weighs virtually nothing, and you can easily handle a smoke ladder of any length (the ladder can be no longer than 60 feet however). Furthermore, the ladder is always steady and rigid; it need not be supported or leaned against an object. You simply place it in the desired position and climb. You can extend the spell's duration by casting the spell again on the smoke ladder.

SNAKE DARTS

4th level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, F (two snake tattoos on your skin, usually one coiled around each forearm.)

Duration: 1 hour

When you cast this spell, your snake tattoos (the spell's focus) transform into real snakes that fly from you to the target or targets you select (one per tattoo), striking like darts and injecting poison into the victims. The snakes always hit, and deal 2d6 points of piercing damage from the impact alone. The target must make a Constitution saving throw, taking 2d4 poison damage on a failed save, or half as much damage on a successful one. After striking the targets, the snakes fly back to you. You must swallow the living snakes before you can cast the spell again; doing so is a standard action that causes you no harm. When you swallow the snakes, the tattoos reappear on your arms.

SPIRIT BINDING

4th level conjuration (ritual)

Casting Time: 10 minutes

Range: 25 feet

Components: V, S, M (the trap itself)

Duration: Instantaneous

Casting this spell attempts a dangerous act: to lure a spirit of challenge rating 4 or lower to a specifically prepared trap, which must lie within the spell's range. The called spirit is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a magic circle spell, focused inward. The type of spirit to be bound must be known and stated. If it has a specific, proper, or given name, this must be used in casting the spell.

The target spirit must attempt a Wisdom saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the spirit is immediately drawn to the trap. The spirit can escape from the trap with a successful via dimensional travel, or a successful Charisma check verses your spell DC. It can try each method once per day. If it breaks loose, it can flee or attack you.

If the spirit does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the spirit to perform a service by describing the service and perhaps offering some sort of reward. You make opposed Charisma checks (the DM may grant advantage or disadvantage to this roll for either you or the spirit based on the service and reward. If the spirit wins the opposed check, it refuses service. You can make new offers, bribes, and the like or offer again the old ones every 24 hours. You can repeat this until the spirit promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable

commands are never agreed to. If you roll a 1 on the Charisma check, the spirit breaks free of the binding and can escape or attack you.

Once the requested service is completed, the spirit need only so inform you to be instantly sent back whence it came. The spirit might later seek revenge. If you assign some open-ended task that the spirit cannot complete through its own actions (such as "Wait here" or "Defend this area against attack"), the spell remains in effect for a maximum of one day per caster level, and the spirit gains an immediate chance to break free. Note that a clever recipient can subvert some instructions. When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. For example, lesser spirit binding is a water spell when you cast it to call a water elemental.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the challenge rating increases by 1 for each slot level above 4th.

SPIRIT NEEDLE

6th level transmutation

Casting Time: 1 action

Range: 25 feet

Components: V, S, F (a long metal needle)

Duration: 1 minute

When you cast this spell, you hurl a long needle at a spirit creature, making a spell attack against the spirit. The needle can hit incorporeal and even ethereal creatures, though it has no enhancement bonus. If you hit, the spirit becomes corporeal and is held in place, unable to move for the duration of the spell (though it can still take non movement actions, including attacks). The spirit takes no damage from the needle, but it becomes much more vulnerable to further attacks, granting attackers advantage on attack rolls, in addition to losing the protective benefits of incorporeality. The spirit cannot remove the needle that pins it in place, but another creature can remove it by using the aid another action. A pinned spirit is unable to use any supernatural or spell-like ability to alter its substance (such as gaseous form, ethereal jaunt, or becoming incorporeal again) or transport itself (including dimension door and teleport).

SPIRIT SELF

5th level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a small prayer wheel)

Duration: 1 minute

This spell allows you to send your spirit outside your body in an incorporeal form, while maintaining some semblance of life in your physical body. Your spirit has a speed of 90 feet, but it cannot move more than 200 feet from your body. Your spirit can be blocked by any spell that wards incorporeal creatures, and it can be detected and attacked in the same way as incorporeal creatures can. A spellcaster can use *commune with spirit* to contact you, you cannot see creatures protected by invisibility to spirits, and you are warded by a protection from spirits spell. Your spirit can cast spells that have only verbal components, but it cannot otherwise attack or affect the physical world.

Your body, meanwhile, assumes a half-awake state. In your spirit form, you can issue commands to your body as long as you are within 5 feet of it. It can take only simple actions—walking, talking (in a slow, slurred fashion), or eating. It is not helpless, but it can only take 1 action per round. It loses its Dexterity bonus to AC (if any), and foes gain advantage on attack rolls against it.

Damage taken by either your spirit or your body is subtracted from your hit point total. If either your spirit or your body is destroyed, you die. If your body moves more than 200 feet from you, and your spirit is unable to follow (because of a *protection from spirits* spell or some other reason), you die. If you are otherwise prevented from returning to your body at the expiration of the spell, you die.

STEAM BREATH

3rd level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a glowing piece of charcoal doused with water)

Duration: Instantaneous

This spell allows you to expel a powerful breath of superheated steam, which billows forth from your mouth and fills a cone with scalding clouds of mist. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 6d8 steam (fire/water) damage on a failed save, or half as much damage on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

SUMMONING WIND

5th level transmutation (ritual)

Casting Time: 10 minutes

Range: Unlimited

Components: V, S

Duration: Instantaneous

You send a message or sound on the wind to a number of specific creatures (up to ten creatures per level) that you identify while casting the spell. The specific identity of each recipient need not be known, but you must be able to distinguish them by their position or some feature other than race or character class. For example, you could send the message to the soldiers of your palace guard or to the governors of all the provinces in the empire. The summoning wind travels to each recipient, provided that it can find a way from you to their locations. (It can't pass through walls, for instance). The summoning wind is as gentle and unnoticed as a zephyr until it reaches the recipients. It then delivers its whisper-quiet message or other sound and dissipates. You can prepare the spell to bear a message of up to twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the summoning wind seem to be a faint stirring of the air.

You can likewise cause the summoning wind to move as slowly as one mile per hour or as quickly as one mile per 10 minutes. When the spell reaches its objective, it swirls and remains until the message is delivered. As with magic mouth, summoning wind cannot speak verbal components, use command words, or activate magical effects. This spell is commonly used to rally troops, send warnings, or disseminate proclamations.

SURELIFE

8th level abjuration

Casting Time: 10 minutes

Range: Self

Components: V, S, M (an ointment of peach syrup and cinnabar)

Duration: 10 days

This spell allows you to protect yourself against some condition—such as being immersed in boiling oil or being buried under an avalanche—that would ordinarily cause certain death.

You can only protect yourself against a natural occurrence or condition, not against a spell or the action of a creature (such as the breath of a dragon or the swords of a group of bandits). You must specify the condition against which you wish to protect yourself, and the spell is effective only against that condition.

Should you be subjected to that condition during the duration of the spell, you feel no discomfort and take no damage from the condition. However, the spell does not protect any items carried on your person. At the end of the spell's duration, the condition has full normal effects on you if you are still subjected to it. Also, *surelife* ends on you if its material component is ever not on your person.

SWIM

2nd level alteration

Casting Time: 1 round

Range: 30 feet.

Components: V, S, M (a goldfish scale)

Duration: 10 minutes

This spell gives the recipient the ability to swim with the ease of a fish, though it does not impart the ability to breathe water. The creature gains a swim speed equivalent to its normal land speed. You also gain advantage on any checks related to swimming—for example holding your breath, endurance for a long swim and so on.

SWORD OF DARKNESS

7th level necromancy

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (A katana or long sword worth at least 100 gp, which is shattered against a stone while casting the spell)

Duration: 1 minute

A blade made of pure negative energy appears and attacks opponents at a distance, as you direct it. It strikes the opponent you designate, starting with one attack in the round when the spell is cast and continuing each round thereafter. It strikes as a spell, not a weapon and uses your spell attack modifier for attack rolls. On a hit the spectral blade does 3d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. If the sword strikes an undead creature, it gives that creature 3d6 temporary hit points for 1 hour.

If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a bonus action to switch the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack (as it does in the round when the spell is cast). Subsequent rounds of attacking the same target allow the weapon to make multiple attacks if its base attack bonus would allow it to. The sword of darkness cannot be attacked or damaged.

* This is a maho, or blood element spell and generates Taint on use.

SWORD OF DECEPTION

5th level evocation

Casting Time: 1 Bonus Action

Range: 60 feet.

Components: V, S, F (A miniature replica of a sword and a set of loaded dice)

Duration: 1 minute

You create a floating, blade of pale green force within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 2d8 + your spellcasting ability modifier.

In addition, it scores a critical hit on a roll of 19 or 20. Each time the blade does force damage to a target it imposes a –1 penalty on the target's next saving throw roll (–2 on a successful critical hit). This penalty is cumulative (to a maximum of –5 on a single creature) and lasts until the creature is forced to make a saving throw in a dangerous situation or receives the benefit of a *remove curse* spell.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for every slot level above 5th.

TERRA COTTA LION

5th level transmutation

Casting Time: 1 action

Range: One statuette

Components: V, S, M (a terra cotta statue of a foo lion, up to 1 foot tall and costing 10 g.p. If the terra cotta lion remains intact at the end of the spell, the statuette can be reused. Otherwise, it must be repaired or replaced)

Duration: Concentration, up to 1 minute

As *terra cotta warrior*, but the spell animates a statuette of a foo lion into an actual foo lion for the spell's duration. As the terra cotta warrior, the terra cotta lion has a speed of 40 and a damage threshold of 5.

TERRA COTTA WARRIOR

3rd level transmutation

Casting Time: 1 action

Range: One statuette

Components: V, S, F (a terra cotta statue of a warrior, up to 6 inches tall and costing ¥1 (gp) If the terra cotta warrior remains intact at the end of the spell, the statuette can be reused. Otherwise, it must be repaired or replaced)

Duration: Concentration, up to 1 minute

Terra cotta statues are popular items of decoration and devotion. This spell turns an innocuous statuette, no more than 6 inches tall, into a full-sized terracotta warrior, ready to fight your foes. The warrior can be upgraded with magic items and armor. For example, giving the warrior a +1 katana grants it a magical attack and +1 to-hit and damage. These affects persist between casts.

TETSUBO OF EARTH

2nd level evocation

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (mistletoe, a shamrock leaf, and a club or quarterstaff)

Duration: 1 minute

A 6-foot-long tetsubo formed of earth springs forth from your hands. A tetsubo is a simple weapon. Attacks with the tetsubo of earth are regular melee attacks. The tetsubo deals 1d10 points of damage. If wielded by the wu jen who cast the spell it does additional damage equal to the casters Intelligence modifier. The tetsubo is considered a magic weapon.

THORNSKIN

3rd level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a thorn)

Duration: Concentration, up to 1 hour

You touch a willing creature, which become so completely attuned to the element of wood that its skin sprouts thorns all over. These thorns do not damage you, but they both increase the damage you can deal with an unarmed attack and make you a dangerous person to grab. When you make a successful unarmed attack, your damage increases by one die type: 1d6 to 1d8, 1d8 to 1d10, 1d10 to 1d12, 1d12 to 1d20, 1d20 to 2d12. A creature that hits you with a natural weapon or unarmed attack, including an attempt to grapple, takes 1d4 points of piercing damage.

TRANSFIX

6th level enchantment

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (A drop of pine resin)

Duration: 8 hours

This spell creates a 10-foot sphere of magical energy centred on the point you choose within range. Any humanoid within the area of the spell to become paralysed. When casting the spell, you must specify a condition that will end it

("Wait here until the dragon arrives"), even if that condition can never feasibly be met ("Stay here until the sun shines at night"). Subjects in the area that fail their Wisdom saving throws immediately become aware of the condition, but they cannot communicate it due to their paralysed state (although someone could use a spell such as *detect thoughts* to ascertain the condition). For every hour the creatures are transfixed before the condition is met, they are allowed another saving throw to break free of the spell's effect.

So long as the spell operates, any humanoid that enters its area must make a successful saving throw or become transfixed with the same exit conditions (they too become aware of the exit conditions on becoming transfixed). Likewise, any creatures removed from the area are freed from the spell's effects.

TRANSMUTE ROCK TO LAVA

This spell is identical to the *transmute rock* spell but adds the following option when cast as a 9th level spell:

Transmute Rock to Lava. Nonmagical rock of any sort in the area becomes an equal volume of thick, flowing lava that remains for the spell's duration.

All creatures in the spell's area who make a successful Dexterity saving throw take 2d6 points of fire damage provided they can physically escape the area on their next turn. Creatures that fail their save, or those unable to escape the area, take 20d6 points of fire damage for each round they remain in the area. Creatures in the lava have their speed reduced to 5 feet and have disadvantage on attack rolls and -2 to **Armor Class**. Even after leaving the area of the spell, creatures that were exposed to the lava take half damage (either 1d6 or 10d6) for an additional 1d3 rounds.

If *transmute rock to lava* is cast upon the ceiling of a cavern or tunnel, the lava falls to the floor and spreads out in a 15-foot-radius pool at a depth of approximately 1-1/2 feet. The rain of lava deals 2d6 points of fire damage and 1d6 points of bludgeoning damage to anyone caught directly beneath (Dexterity saving throw for half). In addition, creatures take 2d6 points of fire damage each round when they are caught in the area of the pool, then 1d6 points of fire damage for 1d3 rounds after they escape.

While constructions of worked stone can't be targeted with this spell, casting it on unworked stone below or adjacent to such structures does 10d6 points of fire damage per round to any part of the structure in contact with the lava. Wooden structures in contact with lava instantly burst into flame.

The lava cools naturally from its surface toward its centre, and it no longer deals fire damage after 2d6 hours as it slowly reverts to stone. Though a 15-foot-radius pool can take as long as two days to completely cool, the core of a 10-foot cube of lava might remain molten for a month or more.

WALL OF BONES

4th level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (A withered tree branch taken from a cemetery)

Duration: 10 minutes, Concentration

You create a wall of bone on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. Though solid, the wall has many small openings and gaps, and creatures on either side have partial cover against attacks from the opposite side. The wall lasts for the duration.

A *wall of bones* can be passed through as an action, but its sharp spikes and edges deal 1d8 points of piercing damage to any Small or Medium creature that attempts to do so. Small creatures can slip and wriggle through the wall at will, but a Medium creature must make a successful Dexterity saving throw. Failure means that a creature takes damage as normal and becomes stuck in the wall. It must make another attempt the following round to either pass through the wall or pull back from it (taking damage from the movement either way). Tiny or smaller creatures can slip freely through the wall at half speed, and Large or larger creatures cannot pass through it but might be able to break through (see below) or climb over, taking no damage. Any creature trapped in the wall can choose to remain motionless until the spell expires to avoid taking any more damage.

Each 5-foot square has 20 hit points, but the wall takes only half damage from slashing or piercing weapons. A creature can make a Strength check to break through the wall with a single attack.

The wall is composed of bones of many different types of creatures, fused at bizarre angles, but it cannot be animated by an *animate dead* spell nor communicated with via *speak with dead*.

WALL OF GLOOM

2nd level illusion

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (A bit of fleece from a black sheep)

Duration: 10 minutes, Concentration

You create a barrier of ominous shadow that obscures vision and deters passage on a solid surface within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 15 feet high, and 1 foot thick.

Creatures adjacent to the wall have partial cover against attacks from the other side, while creatures more than 1 square away have total cover. Although the wall is not substantial, a creature of CR 6 or lower must succeed on a Wisdom save or be halted at its edge, ending its turn (though a creature can move away from the wall or attempt to move through again if it has a second action available). A creature can attempt to pass the wall any number of times, but each previous failure imposes a cumulative –1 penalty on its Wisdom saving throw.

Wall of gloom counters or dispels any *light* spell of equal or lower level.

WATER TO POISON

4th level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (The fang of a poisonous snake and a bloodstone worth at least ¥50 (gp) that is consumed in the casting)

Duration: Instantaneous

This spell transforms up to 10 gallons of water into an equal volume of colourless, tasteless, ingested poison with a save DC equal to the spell's DC. When ingested, the poison deals 1 point of Constitution damage followed by 1d8 points of Constitution damage 1 minute later. A successful Constitution saving throw can negate each instance of damage. A single swallow (1 ounce) of poison is enough to affect a single creature; drinking more does not increase the effect.

Note: A creature reduced to 0 Strength is paralysed and a creature reduced to 0 Constitution is killed.

WITHERING PALM

7th level enchantment

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

A touch from your hand can cause the target's body to weaken and wither. With a successful spell attack, you deal 2d6 points of temporary Strength damage and 2d6 points of temporary Constitution damage to the target. If you score a critical hit, the damage from the hit is doubled and becomes permanent. If a creature's Strength is reduced to 0 it can't move and becomes paralysed. If the creature's Constitution score is reduced to 0 it dies.

If a creature is not killed by the spell at the end of every 30 days, the creature can make a Constitution or Strength (creature's choice) saving throw against this spell. If it succeeds on its saving throw, the spell ends. The spell can also be ended by *greater restoration*, *heal*, or *wish*.

* This is a maho, or blood element spell and generates Taint on use.

DESIGN NOTE: TAIN OR DISHONOR?

So, a few spells, items etc refer to taint. This was from 3rd edition Oriental Adventures and though I initially used it in my campaigns I found it much easier to just use the Honor ability score to represent this – a negative Honor modifier meant you were dishonorable, and positive meant you were honorable and any creature that was of the spirit-type (fiends and undead in particular) were also considered tainted and worked off this keyword as needed – which was pretty much never because my wu jen player dropped out of the game at level 6.

WOOD ROT

5th level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a termite)

Duration: Concentration, up to 10 minutes

Any nonmagical wood item or plant creature you touch becomes instantaneously rotted, decayed, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3-foot radius (a large wooden door), a 3-foot-radius volume of the wood is rotten and destroyed. Wooden magic items are immune to this spell.

You may employ wood rot in combat with a successful melee attack. Wood rot used in this way instantaneously destroys 1d6 points of Armor Class gained from wooden armor or shields (up to the maximum amount of protection the armor offered).

Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed at a melee attack against the target with disadvantage. A wooden or wooden-hafted weapon that is hit is destroyed. Against plant creatures, wood rot instantaneously deals 3d6 points of necrotic damage plus the caster's Intelligence Modifier per successful attack. For the duration of the spell you can make one melee attack per round.

EQUIPMENT

WEAPONS

PLAYERS HANDBOOK ARMOUR LIST

As per DMG pg. 41 the standard weapons in the PHB exist and work just the same in *Oriental Adventures*. They will have different names, however. As the bent of this campaign is more towards Japan than China the Japanese name is the one in common usage.

ORIENTAL ADVENTURES WEAPON NAME	
Weapon	Other Names (Culture)
Battleaxe	fu (China); masakari (Japan)
Club	bian (China); tonfa (Japan)
Dagger	bishou, tamo (China); kozuka, tanto (Japan)
Dart	shuriken (Japan)
Flail	nunchaku (Japan)
Glaive	guandao (China); bisento, naginata (Japan)
Greatclub	tetsubo (Japan)
Greatsword	changdao (China); nodachi (Japan)
Halberd	ji (China); kamayari (Japan)
Handaxe	ono (Japan)
Javelin	mau (China); uchi-ne (Japan)
Lance	umayari (Japan)
Longbow	daikyu (Japan)
Longsword	jian (China); katana (Japan)
Mace	chui (China) ; kanabo (Japan)
Pike	mao (China); nagaeyari (Japan)
Quarterstaff	gun (China); bo (Japan)
Scimitar	liuyedao (China), also known as a butterfly sword
Shortbow	hankyu (Japan)
Shortsword	shuangdao (China); nagamaki, wakizashi/ninja-to (Japan)
Sickle	kama (Japan), Kusari-gama (Japan, as kama but has reach)
Spear	qiang (China); yari (Japan)
Trident	cha (China) ; magariyari (Japan)
War Pick	fang (China); kuwa (Japan)

NEW WEAPONS

Daikyu. This is the largest type of bow found in the Oriental Adventures rules. In some ways, it is similar to the longbow. It is seven feet long and bent at the ends for greater power. Unlike most bows, the grip is not centered, being closer to the bottom. This allows the bow to be fired from horseback and kneeling positions. It has the same statistics as a longbow however it uses Strength instead of Dexterity for its to-hit and damage modifiers.

Fukimi-Bari (mouth darts). These slim, almost needlelike metal darts are concealed in the mouth and then spit at the target. Their effective range is extremely short, and they do little damage, but they are highly useful when taking an opponent by surprise. You can fire up to three mouth darts per attack (all at the same target). Do not apply your Strength modifier to damage with mouth darts. They are too small to carry the extra force that a strong character usually imparts to a thrown weapon. The cost and weight are for a single mouth dart. They share the same statistics as a blowgun dart but all variables are halved. They each do 1 damage.

Nekode. A nekode is a strap or glove fitted with spikes in the palm, favored as both a weapon and a climbing tool by ninja. It grants advantage on Climb checks. An attack with a nekode is considered an unarmed attack and the damage type is slashing. The bagh nakh (“tiger’s claws”) is a similar weapon to the nekode, wielded more like brass knuckles. Its statistics are the same, but it does not give a bonus on Climb checks.

Ninja-to. The ninja-to—a short, straight sword similar to a wakizashi—is the standard sword of the ninja. True to a ninja’s methods, the scabbard of the ninja-to is a multipurpose tool. It is open at both ends, allowing it to be used as a blowpipe for powders or poisons or as a breathing tube. It is also stiff and strong, allowing it to be used as the rung of a ladder or even as a weapon (use the statistics for a club).

Sai. A sai’s pronglike extrusions are designed to help catch and disarm opponents’ weapons. It grants the Disarm action during combat (DMG pg. 271) it otherwise is identical to a shortsword but it does bludgeoning damage.

Sodegarami. The sodegarami, or sleeve-tangler, is a highly specialized weapon, used to catch and entangle an opponent without causing great harm. It is normally used to hook and catch the clothing of an opponent. When you use a sodegarami in this way, you gain the Grapple attack option during combat but you make the attack from reach. It acts as net when used in this way. It can also be used as a normal weapon identical to a glaive.

Tonfa. This weapon is identical to the club with the added benefit of adding +1 to AC when taking the Dodge action.

War Fan. Favored by certain Scorpions, this weapon appears to the untrained eye as nothing more than a beautifully crafted lady’s fan. In fact, the vanes of the fan are crafted from steel, and the tips are needle-sharp. When the fan is first brought into melee, the wielder may attempt a Deception check against an opponent’s Insight check. If the wielder wins the contest, he gains advantage to the attack roll for his first round’s attack(s). It otherwise is identical to a dagger.

ARMOUR

PLAYERS HANDBOOK ARMOUR LIST

Though amour isn’t 100% as easily converted it works with a bit of imagination. O-Yori isn’t exactly the same as Plate but with a different name but it is effectively the same category.

ORIENTAL ADVENTURES ARMOUR NAME

Weapon	Other Names (Culture)
Light Armor	Light Armor
Padded	Ashigaru
Leather	Leather
Studded Leather	Leather Scale
Medium Armor	Medium Armor
Hide	Hide, Bone Armor
Chain shirt	Brigandine
Scale mail	Lamellar
Breastplate	–
Half Plate	Partial Armor
Heavy Armor	Heavy Armor
Ring Mail	Dehnuka
Chain Mail	–
Splint	Great Armor (O-Yori)
Plate	–
Shield	Shield
Shield	Shield
	Dastana Chahar-Aina

Ashigaru Armor. Ashigaru armor is a light and inexpensive armor worn by farmers conscripted into a daimyo’s army. It consists of a light breastplate and thigh protectors made of laced metal plates (hara-ate), shin guards (sune-ate), and a light helmet resembling a round straw hat (jingasa).

Bone Armor. Bone armor is sometimes worn by nezumi or barbarian soldiers or sorcerers. The armor consists of a cloth or leather coat reinforced with strips of bone and leaves the limbs free.

Brigandine. Brigandine armor consists of a coat of leather plates, each plate consisting of leather with a strip of steel inside it. It is essentially a light form of splint mail and is common in many cultures in Oriental Adventures.

Chahar-Aina. This “four mirror armor” can be worn over certain other types of armor to provide an additional armor bonus that stacks with both the foundation armor and any shield worn. A character can wear a chahar-aina effectively over light armor. A character needs to be proficient in medium armor and Chahar-Aina adds a +1 AC to the base armor. It costs 75 ¥ and adds an additional 10 lbs. of weight.

Cord Armor. Cord armor consists of rope like fibers woven and knotted into a thick, tough fabric. It is typically found among more barbaric cultures or in places where leather is scarce.

Dragonfly Armor. This is technically not an armor unto itself, but a material used to make armor. Any armor made from this exceedingly rare material has +1 bonus to AC, allows for a +1 Dexterity bonus increase and is half the weight. Due to the nature of the carapace used in the creation of the armor – harvested from the dreaded Tenshi-Tombo – only medium and heavy armor of a plated nature can be created from this material. The cost for the armor increases by 2,000 ¥.

Dastana. These large metal bracers can be worn in addition to some other types of armor to provide an additional armor bonus that stacks with both the foundation armor and any shield worn. A character can wear dastana with medium armor but must be proficient in heavy armor to wear dastana without penalty. It adds +1 to AC to the base armor, costs 25 ¥. and adds 5 lbs. of weight.

Dhenuka. This heavy hide armor is made from the skin of a rhinoceros. It is more commonly enhanced by magic than regular hide armor, and often carries magic related to the strength of the rhino.

Great Armor. Great armor, called o-yoroi, is a full suit of armor formed from small metal plates tied together with colored leather lacings and lacquered to seal them from moisture. The full suit consists of a corselet (do-maru, covering the stomach, chest, shoulders, and back), large rectangular shoulder pieces (sode), an apron of large plates to cover the thighs and knees (haidate), a great helmet with a face mask (kabuto), and shin guards made of metal splints (cuneate). Wearing great armor is a badge of honor for samurai of the noble caste, and they frown on anyone else wearing a suit—including shugenjas.

Lamellar. Similar to splint and brigandine armor, lamellar lies between the two in protective value. It consists of small, overlapping plates of metal sewn together or stitched to a backing of leather or cloth.

Leather Scale. Leather scale armor is just like the scale mail described in the Player's Handbook, except that the scales are made of cured leather instead of metal.

Partial Armor. A light suit of armor for samurai who do not wish to be heavily burdened, partial armor consists of a breastplate protecting the chest, stomach, and back (haramaki-do), thigh covering (haidate), and shin guards (sune-ate).

ADVENTURING GEAR

Eggshell Bomb. A favorite tool of ninja, used to create distractions, eggshell grenades are emptied eggshells carefully packed with various alchemical substances. Common grenade types include dust, flashpowder, pepper, and poison smoke.

As an action, a character can throw a grenade at a point up to 60 feet away, however, due to how light this weapon is the range increment is 5 feet meaning that any throw beyond five feet is with disadvantage. Ninjas, who are specially trained to use these weapons, never suffer disadvantage due to range.

- **Dust:** A dust grenade that hits its target directly blinds the target for 1d4 rounds. A creature within the “splash” radius of the dust cloud (5 feet) must make a Constitution save (DC 10) or be blinded for 1 round.
- **Flashpowder:** A flashpowder grenade is effective only when thrown into a fire source, where it explodes in a brilliant flash of light. Any creature within 10 feet must make a successful Constitution save (DC 10) or be blinded for 1 minute. There is no effect if the grenade misses the fire (though the grenade is ruined).
- **Pepper.** A pepper grenade that hits its target directly incapacitates the target for 1 round unless it makes a successful Constitution save (DC 10). There is no “splash” effect.
- **Poison Smoke.** A poison smoke grenade is a modified smoke grenade that bursts into a cloud of vile, stinking smoke. The poison smoke may be tainted with any poison with the inhale key word (DMG pg. 257).
- **Smoke.** Smoke grenade emits a cloud of smoke that creates a heavily obscured area in a 10-foot radius. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.

White Sake. Sacred white sake is said to have healing powers, being able to cure disease, heal grievous wounds and even neutralize poison. Each draught of white sake comes in a sealed ochoko and has one of the following effects dependent on what prayer is said over the sake before drinking it – it may heal 2d4+2 hit points or lesser

restoration or remove curse (as the spell). If no prayer is said over the sake it is mundane sake (of fine quality nonetheless). 100 ¥.

TOOLS

New tools and related proficiencies exist in the world of Oriental Adventures. A player may substitute a background proficiency for one of these instead.

Calligraphy. The written language of the Oriental Adventures world is much different from that commonly used in other D&D settings. Other lands normally make use of alphabets to compose words and words to compose sentences. However, here the written language is composed of pictographs (or logograms). Each character (as a single written pictograph is commonly called) represents a single word or part of a word. Originally, the character was like a small painting of the thing it represented, but time has simplified and stylized these characters so that they have only a slight resemblance to the thing anymore. Instead, they have meanings that can be added to or changed when used with other characters. Each word has a different character or combination of characters, and thousands of different characters are needed to write books. Great precision is needed to write clearly and correctly.

Thus, a character's style and artistic ability with the inkbrush is an important measure of his social worth in the Oriental Adventures world. The first impression a stranger forms of a character may well be based on how graceful and beautiful his calligraphy style is. Indeed, how well one writes can often be more important than what the writing actually says. Therefore, calligraphy is a vital skill for those aspiring to high position in the Oriental Adventures lands.

The calligraphy tool proficiency has many uses. It is needed to inscribe magical scrolls, prepare reports to one's lord, impress officials, and curry favor from powerful NPCs. It shows the rank of the writer, and good writing can be used to add prestige to those of lower birth. A poetry contest at a court can also be a contest in calligraphy. A brilliant poem written in a crude and unformed hand can be less appealing than a good poem with fine calligraphy. Every time a character writes an important document, a die roll must be made to find the quality of the character's calligraphy. The DM can modify the reaction of any NPC to the message based on the quality of the calligraphy. Good calligraphy gives a more favorable reaction; bad calligraphy has the opposite effect. Untrained characters use Dexterity as the related ability score instead.

Calligraphy requires the use of a writing brush, an inkwell, and an inking stone. These are normally carried as a set, but characters can improvise these items when they must.

Calligrapher set cost is already outlined in the PHB on pg. 154.

Origami. Is the art of paper-folding, usually in intricate shapes and patterns representing flora and fauna. The tool proficiency is origami and the cost and weight are the same as paper in the PHB.

Tea ceremony. The tea ceremony is a highly specialized art practiced by nobles in some lands. Although outwardly it appears to be a simple if not trivial procedure, it is actually a skill that requires painstaking concentration. Every movement and step must be performed with an exact amount of grace and precision. Furthermore, the purpose of the ceremony is to create an atmosphere of utter calm and serenity, free of all mental distractions. Should this not be achieved, the ceremony has failed in its goal. Stories are told of masters of this art who are so skilled they cannot be surprised or distracted in the slightest while in the midst of the ceremony. When a character is engaged in a tea ceremony, the DM should secretly roll against the success number for the proficiency. If the die roll is greater than the number needed to succeed, the character has achieved that utter concentration. During the course of the ceremony, which lasts one hour, the character cannot be surprised. A tea set costs 10gp minimum and weighs 1 lbs. The tool proficiency is Tea Set.

MAGIC ITEMS

CONSUMABLES

All the standard consumable magic items in the Dungeon Masters Guide are available in the land of Oriental Adventures – though rethemed appropriately, for example scrolls are either ofuda or onmyo “cards” - with the following additional talisman’s (one use items) which are unique to the lands of the East. The number in parenthesis is the usual number the vendor has on hand at any given time. If no number is given then they are not for sale and must be found.

Antidote Powder (1d4). “A powerful Antidote concocted by the Sunken Valley clan. Magnetic deposits are found in the Sunken Valley, but the place is dangerously toxic. Antidote Powder is essential for anyone attempting to mine the ore.”. (¥50, cures poison or grants resistance for 1 minute. Bonus action to use).

Contact Medicine (1). “Powdered medicine with poisonous effects used through the ages of by Ashina shinobi. By inflicting a weak poison on oneself, all other forms of poison become ineffective. Some shinobi also use this medicine for a specific technique. Poison is said to expand the mind”. (¥100, grants poison immunity for 1 minute. Bonus action to use).

Dousing Powder (1d4). “*Medicine for treating burns. When fire is used on the battlefield, Dousing Powder is crucial for survival*”. (¥30, provides fire resistance for 1 minute or cures the burn condition. Bonus action to use).

Eel liver (1d4). “A miraculous drug capable of banishing lightning offered at the Ashina Clan altar. Lightning is a force of the gods. Eels, while small, are relatives of dragons. Even a god’s force can be suppressed, though probably not for long”. (¥50, provides lightning resistance for 1 minute. Bonus action to use).

Gekido Sugar (Vulnerable all, -2 to AC but Advantage on attack rolls, maximum damage with +10 damage bonus, lasts 1 minute) (¥50)

Tears of a Ghost (Poison). This ageing poison – distilled from the tears of a ghost – ages the target to death. When hit with this contact poison the target must make a DC 25 Wisdom saving throw or age 1d4 x 10 years (or half as much on a success). For every 20 years aged this way, the target takes a permanent -1 on all physical attributes. When the target reaches 60 years old, they take a permanent -1 on all attributes and must make a DC 25 Constitution saving throw each time they are exposed to the poison or die of old age. The target automatically dies at the age of 100.

If the PCs do not have an age listed on their character sheet assume, they are 20 years old.

Note, a target who dies of old age cannot be raised from the dead. This is not something that can be bought as such but could be used against high level PCs.

Iron Eggs. This includes any grenade type weapon listed in the Alien Technology section of the Dungeon Master’s Guide. Value varies on type and location but a minimum of ¥1,000.

Pacifying Agent (1d4). “Powered medicine for calming nerves, used by those who deal in unspeakable deed. Grave keepers, executioners, the memorial mob... all who keep death close keep this powder closer, adhering to a simple rule: If seized with fear, cover your rear.” (¥50, cures frightened or provides advantage on the roll. Bonus action to use).

Pellet (1d4). “Medicinal Pellets that slowly restore Vitality. A secret treatment passed down for generations in these lands, records say it has been used in battles since times long gone and lent to the famed resilience of Ashina warriors. A pill case full of these pellets would also serve as a battle charm”. (¥200, provides regen for 1-minute equal to your proficiency bonus. Bonus action to use).

Snap Seed (1). “Fumewort seeds that make a loud noise if you snap them. Useful for breaking the effect of illusion techniques. If an illusion occurs, it is because someone created it. To crush the phantoms and return to reality, one must defeat the creator of the illusion. Snap seeds can be of great help in that regard”. (¥200, Acts as a 7th level dispel magic that targets all illusions in a 20-foot sphere centered on the user. Illusory creatures flinch and have disadvantage on attack rolls for 1 minute).

Hykotto Mask. “A mask that harbors the power of the God of the Stove. When used, it spews flames from its mouth into the area around you.” Works as potion of fire breath and is consumed in its use.

Shingiku Medicine. “Secret medicine made by the legendarily talented Dr.Dosan Manase. Fully restores your health.”. Works as the heal spell.

DESIGN NOTE: TALISMAN

As motioned previously, my setting is more akin to Dying Earth than Forgotten Realms and these one-use items are called different things in different lands – relics, trinkets and even cyphers. These are all one-use technological items that most of the natives don’t understand how they work but know how to use them. The other items I always make

available to my PCs are cursed items. I have a re-occurring merchant, an oni, who sells cursed magic items to the players who invariably are happy to gain a handicap for the power.

ARMOURS AND SHIELDS

The following suits of amour and shields are usually preconstructed with exactly the qualities described here.

CELESTIAL TESSEN

Shield, uncommon (requires attunement)

A tessen is a type of buckler that can be used as an offhand weapon. It normally grants +1 AC or can do 1d4 slashing damage as an offhand attack. This +1 tessen of blinding can create a 5th level sacred flame once per day in addition to its blinding ability. Creatures that fail their against the *sacred flame* are also blinded for 1 minute.

DEVATA ARMOR

Amour, rare (requires attunement)

This bright silver or gold +1 chainmail is so fine and light that it can be worn under normal clothing without revealing its presence. It can also be worn under a chaharaina or with dastana. It is otherwise identical to normal chainmail except it is considered light armor, and it allows the wearer to fly on command (as the spell) once per day.

ONI ARMOR

Amour, legendary (requires attunement)

This great armor is fashioned to make the wearer appear like an oni. The helmet is shaped to resemble a horned oni's head, while the mempo (face mask) carries a hideous demonic visage. This +3 great armor allows the wearer to make claw attacks that deal 1d10 points of slashing damage, strike as a +1 magic weapon, and increase the target's Taint score by 1. The "claws" are built into the armor's kote.

The armor bestows 1 level of hit point loss (normal maximum for the character plus Constitution ability modifier) on any untainted creature wearing it. This loss of hit points persists as long as the armor is worn and disappears when the armor is removed.

SHAMAN'S BONES

Armor, very rare (requires attunement)

This +2 bone armor has a protective spirit bound to it. It grants the wearer a +1 bonus on all saving throws.

MAGIC WEAPONS

ABBOT'S STAFF

Weapon (jo), rare (requires attunement)

This is a lacquered quarterstaff of exceptional beauty, topped with a golden dragonhead. It is a double weapon of +3/+1 quality, and all shaman spells cast by its wielder are at +1.

FLYING PHOENIX SWORD

Weapon (longsword), very rare (requires attunement)

This +2 throwing and returning longsword sets the user Strength to while it is in hand.

Many centuries ago, a trumpet archon named Chin Yi fell in love with a mortal man in Shou Lung and swore to protect him from enemies should he ever ride to war. When that time came, however, Chin Yi's patron goddess Kwan Ying forbade her to intervene, not wishing to contribute to the bloodshed. When Chin Yi's beloved was cut down by a yuan-ti warlord, her grief was terrible and her wrath immediate: Ignoring Kwan Ying's warnings, she flew onto the battlefield and took up her beloved's katana, using the blade to cut down the warlord and all those who served him. She continued the slaughter of the yuan-ti army until Kwan Ying herself appeared before her, arms open and eyes full of sympathy. "If it will stop this slaughter, I will ease your pain and end your suffering."

"I do not wish to end my suffering," replied Chin Yi. "I wish for my fury to sound throughout the ages, now and forever." Wanting to help her servant, but not wishing to unleash such powerful fury on the world, Kwan Ying bound Chin Yi's spirit to the blade of the man she had failed to protect, and then hid the weapon in a warrior's tomb. The tomb was later infiltrated, and the weapon stolen, and although Chin Yi's cries could no longer be heard through the steel of the blade, her vengeance was as brutal as ever.

CELESTIAL FURY

Weapon (katana), legendary

You gain a +3 bonus to attack and damage rolls made with this magic weapon as well as the following benefits:

- *Honorable.* *Celestial Fury* is an honorable weapon.
- *Booming Thunder.* Whenever the weapon strikes a target on a natural 15+ the target must make a DC 15 Constitution save or be stunned for 1 minute.
- *Shocking Blow.* When you roll a 20 on an attack roll made with this weapon it crackles with lightning shocking the target for an additional 4d8 lightning damage.
- *Raitoningu.* Once per day the wielder of this weapon may use chain lightning and blindness as the spell.

GHOST TOUCH

A *ghost touch* weapon deals damage normally against incorporeal creatures, regardless of its bonus. The weapon ignores an incorporeal creature's damage resistances and immunities. The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a *ghost touch* weapon counts as both corporeal or incorporeal.

WHAT IS AN INCORPOREAL CREATURE?

In 5e it is any creature with the incorporeal movement trait is considered an incorporeal creature to satisfy the ghost touch requirement.

HONORABLE

Weapon (any), rare (requires attunement)

An honorable weapon is imbued with the spiritual essence of a samurai's honor. It deals +2d6 bonus points of radiant damage against dishonorable characters and creatures, including all the following: creatures of with a negative Honor ability modifier, non-good and non-lawful alignment, creatures with the Shadowlands Taint or the Shadowlands subtype, and samurai who have violated their code of conduct and lost their class abilities. Neutral, chaotic, evil or dishonorable creatures cannot attune it. Bows, crossbows, and slings so enchanted bestow the honorable power upon their ammunition.

JADE

Weapon (any), uncommon (requires attunement)

Made by the Kuni family of the Crab clan, jade weapons are powerfully enchanted against Shadowlands creatures. When a creature with the Shadowlands Taint is within 30 feet of a Kuni jade weapon, the weapon glows with a powerful white aura out to a radius of 5 per plus of the weapon. This aura illuminates the area as bright as a *daylight* spell and can keep Shadowlands creatures (including monsters with the Shadowlands descriptor and characters infected with the Shadowlands Taint) at bay. To enter the area of the aura, a Shadowlands creature must win an opposed level check (1d20 + level) against the weapon's wielder. To this special level check, the Shadowlands creature adds its Taint score, and the wielder adds the weapon's enhancement bonus. If the weapon's bearer moves so that the Shadowlands creature is within the aura, the creature is unharmed, and no die roll is required. A jade weapon deals +2d6 bonus points of radiant damage against Shadowlands creatures. It also deals 2d6 points of radiant damage to any Shadowlands creature attempting to wield it. Oni cannot regenerate damage dealt by a jade weapon, and their damage resistance and immunities do not apply to jade weapons. This ability cannot be added to an existing weapon (such as a samurai's katana) that is not made of jade.

KAKITA KATANA

Weapon (katana), uncommon (requires attunement)

The master smiths of the Kakita family claim that they produce the finest blades in the Empire. A Kakita katana is made of exceptionally fine steel, durable and flexible, and is able to withstand the passage of a thousand years. The master smiths use only Hida steel in their blades, claiming that it far outshines any other in the Empire. A Kakita blade is distinguished by its light weight and flexibility, and by the fine lines of bluish damask running down the cutting edge, causing the entire blade to shine with a slight tint. These blades are usually bestowed only upon samurai who have proven their honor and courage, and only very rarely upon samurai who are not of the Crane clan. A nonmagical Kakita katana has a natural +2 attack bonus.

NEKODE OF SPIDER CLIMBING

Weapon (nekode), uncommon (requires attunement)

When worn, this pair of +1 nekodes enables movement on vertical surfaces or even upside down, though both the wearer's hands must be used for climbing. The wearer's speed is 15 feet. Because of the nekode's sharp claws, even extremely slippery surfaces can be negotiated with ease.

SERPENT'S TOOTH

Weapon (yari), uncommon (requires attunement)

This +2 initiative yari is made of an unusual green wood, and its blade is shaped such that it makes a hissing noise as it moves through the air. As a bonus action, the wielder of a serpent's tooth can attack with a flurry of blows, making one extra attack.

SPIRIT SWORD

Weapon (any sword), uncommon (requires attunement)

This passage scimitar has nine rings set into the back edge of the blade. It has an enhancement bonus of +1 on the Material Plane, but in the Spirit World, the Shadowlands, or any other plane its enhancement bonus increases to +3 (the +3 enhancement bonus also applies on the Material Plane when the weapon is used against elementals, fiends, or spirits). Once per day, a spirit sword can slice open a portal into the Spirit World. This works as the plane shift spell but creates a portal that remains open for 1d4 minutes and then closes and only to and from the Spirit World. Any creature can pass through the portal, in either direction, while it is open, but once it closes it cannot be opened again.

TAINTED

Weapon (any), uncommon (requires attunement)

A Tainted weapon is corrupted with the Shadowlands Taint. It deals +1d6 bonus points of necrotic damage against honorable characters and creatures, including all creatures of lawful good, lawful neutral, or neutral good alignment or that have a positive Honor ability modifier. Each time it deals this extra damage, the wielder must make a Constitution save (DC 15 + bonus damage dealt) or increase his Taint score by 1. Bows, crossbows, and slings so enchanted bestow the Tainted power upon their ammunition.

TAINT RESISTANT

Weapon (any), rare (requires attunement)

A Taint resistant weapon usually has jade inlay on the hilt, blade, or other part of the weapon. This jade does not decay in the presence of the Shadowlands Taint and gives its wielder a +4 resistance bonus on Constitution saves made to resist the Taint while carrying the weapon.

WONDEROUS ITEMS

Most of the wondrous items described in the [DUNGEONMASTER's GUIDE](#) appear in the lands of Oriental Adventures as well, though often under a different name or in a different form.

BELL OF WARNING

Wondrous item, uncommon

This small bell is about 6 inches long and 4 inches in diameter. When it is hung from a branch, rafter, etc., and the command word is spoken, the bell activates. While activated, the bell automatically peals if any invisible, ethereal, or astral creature comes within 30 feet of it. It likewise sounds for creatures attempting to use stealth within its radius. It continues to sound until the detected presence leaves the area or the bell is deactivated. Each activation of the bell requires one charge and lasts for 3d6 hours. The bell regains 1d6 + 1 expended charges daily at dawn. If you expend the bell's last charge, roll a d20. On a 1, the bell crumbles into dust and is destroyed.

BANNER OF PROTECTION

Wondrous item, rare

This item appears to be a flag or banner that would be hoisted above a castle or palace. On it are written in red the characters for health, prosperity, and fame. To activate the banner, it must be affixed to the highest point on the building or compound it is to protect and the name of the building or compound must be boldly written on the banner. Once in place, the banner extends a magical field that block spells of 5th level or greater. The field extends to all buildings and grounds that form a single unit identified by the name written on it. Thus, if placed on the main building of Matsuma Castle, the field would protect all buildings that form the castle. However, the area of effect can never be greater than a 100-yard radius. The banner is only effective so long as it is flying in plain view. If it is cut down or removed, the protection is cancelled until the banner is restored to its proper position.

BELL OF PROTECTION

Wondrous item, rare

This magical item is a huge bell, like those commonly found in temples. When suspended from a frame and rung so its tone carries clearly, the bell creates a fearsome barrier to spirit (including [Shadowland](#)) creatures. This barrier extends to the edges of the compound or group of buildings built and used for a single purpose (the grounds of a temple or a cluster of hermitages, for example). The maximum area that can be protected is a 50-yard radius. The barrier lasts for one hour. Lesser spirits cannot cross this barrier. Greater spirits must make a DC 20 Charisma saving throw to be able to cross the barrier, they suffer 4d10 points of psychic damage from the painful effort. Spirit creatures within the area of effect when the bell is struck suffer 3d10 points of psychic damage from the painful noise. The bell has no effect on [spirit folk](#).

BIWA OF CALM

Wondrous item, uncommon (requires attunement)

The biwa is a stringed instrument similar to a lute. This biwa, like all magical instruments, is of exceptionally fine and tasteful construction. When played, the clear and dulcet tones of the instrument produce an air of dignified calm if the performer can succeed at a Perform check (DC 15). This has the effect of a [calm emotions](#) spell within a 30-foot radius. The effect lasts as long as the player continues playing. The musician must make one Perform check each minute. On a die roll of a natural 1, the music is exceptionally poor and inharmonious, and the calming effect is immediately broken for the remainder of the encounter. The instrument cannot be used effectively as long as hostile creatures are present who previously heard the musician's musical butchery.

BIWA OF DISCORD

Wondrous item, rare (requires attunement)

Identical to other magical biwa, this instrument emits painful and discordant tones when played, enraging all within 30-ft sphere centered on the player. Those that fail a DC 15 Wisdom saving throw are enraged and will attack the musician 50% of the time and the nearest target the other 50%. This frenzy lasts for 1 minute or until the musician stops playing. The player of this instrument is not affected by the frenzy. The properties of the instrument cannot be detected until it is actually played in earnest — tuning and idly strumming the strings only create lucid, clear tones.

BIWA OF KAKITA

Wondrous item, uncommon

This fine plucked lute confers advantage on its player's Perform checks.

BIWA OF CHARM

Wondrous item, uncommon (requires attunement)

This instrument appears identical to other magical biwa. When played by a person proficient in the instrument, a Perform die roll is made against a DC of 15. If the roll is successful, the character can cast one [suggestion](#) spell that round. If the die roll is failed (but greater than 1), the music has no effect. If the die roll is a 1, the musician's playing is so poor that the instrument acts as a biwa of discord.

CHARM OF PROTECTION FROM DISEASE

Wondrous item, uncommon

This magic item is a long strip of yellow or red paper, inked with potent supplications to one of various major spirits. When hung in a house or similar building, it exerts its magical influence to protect the occupants of the building from disease. Characters are immune to any disease that might be transmitted or contacted while within the building protected by the charm. The charm is effective so long as it is hung in place and wards an area up to a 30-foot radius, but never larger than a single building. The charm is easily destroyed by fire and other disasters and can be easily removed.

CHARM OF PROTECTION FROM FIRE

Wondrous item, uncommon

This magical item, like the other charms, is a long strip of yellow or red paper. This charm is inked with potent threats against the fire deities. Pasted to the lintel of the door to a building, the charm helps protect the building from fire. If protected, the building has only a 50% chance of catching fire. Furthermore, if a fire should break out, it burns slowly, causing half the normal amount of damage it would otherwise cause. The charm does not lessen the amount of damage characters might suffer from a fire-based attack within the building, only from damage caused by the actual burning of the building. The charm itself is immune to fire.

CHARM OF PROTECTION FROM SPIRITS

Wondrous item, uncommon

This charm, on yellow or red paper, is inked with powerful threats against spirits. Any spirit attempting to enter a house warded by this charm must make a successful Wisdom saving throw. The DC is determined by the power of the charm, which comes in three varieties – minor is DC 10, major is DC 15 and superior is DC 20. If the spirit fails the saving throw, it cannot enter the warded house, though it can use spells and ranged attacks to target those inside the building. The charm must be pasted to the lintel of the door to be effective, and a spirit creature cannot touch it. It wards an area up to a 50-foot radius, but never larger than a single building.

CHARM OF PROTECTION FROM THEFT

Wondrous item, uncommon

This charm, on yellow or red paper, is written with supplications to various major spirits to protect the building from thievery. All creatures within the building suffer disadvantage on Stealth and Thieves Tool checks. To be effective, the charm must be pasted to the lintel of the door, clearly showing to all that the house is protected. Any person other than the owner of the building who attempts to remove the charm suffers a blast from an explosive glyph of warding.

COURTIER'S OBI

Wondrous item, uncommon (requires attunement)

The wearer of this fine silk sash gains advantage on Diplomacy checks. A magic obi occupies the same space as, and cannot be worn with, a magic belt.

DIAMOND ROD

Wondrous item, uncommon (requires attunement)

This item is a small iron rod topped with a large diamond. When a character points the rod and utters the command word, a lightning bolt spell discharges from the gem. Each use requires 1 charge, and the diamond rod has 7 charges when created. Extra charges can be expended to increase the caster level of the lightning bolt. The rod regains 1d6 + 1 expended charges daily at dawn. If you expend the rod's last charge, roll a d20. On a 1, the rod loses its magical properties but the diamond itself is still worth ¥5,000.

DRUMS OF THUNDER

Wondrous item, very rare (requires attunement)

This magic item is a small pair of drums, adorned with tassels and a harness to fasten it to the waist. The drums have several uses requiring different numbers of charges. Only one use of the drums can be called on per round. When beat upon, they can cause the wearer to fly (one charge), summon a cloud chariot (two charges), create fear (2 charges), control weather (1 charge), or cast a lightning bolt (2 charges). The save DC for the fear and lightning bolt effects is 16. The drums have 10 charges when created and more charges can be expended to increase the spell level of each effect (where applicable). The drum regains 1d6 + 1 expended charges daily at dawn. If you expend the drum's last charge, roll a d20. On a 1, the drum crumbles into dust and is destroyed.

DUST OF IMMOBILITY

Wondrous item, uncommon

This dust is typically found in a hollow blowpipe. It can be blown 5 feet as an action. If the character using the dust makes a successful ranged attack against an opponent within 5 feet, the target must make a successful Wisdom saving throw (DC 13) or be affected by a hold person spell.

EIGHT DIAGRAM COINS

Wondrous item, uncommon (minor) or rare (major) (requires attunement)

These coins are actually copper discs, each engraved with a specific symbol. There are always eight in a set. When these coins are tossed and the command word spoken, the caster intuitively learns of his or another's fate (as per the fate spell).

EIGHT DIAGRAM COINS

Wondrous item, uncommon (requires attunement)

These coins are actually copper disks, each engraved with a specific symbol. Eight are always in a set. Both minor and major varieties are used the same way. The user tosses the coins on the ground while asking a question aloud. The minor variety grants the benefits of an augury spell regarding the question, while the major variety grants the benefits of divination. Both kinds can be used only once per day.

EVERPRODUCING RICE MORTAR

Wondrous item, uncommon

This magic item appears to be a normal rice mortar and mallet. The magic of the everproducing rice mortar is activated by turning the mallet in the mortar one direction and deactivated by turning it in the other direction. Once

per day, the rice mortar can produce any type of food or drink for up to 100 people, as desired. The food spews from the mortar hot and fresh — rice, buns, sake, candies, tea, salt, and other foodstuffs can all be produced. The food is normal in all respects. A few extraordinary everproducing rice mortars are also imbued with the ability to grant up to four wishes. Once all the wishes have been granted, these mortars still function as the common variety.

FLUTE OF THE SNAKE

Wondrous item, uncommon (requires attunement)

This simple bamboo flute allows its player to summon venomous snakes that follow the character's mental commands. The character must make a successful Perform check against DC 15, and the number of snakes summoned depends on the check result. If the check result is 15–19, the flute summons one viper. If the result is 20–24, the flute summons 1d3 vipers. If the result is 25+, the flute summons 1d4+1 vipers or 1d3 giant vipers, at the player's option. The snakes appear anywhere within 40 feet of the player and remain for 1 minute or until killed.

GEM OF WISHES

Wondrous item, legendary

This large gem looks like any other fine gemstone and is typically worth 1,000 ¥ on its own merit. Its magic is far more valuable, however, for it holds 1d4 wishes when first created.

GONG OF DISPELLING

Wondrous item, uncommon

This magic item is a large gong, 3 feet in diameter. When hung from a frame and struck, the gong has the effects of dispel evil and dispel magic within a 30-foot sphere radius. Each time the gong is sounded, 1 charge is used. The gong has 10 charges when created. The gong regains 1d6 + 1 expended charges daily at dawn. If you expend the gong's last charge, roll a d20. On a 1, the gong crumbles into dust and is destroyed.

HEALING GOURD

Wondrous (tsukumogami), very rare

A gourd filled with Vitality-restoring medicine. Resting refills, the Gourd. Made by an apprentice of the extraordinary doctor, Dogen. Though it is strange that the gourd's medicinal waters refill automatically, the seeds within may hold the secret to how it works.

The gourd can be used once per day and recharges after a long rest. Its healing is dependent on the characters proficiency bonus:

Healing	+2	2d4 + 2
Greater Healing	+3	4d4 + 4
Superior Healing	+4	8d4 + 4
Supreme Healing	+5	10d4 + 20

A gourd seed can be used to increase the usage of the gourd.

JINGASA OF THE FORTUNATE SOLDIER

Wondrous Item, very rare (requires attunement)

This conical iron jingasa, or war hat, grants the wearer a +1 bonus to AC. When struck by a critical hit or sneak attack, the wearer can use a reaction to negate the critical hit or sneak attack. The damage is instead rolled normally.

This ability functions only once per long rest, though the jingasa continues to grant its deflection bonus even after the other ability is expended.

KIMONO OF STORING

Wondrous item, uncommon

This fine silk kimono has large sleeves in a formal style. On command, an item held in the wearer's hand disappears. The item can weigh no more than 20 pounds and must be able to be held in one hand. With a snap of the fingers, the item reappears. Storing or retrieving an item is a free action. Each sleeve stores one item in stasis, shrunk down so small within the sleeve that it cannot be seen. Many owners of kimonos of storing find them to be useful and dramatic ways to store weapons, wands, and — because items are stored in stasis — even lit lanterns. If the effect is suppressed or dispelled, the stored item appears instantly.

MALLET OF LUCK

Wondrous item, very rare

This item appears to be a common wooden mallet. Devised by a particularly warped imagination, the mallet bestows a bonus advantage on all to hit and saving throw rolls. This bonus lasts for 1 minute. However, it is necessary to strike the recipient forcibly with the mallet to bestow the bonus. The blow, unfortunately, causes 2d6 points of damage. Multiple blows do not have a cumulative effect, although the specified amount of damage is still done. Note that this item can be used in combat — if the wielder does not mind giving his opponent the bonus — and has the same statistic as a tetsubo (greatclub).

MEMPO OF PURE THOUGHT

Wondrous item, uncommon (requires attunement)

The wearer of this iron facemask (usually worn with great armor) can concentrate on one target. You know if the target deliberately and knowingly speaks a lie. The mempo does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different target as an up to three times per day.

MINYAN

Wondrous item, very rare

This large (10- to 20-foot long) item is a portable shrine devoted to a particular deity. It is carried like a palanquin, (i.e. by poles supported by bearers), and requires 20 men to move it about. Many monasteries and temples have a minyan and they are often carried into battle by a squad of sohei. The minyan has the following powers:

Cause fear — The minyan forces any being of a different ethos within 30-foot sphere from that represented by the minyan to succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration. While frightened, a creature must take the Dash action and move away from the minyan by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the minyan, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature. The power is in affect constantly.

Remove curse — Three times per day the minyan can be used to remove curse. The cursed creature or item must touch the minyan, all curses affecting that creature or object end. If the object is a cursed magic item, its curse remains, but the minyan breaks its owner's attunement to the object so it can be removed or discarded.

Presence — When used on the battlefield, the sight of the minyan improves the morale of friendly sohei granting them +1d6 on attack rolls, ability checks and saving throws.

Ancient curse — Once per month the minyan can be used bestow a curse as the spell.

Heal — Once per week the minyan can be used to cast a heal spell as if using a 9th level spell slot.

As noted above, minyans are most commonly held by monasteries or temples and are placed in the charge of the abbot or a person designated by him. Since the power of the minyan is derived from the deity it represents, it must be properly cared for to be effective. Appropriate offerings to the deity and incense must be placed daily before the minyan and services must be said by a shukenja of the same religion. Those charged with the care of the minyan and those who seek its aid must be of the proper ethos or alignment. On holy days of the deity, the minyan must be paraded through the streets and shown to the population, so that they may see and respect the deity represented. Should any of these duties be neglected, the minyan permanently loses all its power.

MIRROR OF CURING

Wondrous item, uncommon (requires attunement)

Looking like a normal mirror 5 feet tall by 2 feet wide, this item has special therapeutic properties. When the command word is spoken, any creature viewing the mirror receives the benefit of a heal spell. This requires the use of 1 charge; the mirror has 10 charges when created. When all charges are spent, the mirror shatters.

MIRROR OF ENLIGHTENMENT

Wondrous item, uncommon (requires attunement)

This looks like a normal round mirror, 3 feet in diameter. When a character speaks the command word, that character (only) can see a coloured aura surrounding the reflection of any creature visible in the mirror. By concentrating as an action, the character can know the alignment and motivation on any one creature visible in the mirror.

MIRROR OF FEAR

Wondrous item, uncommon (requires attunement)

This looks identical to the mirror of enlightenment. Any creature looking into the mirror sees a hideous and distorted reflection of himself. The viewer must make a saving throw versus spell or flee in panic for 1d6 rounds. If the character is unable to flee, he collapses in a quiver- ing heap for the duration of the effect.

MIRROR OF FEAR

Wondrous item, uncommon

This mirror looks the same as a mirror of enlightenment. Any creature looking in the mirror sees a hideous and distorted reflection of itself. The viewer must make a Wisdom save (DC 15) or become frightened. A frightened creature must drop anything it holds and flee at top speed from the source of its fear using the Dash action each round, as well as any other dangers it encounters, along a random path. In addition, the creature suffers disadvantage on saving throws. If cornered, a panicked creature cowers and does not attack, typically using the Dodge action in combat. It may make a saving throw to break the enchantment when out of sight of the mirror and whenever it is attacked.

MIRROR OF SPIRIT SEEING

Wondrous item, uncommon

This small, round mirror, 1 foot in diameter, looks ordinary enough. However, all spirits passing in front of it are revealed in it in their true forms, even if these forms are invisible, ethereal, polymorphed, or otherwise disguised.

NET OF SPIRIT SNARING

Wondrous item, rare (requires attunement)

This magical net looks like a common fishing net. When used on normal creatures the net has no more effect than a normal net would. However, when cast upon a spirit creature, the net freezes the creature in place and prevents the use of any of its attacks or spell-like abilities if it fails a DC 15 Wisdom saving throw. Furthermore, the spirit cannot remove the net itself. The creature is still able to converse and may bargain for its release.

NOISOME SPIRIT CHASERS

Wondrous item, uncommon

These magical items come in strings of 100 and look like modern-day firecrackers. When lit and cast to the ground, the noisome spirit chasers magically explode with a loud bang. Spirits cannot tolerate this noise. Lesser spirits will

automatically flee as if affected by a fear spell. Greater spirits must make a DC 15 Charisma saving throw to remain in the area, otherwise they will flee as described above. The explosions cause no damage nor do they affect any other type of creature.

PAPER OF FORMS

Wondrous item, very rare

This magic colored paper can be used by those with the Tools (origami) skill. When such a character folds the paper to create an animal or object (making a successful Tools (origami) check against DC 20), then blows on the origami form and utters the command word, the paper transforms into a life-sized, real version of the form with all the normal properties of the item created. The paper can only be used to make a beast (not any other kind of creature) up to size Large, or a nonmagical item up to 1,000 cubic feet large. Whatever the object or animal created, it is highly susceptible to fire, taking double damage from fire unless it makes a successful saving throw. The paper remains in its transformed state until the character that created it utters a second command word, causing it to revert back to its origami form. This origami form can be transformed again into the same form as long as it is never unfolded; unfolding the origami shape ruins the paper and negates its magic.

PEARL OF PROTECTION FROM FIRE

Wondrous item, uncommon (requires attunement)

This magical pearl, when carried, has all the properties of a ring of fire resistance as described in the DMG.

PEARL OF PROTECTION FROM FIRE

Wondrous item, uncommon (requires attunement)

When carried, this pearl protects its owner from damage from fire. The bearer gains resistance to fire.

PEARL OF THE TIDES

Wondrous item, uncommon (requires attunement)

This pearl allows a character to cause water to recede or rise as if using the control water spell.

PORCELAIN MASK

Wondrous item, uncommon

When placed on a corpse, this plain white porcelain mask animates the body as though with the animate dead spell. The character that placed the mask on the corpse controls the new skeleton or zombie. Removing the mask from the animated undead ends the effect, though the same corpse can later be reanimated unless it is destroyed. A character can remove the mask by winning an opposed grapple check after getting a hold on the undead creature.

SACRED OFUDA

Wondrous item, uncommon

This small strip of paper has prayers written on it that are powerful against undead. When touched to the forehead of an undead creature, the sacred ofuda adheres to the creature and paralyzes it. The user of the ofuda must make a successful melee attack against the creature. This provokes an attack of opportunity from the undead. If the attack of opportunity deals damage, the user fails to place the ofuda. If the ofuda is successfully placed, the undead receives no saving throw. The effect lasts as long as the ofuda remains attached, but even a moderate wind can cause the ofuda to fall off the creature's forehead. Any attack on the undead creature causes the ofuda to fall and the effect to end.

SEAL OF DECEPTION

Wondrous item, uncommon

Name seals are an important part of official communications throughout Kara-Tur (or Kara-Tur). No order or document is considered official without the personal seal of the writer of the document. Severe penalties are applied to government officials who lose their name seal, since this opens the door to forgery and other crimes. The seal of deception is a magical seal that can reshape its stamp to match any seal the character has seen. To use the seal of deception, the character utters the command word and concentrates on the image of the seal he wishes to reproduce. If the character has a stamp of the seal at hand to concentrate on, there is a 5% chance of error in the copy. If the character is concentrating on the seal from memory, there is a 30% the seal is incorrect in some way. The DM checks this in secret. While an incorrect seal can pass a cursory examination, it will be revealed as a forgery under careful checking.

SEAL OF VIGOUR

Wondrous item, very rare (requires attunement)

When found, this magical item appears as a blank name seal. To use, the character must inscribe the surface with his name. Once this is done, the magical properties of the seal are activated. Thereafter, the character regenerates 1 hit point plus Constitution ability bonus per hour and cure spells have maximum effect when cast upon the character, provided in both cases the character is carrying the seal. If the inscribed seal should fall into the hands of another, the character named on the seal suffers all damage taken by the new owner until he is slain, the seal is destroyed, or he regains the seal.

TABLET OF SPIRIT SUMMONING

Wondrous item, uncommon (requires attunement)

This item is a small jade tablet inscribed with characters. Upon uttering the command word, the character can cast a spirit binding spell as per the 4th-level wu jen spell but as a 9th level spell. The tablet is usable once per week. With each use of the tablet, one inscribed character fades magically from the surface. When all the characters have faded, the tablet is a smooth piece of jade worth 100 ¥. The tablet has 2d6 characters inscribed on it when found.

TWILIGHT LANTERN

Wondrous item, uncommon

This paper lantern contains a tiny fire that burns without fuel and brightens or dims in response to verbal commands (when a command word is used). It sheds light in a radius from 5 feet to 30 feet, as commanded. Normal conditions (wind or rain) cannot extinguish a twilight lantern, though immersion in water or the use of magic ends the lantern's magic.

WHEELS OF FIRE

Wondrous item, uncommon

These magical items are always found in pairs and look like large, ornately decorated chariot wheels. When mounted on a chariot and the command word spoken, they burst into magical flame. This flame does not hinder the movement of the chariot, nor does it harm the vehicle, animals, or occupants. However, all creatures within 30 feet of the chariot suffer 2d6 points of fire damage from the intense heat. Furthermore, the chariot leaves flaming tracks behind it wherever it goes. Saying the command word a second time causes the flames to disappear.

WILDING CLASP

Wondrous item, rare (requires attunement)

Appearing as a 3-inch-long gold chain, this item only works when attached to an amulet (or similar item) or vest (or similar item). The clasp prevents its attached item from melding into the wearer's new form when transforming magic (such as polymorph self or a druid's wild shape ability) is used, allowing the item to be used in the new form. For example, a druid with a wilding clasp attached to a periapt of wisdom could take the shape of a wolf (which normally doesn't use equipment) and have the periapt remain in its normal form, fully functional. Note that some forms may be harmful to certain items (such as a fire elemental form when wearing a necklace of missiles).

WONDROUS WRITING SET

Wondrous item, uncommon

This writing set comes in a fine lacquered box and contains a brush, inking stone, and inkwell with ink. When used for writing, the set gives advantage on Tools (calligraphy) checks and a +10 bonus on Forgery checks.

TSUKUMOGAMI (ARTIFACTS)

Tsukumogami were man made items of exceptional quality that had had their kami awakened, either through the skill used in creating them or through their association with great deeds. These items can usually only be attuned or used by a single person. They grow in power as the hero who owns it also grows in fame, honor and power. They tend to start as mundane magic items becoming full blown artifacts if as their owner gains power (i.e., levels). All tsukumogami have different benefits based on the attuned owner's proficiency bonus.

DESIGN NOTE: SPIRIT OF THE THING

In my campaign my PCs never found magic items except of the consumable type or of the narrative type (for example, they needed the mortal blade to kill oni, so they got the mortal blade). By the time my PCs reached level 20 their tsukumogami based weapons were artifacts and I list these below. Though I have specific class attunement requirements these were my PCs custom weapons and armor. Feel free to use these for your game or as inspiration for your games. My original inspiration was Japanese Shintoism which views every "thing" to have a spirit combined with the old Legacy Weapons rules from 3rd edition updated to 5e. Another example of how I used this idea is that my PCs never found a bag of holding but at about level 10 or so one of my PCs backpacks – the PC who had the "I love money" trait and played to it – her backpack turned into a bag of holding.

O'RIN OF THE WATER

Wondrous Item (biwa), legendary (tsukumogami, requires attunement by a geiko)

This spectral biwa is an excellent example of its kind. A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage. If the target critically fails this saving throw a biwa boku-boku spirit (treat as a ghost) will appear and try to possess the character. If successful, the spirit will play the biwa continuously until the target creature has died. The melody the spirit plays is so powerful it can charm any who listen to it who also stand entranced until they die as well (treat as an enthrall spell with an unlimited duration).

As a tsukumogami, you can use an action to play the instrument and cast one of its spells based on your proficiency modifier:

+2. You can cast the following spells while playing the biwa:
protection from evil and good, entangle, faerie fire, shillelagh, speak with animals

+3. You can cast the following additional spells while playing the biwa:
fly, levitate, invisibility, barkskin, cure wounds, fog cloud

+4. You can cast the following additional spells while playing the biwa:
confusion, fire storm, dispel magic, protection from energy (necrotic only), cure wounds (3rd level)

+5. You can cast the following additional spells while playing the biwa:
control weather, cure wounds (5th level), wall of thorns, protection from energy (+ fire), protection from poison

+6. You can cast the following additional spells while playing the biwa:
stone shape, wall of fire, wind wall

Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

Also, once per day, you can use an action to play an eerie, spellbinding tune. Each creature within 30 feet of you that hears you play must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. If you wish, all creatures in the area that aren't hostile toward you automatically succeed on the saving throw. A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to the effect of eerie tune for 24 hours.

You can play the instrument while casting a spell that causes any of its targets to be charmed on a failed saving throw, thereby imposing disadvantage on the save.

Finally, the instrument also has a hidden blade which can be drawn and used in melee. This weapon uses the geiko's performance skill to wield and the skill number is used both to-hit and damage. It otherwise acts as a rapier.

MONKEY STAFF

Weapon (bo), artifact (tsukumogami, requires attunement by a monkey hengeyokai)

This mundane looking bo grants its wielder immense defensive capabilities and can stretch to fantastic length. It has 3 charges and regains 1d3 charges daily at dawn.

Dodge. Expending one of the weapon's charges, you can take the Dodge action as a bonus action on your turn.

Stretch. By expending one of the weapon's charges as a bonus action on your turn, until the beginning of your next turn, the weapon stretches up to 15 feet. While stretched, the weapon's reach equals its length, and you have advantage on Dexterity (acrobatics) checks.

As a tsukumogami item, you can the following additional benefits as you increase in levels. Each ability is linked to your proficiency bonus:

+2 The staff becomes a +1 magic item. It also has the same traits as the *immovable rod*.

+3 Iron Jab. You may use the stretch ability of your staff as a reaction to being hit surprising your opponent and allowing you to strike the triggering creature with surprise. This attack, if it lands, does an additional +1d6 damage. You may also now **Shrink** the monkey staff to the size of a pencil granting you +10 on Deception checks to smuggle the weapon past enemies.

+4 The staff becomes a +2 magic item. Your **Iron Jab** now does +2d6 damage.

+5 The staff becomes a +3 magic item. You also gain the **Cloud Chariot** ability. You may use a charge to summon a cloud to transport you as the *cloud chariot* spell.

+6 Monkey Army. You gain access to the *conjure animals* spell with the following changes:

- Using this ability consumes a charge.
- The spell is cast using a 9th level spell slot.
- You can summon only monkeys – *flying* or normal or a mix (no more than 5 flying monkeys).
- You may summon up to 32 monkeys per charge. The monkeys have an intelligence of 8 and some will come with weapons – up to 10 with katanas and 3 with tanegashima (matchlock rifles) and 10 with war hats (+1 AC) the rest wield bos.
- Each monkey is a minion (1 hp, 1, a missed attack never damages a minion – this includes AOE spells)
- Each summons also consumes an equal number of body hair.

GLASS (グラス)

Weapon (warfan), artifact (tsukumogami, requires attunement by a geisha)

Omen: Whenever you set the fan down, it immediately rights itself to balance on the base of the fan, always 90-degrees angle to any surface it touches, regardless of gravity. It begins spinning whenever an oni (or other fiend) is within 5 feet.

This finally crafted warfan is shaped like an autumn leaf. It tapers to a razor-sharp point. As a tsukumogami item, you can the following additional benefits as you increase in levels. Each ability is linked to your proficiency bonus:

+2

- **Loaded.** Glass acts as a shield granting you +2 to AC.
- **Maiko's Focus.** Glass can be used as part of a Performance check to use any bard ability and maybe used to replace an instrument requirement. You can play the instrument while casting a spell that causes any of its targets to be *charmed* on a failed saving throw, thereby imposing disadvantage on the save. This effect applies only if the spell has a somatic or a material component.
- **Masterwork.** Glass is a masterwork quality weapon that does +1 damage.
- **Mourn.** Also, once per day, you can use an action to sing an eerie, spellbinding tune. Each creature within 30 feet of you that hears you play must succeed on a DC 15 Wisdom saving throw or become *frightened* of you for 1 minute. If you wish, all creatures in the area that aren't hostile toward you automatically succeed on the saving throw. A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to the effect of the tune for 24 hours.
- **Fujin's Blessing I.** *faerie fire*, *gust of wind*, *warding wind*

+3

- **Divine Abduction.** You may cast *misty step*; however, the range/area is changed to Touch. If targeting a hostile creature, the target gets a saving throw.
- **Iron Fan.** Glass grants you the *defensive duelist* feat while using it in combat.
- **Magic I.** Glass is now a magic weapon and grants a +1 bonus to attack and damage rolls.
- **Magnetic I.** By spinning Glass in a defensive pattern, you can absorb incoming fire. As a reaction to being hit by a ranged attack you
 - Gain resistance to all ranged attacks until the end of your next turn.
 - If you so, choose you can redirect incoming range fire within 10 feet to you as well.
- **Omen II.** Glass now sings when used in combat.
- **Fujin's Blessing II.** *invisibility*, *cure wounds*, *wind wall*

+4

- **Golden Vortex.** Your fans give off a trusting aura reducing the cost of all goods you purchase by 10% and increasing the value of all goods you sell by 10%. This is an enchantment effect. Also, when you make a Charisma check, you can replace the number you roll with a 15.
- **Lilac.** Using Glass, you perform the dance of the dead. As a reaction to being hit by an undead enemy or any creature with the spirit tag you can gain resistance to attacks from that creature until the end of your next round.
- **Magnetic II.** By spinning Glass in a defensive pattern, you can absorb incoming fire. As a reaction to being hit by a ranged **weapon** attack you
 - Gain resistance to all ranged attacks until the end of your next turn.

- If you so choose you can redirect incoming range fire within 10 feet to you as well.
 - Damage you resist can be redirected to a target within 10 feet of you.
- **Omen III.** The color of Glass's leaves changes to suit the season.
- **Twin.** Glass duplicates itself and grants you the dual wield feat while using it in combat. This allows you to cast two spells per round (only Glass spells).
- **Fujin's Blessing III.** cure wounds (3rd level), steel wind strike

+5

- **Suzaku's Protection.** You gain the blessing of the vermilion bird Suzaku. As a reaction to being hit by an energy based attack you can cast protection from energy or protection from poison.
- **Magic II.** Glass' magical bonus increases to +2.
- **Fujin's Blessing IV.** cure wounds (5th level), investiture of wind
- **Magnetic III.** By spinning Glass in a defensive pattern, you can absorb incoming fire. As a reaction to being hit by a ranged **weapon** or **spell** attack you:
 - Gain resistance to all ranged attacks until the end of your next turn.
 - If you so choose you can redirect incoming range fire within 10 feet to you as well.
 - Damage you resist can be redirected to a target within 10 feet of you.

+6

- **Awakened Kami.** Glass is now fully sentient and either takes the name you give it or retains the name Glass. It has your alignment. Roll on the Sentient Magic Items table to determine its ability scores, communication ability and senses.
- **Fujin's Blessing V.** whirlwind
- **Omen IV.** Glass's leaves are now golden.
- **Deflection.** Once per day you may reflect a spell targeting you back at the caster.
- **Magnetic IV.** By spinning Glass in a defensive pattern, you can absorb incoming fire. As a reaction to being hit by a **any** ranged attack you:
 - Gain resistance to all ranged attacks until the end of your next turn.
 - If you so choose you can redirect incoming range fire within 10 feet to you as well.
 - Damage you resist can be redirected to a target within 10 feet of you.

Spells that target a creature must be triggered as part of the attack action (if an enemy) or as a bonus action or reaction (if an ally). For example, to use *faerie fire* the geisha must hit the target to trigger the effect. If an attack misses the spell is not consumed.

Once Glass has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

GREAT SHINOBI OWL

Wonderous item, legendary (tsukumogami, requires attunement)

Omen: The owl leaves an ethereal trail behind it which glows with a dim, soothing, radiance.

The great shinobi owl is a **figurine of wondrous power** - a statuette of a spirit owl small enough to fit in a pocket. You can use an action to speak the command word – *tatarimokke* - and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a spectral owl. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The owl is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

The owl exists for a duration specific to your proficiency bonus. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description. The owl can telepathically communicate with you at any range if you and it are on the same plane of existence.

A spellcaster with access to the find familiar spell can use the great shinobi owl as its familiar gaining all the benefits of that spell.

+2. You summon an incorporeal owl (see below for changes) for up to 8 hours. Additionally, as an action, you can see through your owl's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the owl has. During this time, you are deaf and blind with regard to your own senses. Can only be summoned once every two days once it is destroyed or its duration expires.

+3. You may choose to summon a giant spectral owl now. The owl can change size per your command between its two forms. It may also be commanded to **distract** an opponent imposing disadvantage on the target until the owl is destroyed or you command it to stop.

+4. The owl may cast **vanish** on you with a recharge of 5 or 6. Vanish works identically to invisibility except it has a duration of 1 round.

+5 The owl is **invisible** (as the spell) unless you command otherwise, or it takes an attack or distract action. It must be visible to use its distract action. After using its vanish ability it may use its action to **teleport** you to a point you can

see up to its fly speed. In giant owl form it imparts its incorporeal trait to its rider. The owl also gains the following action:

Phoenix Trail (1/Day). The owl turns into a flaming projectile that travels 60 feet in a line that is 10 feet wide. All creatures in the line must make a DC 8 + your proficiency bonus + your dexterity bonus Dexterity saving throw or take 21 (6d6) fire damage.

+6. The owl is now permanent and appears/disappears at your command. You now gain the following action:

- **Shadowrush (1/Short Rest).** You and your owl disappear. You move in a straight line up to the owl's fly speed and may make 1 melee attack against all targets you move past with advantage (unless the targets can see invisibility). You appear at the end of this movement and this consumes all the owl's actions.

SPECTRAL OWL

Owl and giant owl have the following changes:

- Its type is changed to celestial (kami) for good characters, fey (yokai) for neutral characters or fiend (oni) for evil characters.
- It gains the incorporeal movement trait.
 - **Incorporeal Movement.** The spectral owl can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

At level 13 it gains the following traits:

- **Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
- **Damage Immunities** necrotic, poison
- **Condition Immunities** Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

CRANE CLAN TAMESHI-GUSOKU

Armor (o-yoroi), artifact (tsukumogami, honorable, requires attunement)

Omen: When struck in combat the armor gives off a low gong that inspires allies and unsettles enemies. When the Crane's Protection feature is triggered a loud high-pitched gong sounds with visible waves of sound emitting from the armor outwards 10 feet until they fade away.

The tameshi-gusoku's design is based on the great armor but formed from much smaller metal plates. Furthermore, each plate has been folded into itself over a million times, and the metal has been infused with trace amounts of jade, protecting its wearer from Taint. A tameshi-gusoku is the rarest of armours. It is believed that no smith alive today can craft a true tameshi-gusoku, and there are only a few left in existence, all owned by noble families that treasure it as highly as the most pristine blade.

The base AC of this armor is 18, has a 17 Strength requirement to use and imposes disadvantage on stealth checks. As a tsukumogami item, the tameshi-gusoku improves as you gain levels:

+2

Crane's Blessing. You gain proficiency in Iaijutsu and Persuasion skills (the crane clan formalized the art of iaijutsu and are known for being skilled courtiers and diplomats). You have advantage on saving throws vs gaining Taint.

+3

Crane's Protection. When critically hit in combat one of the following traits triggers randomly:

1-3: The armor casts mass cure wounds as a free action centered on you.

4-5: The armor casts global cooling as a free action centered on you (treat it as a fireball that does cold damage only to hostile creatures).

6: The armor summons an avatar of Kami Doji the founder of the Crane Clan. This avatar appears as a Large size crane (use the statistics of a young silver dragon). The avatar is friendly to the wearer of the armor and remains for 1 minute or until killed or dismissed.

Crane's Protection may also be triggered by consuming a spirit emblem. If the attuned character is considered dishonorable by the armor these affects still trigger but to the detriment of the wearer (DM's discretion).

+4

- **Defense I.** The armor provides a +1 magical bonus to AC. You may use this bonus to AC to adjust the *crane's protections* trait up or down by 1.
- **Warframe.** Consuming your action each round you may "pilot" your armor from a remote distance. It retains all your AC, HP, attacks, saving throws and class abilities, but you are incapacitated for the duration and are unaware of your direct surroundings. Damage done to the armor is transferred to you. So long as the armor is on the same plane there is no limit on the range or duration of this ability. However, if you take psychic damage you must make a DC 15 Intelligence saving throw or become disconnected from the armor and must repeat the saving throw to reconnect. The armor seizes up and stops functioning while you are disconnected.

+5

- **Defense II.** The AC bonus of the armor becomes +2. You may use this bonus to AC to adjust the *crane's protections* trait up or down by 1 or 2.

- **Strength of Earth.** Once a day you may use a bonus action or action to cast *stoneskin* on yourself.

+6

- **Defense III.** The AC bonus of the armor becomes +3. You may use this bonus to AC to adjust the *crane's* protections trait up or down by 1, 2 or 3.
- **Awakened Kami.** The tameshi-gusoku is now fully sentient and either takes the name you give it or takes the name Kame. It has your alignment. Roll on the Sentient Magic Items table to determine its ability scores, communication ability and senses.
- **Improved Warframe.** The armour is now fully sentient and can function independently of you if you so choose. It will follow your orders but does not use any of your abilities. It has the same statistics as a shield guardian but you may apply the benefits of animal ally to the armour. You may spend a bonus action to allow the armour to use one of your class abilities each round but if you take psychic damage and fail the saving throw (per the warframe trait) you lose your connection to the armour until you make the saving throw.

As an **honorable** item its magical properties cease functioning if the attuned character's honor drops below 10 or gains a Taint score (cursed items are considered tainted for the purpose of this restriction).

WHAT IS A SPIRIT EMBLEM?

I use a Boon and Bane system in my game which replaces advantage. Essentially, PCs get a 1d6 which either can be used to add to a d20 roll (boon) or subtracts from a d20 roll (bane). I then re-theme these for each of my campaigns. In my Oriental Adventure campaign they were called spirit emblems.

KITSUNE AMULET

Wonderous Item (amulet), artifact (tsukumogami, requires attunement by a wu-jen)

Omen: After wearing the amulet for at least 1 hour, it grows warm and the nine-tails occasionally moves and purrs (audible only to the wearer).

This platinum amulet has a jade set piece and depicts a nine-tail kitsune – a powerful icon of magic.

The amulet has 50 charges for the following properties. It regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the staff regains 1d12 + 1 charges. As a tsukumogami weapon it grants its benefits based on the attuned characters proficiency bonus:

+2

Void Adept. While you wear the amulet, you gain a +1 bonus to spell attack rolls. You may expend 2 charges to increase this bonus to +2 or 4 charges to increase this bonus to +3 for the duration of an encounter.

+3

- **Arcane Health.** You gain 10 temporary hit points each day at sunrise. These hit points remain until expended or 24 hours pass.
- **The Fire of Inspiration.** You can use an action to cast one of the following spells from the staff without using any charges: *arcane lock*, *detect magic*, *enlarge/reduce*, *light*, *mage hand*, or *protection from evil and good*.
- **Element of All Thing I.** You can spend a charge to cast arcane spells of up to 3rd level that are extended as though using the Extend Spell metamagic class ability.

+4

- **Spell Absorption.** While holding the bo, you have advantage on saving throws against spells. In addition, you can use your reaction when another creature casts a spell that targets only you. If you do, the bo absorbs the magic of the spell, canceling its effect and gaining a number of charges equal to the absorbed spell's level. However, if doing so brings the bo's total number of charges above 50, the staff explodes as if you activated its immolation (see below).
- **Element of All Thing II.** You can now extend spells up to 6th level by expending two charges.

+5

- **Isawa's Gift.** While holding the phoenix talon, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *conjure elemental* (7 charges), *dispel magic* (3 charges), *fireball* (7th-level version, 7 charges), *flaming sphere* (2 charges), *ice storm* (4 charges), *invisibility* (2 charges), *knock* (2 charges), *lightning bolt* (7th-level version, 7 charges), *passwall* (5 charges), *plane shift* (7 charges), *telekinesis* (5 charges), *wall of fire* (4 charges), or *web* (2 charges). You can increase the spell slot of these spells by doubling the charge usage each time you increase the spells level (for example dispel magic uses 3 charges, you can cast it as a 4th level spell by expending 6 charges, a 5th level spell by expending 12 charges etc).
- **Hardened Nerves.** You now have advantage on Constitution saving throws to maintain concentration spells.

+6

- **Awakened Kami.** The kitsune amulet is now fully sentient and either takes the name you give it or takes the name Delphox. It has your alignment. Roll on the Sentient Magic Items table to determine its ability scores, communication ability and senses.
- **Fox's Cunning.** So long as you have at least one non-cantrip arcane spell remaining you may use shield without expending any spell slots even if you do not have it memorized.

Black Fire of Amaterasu. You can use an action to smash the amulet. The amulet is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it. You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take fire and necrotic damage equal to $16 \times$ the number of charges in the amulet. Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how much they failed. Each step of failure is the charge multiplier used to determine damage. For example, a creature that fails the save by 2 takes $2 \times$ the number of charges in damage. On a successful save, a creature takes that multiplier in damage, but it is halved.

KONGAMATO

Weapon (biter), artifact (tsukumogami, requires attunement by a korobokuru shaman)

Omen: Nature's power surges through Kongamato, causing plants within 5 feet to open their flowers and bend toward the staff as if it were the sun.

A biter is a special weapon used by korobokuru. It is a two-handed mace carved to look like an appropriately fearsome creature. This particular weapon is carved in the image of Kongamato – the King of the Birds – from kirinwood, a rare and patricianly tough wood. Kirinwood grants the weapon immunity to acid. It counts as a martial arts weapons and can be used in conjunction with a monk or martial artists attacks.

As a tsukumogami item, the weapon improves in line with your proficiency modifier:

+2

- **Fireflies.** On command, Kongamato can summon a cloud of bright motes resembling fireflies, creating illumination equivalent to a *light* spell.
- **Strength of Wood.** When you cast *barkskin* the AC granted is 17 instead of 16.
- **Bitey Bitey.** If you are not already proficient in martial weapons, the kongamato grants this proficiency to you. It is also a masterwork quality weapon and does +1 damage.
- **Everblossom.** The Kongamato grows berries if planted into the earth at night. It has 1d4 berries and gains another 1d4 each time your proficiency bonus goes up. Once the berries are exhausted no more grow. Berries that grow each night are randomly determined:
 1. **Blackberries.** If a creature consumes a blackberry, the damage it deals with its melee attacks increases by 1 and the attacks become magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage for the next 1 minute.
 2. **Blueberries.** If a creature consumes a blueberry, roll a d6: it is affected by the *polymorph* spell and randomly changes into one of the following creatures as shown in the table below. The creature that consumes the blueberry must maintain concentration (as if concentrating on a spell).

d6	Beast
1-2	Flying Snake
3-4	Elk
5-6	Honey badger
 3. **Redberries.** If a creature consumes a redberry, it regains 7 (2d4 + 2) hit points.
 4. **Silverberries.** If a creature consumes a silverberry, it gains a +1 bonus to all ability checks, attack rolls, and saving throws for 1 minute.
 5. **Whiteberries.** If a creature consumes a whiteberry, its AC is increased by 1 for 1 minute.
 6. You may choose which berry grows that night.

+3

- **Happy Happy.** The biter is now a magical weapon and provides a +1 bonus to hit, damage and spell attack rolls. In addition, it grants this bonus to your natural attacks (for example if you shapeshift into an animal form as a druid). It also has a permanent *shillelagh* effect if you so wish.
- **Lurgy.** You may change the damage type of the attack to **poison** as part of the attack action. This trait is also granted to your animal forms (such as a hengoyokai or a wild shaped shaman).

+4

- **Tantrum.** The biter is now a magical weapon and provides a +2 bonus to hit, damage and spell attack rolls. In addition, it grants this bonus to your natural attacks.
- **Freezinate.** You may change the damage type of the attack to **cold** as part of the attack action. This trait is also granted to your animal forms (such as a hengoyokai or a wild shaped shaman).
- **Solar Nourishment.** You gain all the nourishment you need, a full day's worth of food and water, from 2 hours of exposure to sunlight. Only natural sunlight has this effect.

+5

- **Peekabo.** When you hit a creature with a melee attack using the kongamato or a natural attack, the target cannot make opportunity attacks against you until the start of your next turn.
- **Burninate.** You may change the damage type of the attack to **fire** as part of the attack action. This trait is also granted to your animal forms (such as a hengoyokai or a wild shaped shaman).

+6

- **Awakened Kami.** Kongamato is now fully sentient and either takes the name you give it or takes the name Rikki. It has your alignment. Roll on the Sentient Magic Items table to determine its ability scores, communication ability and senses.

- **Treebrother.** Once per day Kongamato can transform into a tree spirit that stands 24 feet tall. When you plant the end of Kongamato in the ground and speak the command word "Tsuriburazā", it turns into a creature that looks and fights just like a treant. The treant has the ability scores, senses and communication of the awakened kami feature, it otherwise uses the treant statblock. If you have the animal ally feat it applies to treebrother. If the resulting treantlike creature is reduced to 0 hit points, Kongamato reforms into its normal shape, and none of its +3 or higher abilities can be activated for 1 hour.
- **Bedtime.** When you hit a target with this weapon you may choose to force them to make a DC 15 Constitution saving throw. If the target fails, the saving throw it is stunned until the start of your next turn.
- **Hero Time.** The biter is now a magical weapon and provides a +3 bonus to hit, damage and spell attack rolls. In addition, it grants this bonus to your natural attacks.

*NB: Natural attack refers to any melee attack made by a Beast.

JADE BOW

Weapon (any bow), legendary (tsukumogami, requires attunement from a witch hunter)

Omen: The jade bow makes no sound when used.

Jade Bows were magically imbued jade bows which fired arrows wreathed in holy green fire. During the War Against Fu Leng the Empire discovered jade's power to combat the beasts. The students of Agasha forged the first enchanted jade bows. During the Clan War these items were again highly sought, preferring them to the sword when dealing with the Shadowlands beasts, as they provided a ranged attack, and avoided the contact with the foul beasts that bore the Shadowlands Taint.

As a tsukumogami item, the weapon improves in line with your proficiency modifier:

+2

- **Power of Green I.** The jade bow is a masterwork weapon granting +1 to damage. It also transforms to the appropriate bow for you – hankyu (shortbow), daikyo (longbow) or ako's daikyo (composite bow).
- **Ghosttouch.** The jade bow bypasses damage reduction of any creature that has the incorporeal movement trait.

+3

- **Shadowland Bane.** If you hit a Shadowland target with the jade bow you do bonus damage equal to the creatures Taint score. It also bypasses damage reduction keyed to the Jade key word.
- **Power of Green II.** The jade bow as a bonus action can transform into a katana (longsword) a wakizashi (shortsword) or a paired wakizashi and tanto (shortsword and dagger).

+4

- **The Jade Bow I.** The weapon becomes magical and grants +1 bonus to hit and damage. It confers this trait to any ammunition fired from it.
- **Oathbow.** When you nock an arrow on this bow, it whispers in Kami, "Swift defeat to my enemies." When you use this weapon to make a ranged attack, you can, as a command phrase, say, "Swift death to you who have wronged me." The target of your attack becomes your sworn enemy until it dies or until dawn seven days later. You can have only one such sworn enemy at a time. When your sworn enemy dies, you can choose a new one after the next dawn. When you make a ranged attack roll with this weapon against your sworn enemy, you have advantage on the roll. In addition, your target gains no benefit from cover, other than total cover, and you suffer no disadvantage due to long range. If the attack hits, your sworn enemy takes an extra 3d6 radiant damage. While your sworn enemy lives, you have disadvantage on attack rolls with all other weapons

+5

- **The Jade Bow II.** The weapon's enhancement bonus increases +2, granting this bonus to hit and damage. It confers this trait to any ammunition fired from it.
- **Honorable.** The weapon now has the honorable trait. It will cease functioning for any character whose honor drops below 10 or gains a Taint score. It may also permanently kill oni.

+6

- **Awakened Kami.** The jade bow is now fully sentient and either takes the name you give it or takes the name Midori. It has your alignment. Roll on the Sentient Magic Items table to determine its ability scores, communication ability and senses.
- **The Jade Bow III.** The weapon's enhancement bonus increases +3, granting this bonus to hit and damage. It confers this trait to any ammunition fired from it.
- **Vicious.** When you roll a 20 on your attack roll with this magic weapon, the target takes an extra 7 radiant damage.

MIKAZUKI

Weapon (any bow), artifact (tsukumogami, requires attunement by any chaotic character)

Omen: Whenever an arrow is shot from this bow a pleasant chord is also played.

Mikazuki is made of laminated bamboo and catalpa wood, wrapped in rattan, and adorned with silk tassels and a silver bell. Mikazuki, the Crescent Moon Bow, was the catalpa bow of Isawa Kaito, the founder of the Kaito family. A catalpa bow is a Rokugani sacred bows made of catalpa which were used also as musical instruments.

As a tsukumogami item, the weapon improves in line with your proficiency modifier:

+2

- **Ebisu I.** You no longer add your proficiency bonus to d20 rolls, instead you use proficiency dice. Your proficiency die is 1d4.
- **Masterwork.** Mikazuki is a masterwork weapon. You have +1 to your damage rolls.
- **Songbow.** You become proficient in the Performance skill.

+3

- **Ebisu II.** You no longer add your proficiency bonus to d20 rolls, instead you use proficiency dice. Your proficiency die is 1d6.
- **Komori's Dirge.** Once per day, you can use an action to play an eerie, spellbinding tune. Each creature within 30 feet of you that hears you play must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. If you wish, all creatures in the area that aren't hostile toward you automatically succeed on the saving throw. A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to the effect of the dirge for 24 hours. Creatures with the spirit subtype have disadvantage on this roll.
- **Kitsune's Charm.** You can play Mikuzaki while casting any enchantment or divination spell that triggers a saving throw, thereby imposing advantage or disadvantage on the save (wielder's choice). Creatures with the spirit subtype have disadvantage on related saving throws.

+4

- **Ebisu III.** You no longer add your proficiency bonus to d20 rolls, instead you use proficiency dice. Your proficiency die is 1d8.
- **Heartseeker I.** Mikuzaki is now a magical weapon granting you a +1 bonus on to hit and damage rolls.

+5

- **Ebisu IV.** You no longer add your proficiency bonus to d20 rolls, instead you use proficiency dice. Your proficiency die is 1d10.
- **Brutal.** You may reroll damage rolls of 1.
- **Heartseeker II.** Mikuzaki magic improves, you now have a +2 bonus on to hit and damage rolls.

+6

- **Awakened Kami.** The jade bow is now fully sentient and either takes the name you give it or takes the name Mikazuki. It has your alignment. Roll on the Sentient Magic Items table to determine its ability scores, communication ability and senses.
- **Ebisu V.** You no longer add your proficiency bonus to d20 rolls, instead you use proficiency dice. Your proficiency die is 1d12.
- **Heartseeker III.** Mikuzaki magic improves, you now have a +3 bonus on to hit and damage rolls.

SUSANOO'S FURY

Weapon (katana), artifact (tsukumogami, requires attunement by Fukuro the Kensai)

Omen: When you swing Susanoo's Fury, the sword discharges harmless electrical sparks.

You have a +3 bonus to attack and damage rolls made with celestial fury. Additionally, it gains one charge whenever an attack made with it deals more than 20 damage in a single blow. It can hold up to 3 charges, but all unused charges disappear when you take a long rest.

When you roll a natural 20 on your attack roll, you deal 10 additional lightning or thunder damage.

Point the Way. When Susanoo's fury is thrown into the air, it always lands on the ground with its top end pointing toward true magnetic north.

Healing Spark. You may expend a charge as a reaction to cast *cure wounds* on yourself.

Thunder. While attuned to Susanoo's fury, whenever you score a critical hit the target of your attack becomes stunned until the end of its next turn. **LEGENDARY** creatures may expend uses of legendary resistance to negate this effect.

Lightning. As an action you can expend one of the weapon's charges in order to cast *lightning bolt* as a 3rd level spell. You may forgo using an action and spend two charges to discharge the lightning bolt as part of your attack action. You may make this decision after knowing if you hit or miss. Finally, you may expend an extra charge to increase the spell level by 1 per charge consumed. You are now also resistant to lightning damage.

See No Evil, Hear No Evil. As a bonus action, you can expend one of the weapon's charges, in order to cast *blindness/deafness* as a 4th level spell.

Kami Sori (Razor). When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it cannot survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

Trick Weapon. Susanoo can switch form between a katana and dai-katana as a bonus action.

Awakened Kami. Susanoo's fury is now fully sentient and either takes the name you give it or takes the name Hitotsuki. It has your alignment. Roll on the Sentient Magic Items table to determine its ability scores, communication ability and senses.

+6 Proficiency bonus:

- **Lady Tomoe's Lightning.** Any lightning damage you ignore due to your lightning resistance is stored within Susanoo's fury. The katana can hold up to 100 points of lightning damage in this manner. At any time within the next minute, as a free action, you can choose to apply up to 10 points of absorbed electricity damage as additional electricity damage dealt by Susanoo's fury. You must announce your intent to use the additional lightning damage before the attack roll is made — a miss wastes the charge. This ability can be used only once per round, and the lightning damage used is subtracted from the total held by Susanoo's fury.
- **Call the Storm.** Once per week on command, you can use control weather as the spell to call a thunderstorm. You can use this ability regardless of climate or season, though the ambient temperature might affect the type of precipitation the storm delivers.
- **Lightning Catcher.** When you are hit by lightning damage that allows a saving throw if you succeed you take no damage. On a natural 20 on your saving throw you can redirect the lightning attack back against the attacker as a reaction.

DESIGN NOTE: WHY ONLY +6?

As this weapon was the level 15 reward for the kensai in my group it starts with all its +2 to +5 abilities in built and only improves at +6.

STAFF OF THE TORRENT MOON

Weapon (iajatang), artifact (tsukumogami, requires attunement by a sea or river spirit folk)

Omen: While carrying *Staff of the Torrent Moons*, you and your equipment are instantly dried whenever you emerge from a body of water.

A character can fight with an iajatang as if fighting with two weapons, incurring all the normal attack penalties of using a one-handed weapon and a light weapon. A monk who is proficient with the iajatang can wield it as a special monk weapon. The weapon weighs 7lbs and does 1d8 slashing damage. It has 3 charges and regains 1d3 charges daily at dawn. The charges are used to cast any of the weapons spells and can be used to increase the spell slot of the spell if applicable. The iajatang uses the wielders Spell Save DC if a caster of any kind, otherwise it defaults to DC 15 for all applicable spells.

The blade has carp etched into one end of the blade and a swarm of mantis on the other, they seem to change positions when you are not looking. As a tsukumogami item, the weapon improves in line with your proficiency modifier:

+2

- **Masterwork.** The iajatang is a masterwork weapon. You have +1 to your damage rolls.
- **The Way of the Carp.** While attuned you are considered proficient in the weapon and gain the benefit of the dual wielder feat.

+3

- **Obscuring Mist.** You can cast fog cloud by consuming at least 1 charge.
- **Favor of the Sun I.** The Staff of the Torrent Moons now regains 1d4 charges each day and has a maximum of 4 charges.
- **Coral's Endurance.** The staff acts as an immovable rod on command.

+4

- **Blessings of Thunder.** The weapon is now magical granting you a +1 bonus on to hit and damage rolls.
- **River of Plenty.** On command, you can use create water as the spell by consuming at least 1 charge. The Staff of the Torrent Moons must be touched to a container for this feature to work, the water appearing inside the container. If you are good aligned, this ability might optionally be used to create 1 pint of holy water inside the container.
- **Golden Carp.** By consuming a charge, as a reaction or bonus action, you can summon a golden carp into any body of water within 30 feet that is large enough to contain the creature. It understands your speech and follows your commands perfectly. It remains until slain (in which case it cannot be summoned again for 24 hours) or dismissed (a free action). This ability can be used as often as desired, but only one companion can be present at any one time. If you have the animal ally feat it applies to the golden carp. The number of charges expended will determine the strength (statistics) of the creature:

1. Use the dolphin statblock to represent the golden carp.
2. Use the reef shark statblock to represent the golden carp.
3. Use the hunter shark statblock to represent the golden carp.
4. Use the killer whale statblock to represent the golden carp.
5. Use the giant shark statblock to represent the golden carp.
6. Summons a CR 6 carp dragon to represent the golden carp.

+5

- **Favor of the Storm.** The weapons magic improves, you now have a +2 bonus on to hit and damage rolls.

- **Mibu Water Breathing Technique.** You can breathe underwater (fresh or salt). You may expend a charge to grant this ability to a willing creature you touch as the water breathing spell.
- **Favor of the Sun II.** The Staff of the Torrent Moons now regains 1d6 charges each day and has a maximum of 6 charges.
- **Shape of Carp.** When you hit a target, you may expend a charge as a bonus action to polymorph the target into a tiny goldfish (use the quipper).
- **School of Carp.** You may expend a charge and summon a swarm of carp (use the swarm of quippers) into any body of water large enough to hold the swarm. It persists until killed or dismissed by you.
- **Water Bending.** You may expend a charge and cast cure wounds by touching a target with the Staff of the Torrent Moons.

+6

- **Awakened Kami.** The Staff of the Torrent Moons is now fully sentient and either takes the name you give it or takes the name Sandy. It has your alignment. Roll on the Sentient Magic Items table to determine its ability scores, communication ability and senses.
- **Ride the Dragon.** The weapons magic improves, you now have a +3 bonus on to hit and damage rolls. It also becomes axiomatic (Lawful) or anarchic (chaotic) depending on the target's alignment doing a bonus 2d6 damage to creatures of the opposing Law vs Chaos axis.
- **Justice of the Sea.** By expending two charges, you can subject a single living creature you hit with the iajatang to horrid wilting as the spell.

THE DAMASCUS BLADE

Weapon (short sword), legendary (tsukumogami, requires attunement by a battle angel)

Omen: The weapon quietly gives off a grima sound when it is used as it slices atoms in half.

This blade is as hard as diamond and can only be honed with high-pressure water or supersonic waves. It consists of rare metals, including scandium, yttrium and lutetium, and had patterns suggestive of Damascus steel.

As a tsukumogami item, the weapon improves in line with your proficiency modifier:

+2

- **Magic I.** You gain a +1 bonus to attack and damage rolls made with this magic weapon.
- **Construct Bane I.** This is a +2 weapon vs constructs.

+3

- **Magic II.** You gain a +2 bonus to attack and damage rolls made with this magic weapon.
- **Construct Bane II.** This is a +3 weapon vs constructs.

+4

- **Magic III.** You gain a +3 bonus to attack and damage rolls made with this magic weapon.
- **Construct Bane III.** This is a +4 weapon vs constructs.
- **Martial Arts Weapon.** When using the Damascus blade you add your Martial Arts damage die to the damage of the Damascus blade. It also considered an unarmed attack for the purposes of monk class abilities that have this prerequisite.

+5

- **Defender.** The first time you attack with the sword on each of your turns, you can transfer some or all of the sword's bonus to your **Armor Class**, instead of using the bonus on any attacks that turn. For example, you could reduce the bonus to your attack and damage rolls to +1 and gain a +2 bonus to AC. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the sword to gain a bonus to AC from it.
- **Booming Blade.** On a hit, if you so choose, the target suffers the attack's normal effects, and it becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d8 thunder damage, and the effect ends. This spell's damage increases when you reach higher levels. At 11th level, the melee attack deals an extra 1d8 thunder damage to the target, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 17th level.

+6

- **Smite.** When you roll a 20 on an attack roll made with this weapon, the target takes an extra 7 slashing damage, or 14 force damage if it's a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed.

DAIGOTSU'S BLINDFOLD

Wondrous Item (blindfold), artifact (tsukumogami, requires attunement by a ninja or shinobi)

Omen: Whenever one of the blindfolds features are triggered or used (except blindsight) your eyes glow fiery red and emit red smoke like energy. Your eyes can be seen through the blindfold unsettling foes.

This black blindfold is made from spidersilk and can be donned as an action. While worn by a ninja, it grants its wearer the following benefits depending on the attuned characters proficiency bonus:

+2

- **Shinobi Sight I.** You gain blindsight out to 10 feet.

+3

- **Devious Eavesdropper.** Once per day on command, you can use *detect thoughts* as the spell. The save DC is 13, or 8 + your proficiency bonus + your Charisma modifier, whichever is higher.
- **Spider's Silence.** When you kill a creature, the creature's space is filled with a magical silence for 1 minute that no sound can pierce through.
- **Dark Moon Rising.** You may cast *darkness* a number of times per day equal to half your proficiency bonus (rounded down).

+4

- **Shinobi Sight II.** You gain blindsight out to 30 feet.
- **Step Within the Shadows.** Whenever you roll a Dexterity (Stealth) check lower than 15, you can replace the number with 15.
- **The Shadowed Blade I.** When wielding a ninja weapon (like a ninja-to), the weapon is considered magical and to have a +1 bonus to hit and damage.
- **Ultimate Ki.** You may use HD as *ki* points. If you ever use your last HD you take damage equal to the HD spent + your Constitution score.

+5

- **Shadow Upon The Moon.** While wielding a ninja weapon, whenever you roll a natural 20 on your attack roll, the blindfold casts *greater invisibility* on you. The blindfold maintains concentration on the spell, so that you don't have to. This effect ends if the blindfold is somehow removed from the wearer.
- **The Shadowed Blade II.** When wielding a ninja weapon (like a ninja-to), the weapon is considered magical and to have a +2 bonus to hit and damage.
- **The Way of The Spider.** Webs and other entanglements hold no more fear for a wielder of the *Bow of the Black Archer*. Starting at 17th level, you constantly benefit from the effects of *freedom of movement* while you hold the bow in hand. Caster level 15th.

+6

- **Awakened Kami.** Daigotsu's blindfold is now fully sentient and either takes the name you give it or takes the name Ariados. It has your alignment. Roll on the Sentient Magic Items table to determine its ability scores, communication ability and senses.
- **Shinobi Sight III.** You gain blindsight out to 60 feet.
- **The Shadowed Blade III.** When wielding a ninja weapon (like a ninja-to), the weapon is considered magical and to have a +3 bonus to hit and damage.

FUSHIGIRI (不死斬り)

Weapon (odachi), artifact (tsukumogami, requires attunement)

Omen I: When the sword is first drawn by a creature it kills that creature outright. This only happens once and if the creature somehow returns from the dead, they can then wield the Fushigiri.

Deathblow Omen. When used to slay an immortal creature the wielder gets a glimpse of the creatures' life as a human and the exact steps and conditions that lead to it becoming a monster.

You gain a +1 bonus to attack and damage rolls made with this greatsword. *Fushigiri* glows with a red light, shedding bright light for 20 feet and dim light for an extra 20 feet in the presence of immortal creatures*. Once per day, the wielder can cause the sword to flash a baleful, blinding red light. Immortal creatures within 30 feet must succeed on a DC 15 Constitution saving throw or be blinded for 1 round.

Against immortal creatures it is a +4 magical weapon and if used to deliver the killing blow to such a creature it permanently slays them.

Hidden Traits

Not many know that *Fushigiri* - The Mortal Blade - also has another name - the Demon King's Sword. Though not an evil weapon its abilities have earned it this moniker. Even fewer people know it's the same weapon. Once successfully attuned *and* used to slay an oni it gains the following traits:

- **Sentience.** *Fushigiri* is a sentient lawful neutral weapon with an Intelligence of 17, a Wisdom of 10, and a Charisma of 19. It has hearing and darkvision out to a range of 120 feet. The weapon can speak, read, and understand Common, and can communicate with its wielder telepathically. Its voice is deep and echoing. While you are attuned to it, *Fushigiri* also understands every language you know.
- **Purpose.** To slay oni and make sure the Golden Contract is enforced.
- **Yokai Shift.** Whenever it kills an Oni hand the PC the monster statblock. The PC may now pick one ability from the oni's list of actions and they become class abilities for the PC.
- **Omen III.** When the PC uses aspect of the oni it momentarily appears as the oni the trait was taken from.

It also grows in power as a

+4

- **Yokai Shift I.** You may learn 1 oni trait and use it once per day.

+5

- **Yokai Shift II.** You may learn 2 oni traits and use each once per day each.
- **Great Weapon.** You have reach (10 feet) while wielding *Fushigiri*.
- **Crashing Waves.** If you move at least 10 feet towards a target in a straight line you have advantage on the attack roll.

+6

- **Yokai Shift II.** You may learn 3 oni traits and use each once per day each.
- **Dawn's Light.** If you are ever knocked prone you may make an attack against a target within reach as part of your move action.

DESIGN NOTE: WHAT IS AN IMMORTAL CREATURE?

Anything that doesn't die permanently when killed (demons, devils, vampires and so on), but specifically, for an Oriental Adventure setting, it is oni

BEASTIARY

The lands of Kara-Tur are vast and varied in both climate and geography. Within the near boundless spaces of the continent exist virtually every type of geographic condition known. These conditions provide a wide range of habitats for both normal and fantastic creatures. Many are common throughout the world—deer, oxen, rabbits, horses, foxes, hobgoblins, ogres, and giants. Yet others are unique to the lands of Kara-Tur—pandas, tengu, oni, and water buffalo (caribou). Creatures common to other parts of the world have never made their appearance in Kara-Tur, held at bay by stormy oceans, grim mountain ranges, and scalding deserts.

Hence, there are a number of creatures unique to Kara-Tur. These creatures are collected under the OA Bestiary collection of entries. in this section.

CLIMATE GROUPINGS

- *Arctic*: Arctic hippo, polar dog, otter penguin,
- *Sub-Arctic Forests*: Bear, carp, deer, lynx, moose, otter, owl, polar-dog, rabbit, reindeer, roe deer, salmon, snow fox, squirrel, stoat, sturgeon, tiger, wolf, wolverine.
- *Temperate Plain/Forest Regions*: Badger, bear, bustard, crane, deer, duck, fox, hawk, hedgehog, lynx, marten, otter, rabbit, tiger, weasel, wild ass, wild boar, wild ox, wolf, and wolverine.
- *Steppeland*: Bactrian camel, badger, bear, deer, flying bison, fox, gazelle, horse, lynx, marmot, otter, sheep, wild boar, and wolf.
- *Subtropical Forest Regions*: Alligator, bear, black porpoise, deer, elephant, fox, fruit bat, leopard, marten, monkey, otter, panda, rhinoceros, river dolphin, tiger, water buffalo, wild boar, and wolf.
- *Tropical Forest Regions*: Badger, bushbaby, deer, elephant, fruit bat, guar, kingfisher, leopard, marten, mongoose, monkey, orangutan, otter, parrot, peacock, tiger, water buffalo, and wild boar.
- *Cold Oceans*: Cod, halibut, killer whale, koalaotter, salmon, sea otter, and seal.
- *Warm Oceans*: Dolphin, dolphin piranha, oysters, porpoise, and shark.

NEW SUBTYPES

Monsters in Oriental Adventures fall into the same general types as those in the Monster Manual—beasts, dragon, giants, humanoids, and fiends are all found in these lands. Two new type modifiers (subtypes) are important for the rules of Oriental Adventures. As with the type modifiers in the Monster Manual (such as cold, fire, or incorporeal), monsters with the Shadowlands or spirit subtype, such as Shadowlands oni or bajangs, still belong to their regular types (fiend and fey, respectively), but they also have the characteristics of their subtype.

Oni/Kami. These subtypes belong to the Fiend and Celestial monster type respectively. Oni and kami are two-sides of the same coin. Oni are corrupted kami who failed in their task to protect their ward and fell to corruption ultimately being banished and becoming bodiless spirits known as oni. When an oni takes a physical form by way of a summoning spell or similar means it seeks only to dominate all living things and enjoy the physical world as much as possible and at any cost. Oni hate kami who remind them of what they once were.

Oni tend to assume the forms of giant kind of many types. Kami on the other hand tend to have unique shapes when their wards are inanimate or non-living, but living kami wards, in particular beast wards, like a wolf or boar will usually look similar to the base creature. You can apply the kami template to these creatures. See each section for details and examples.

Yokai. Also called “spirit” is another subtype modifier that is usually part of the Fey monster type but can also exist for other types like undead, elementals and even dragons. Spirit creatures are not necessarily incorporeal, despite their name — in the worlds of Oriental Adventures, some spirits are as much flesh and bone as humans are. The only game effect of the spirit type modifier is that spirit creatures are all affected by spells such as *commune with greater spirit*, *invisibility to spirits*, and *protection from spirits*.

CREATURES FROM OTHER BOOKS

Given below is a listing of some of the monsters already described in various D&D tomes. These creatures are found in various parts of the lands described in Oriental Adventures book. Unless called out specifically the monsters exists in an appropriate cultural form in Kara-Tur.

Creature	OA Name	Notes	TYPE
Angels		Add the Spirit subtype.	Celestial (spirit)
Animated Object	Stone Spirit	Stone spirits are evil spirits that inhabit stone statues and can animate them when they desire. The animating spirits have Intelligence scores of 8 to 10 and always have neutral evil alignment. They have the spirit subtype, so they are susceptible to spells that target spirits.	Elemental (spirit)
Aranea and/or Drider	Spider Demon	A spider demon is a spirit—said to be the spirit of an adulterer—whose natural form is similar to a drider: a humanlike torso melding into the body of a spider. Its face is human, except for the prominent fangs. It has the spirit type modifier but is otherwise identical to the aranea described in the Monster Manual.	Monstrosity (spirit)
Azer		Add the Spirit subtype.	Elemental (spirit)
Centaur		Generally don't exist in the Kara-Tur Mythos.	Monstrosity
Chimera		Generally don't exist in the Kara-Tur Mythos.	Monstrosity
Demons		These creatures all have the Shadowlands subtype in addition to demon and are considered Oni	Fiend (demon, oni)
Devils		These creatures all have the Shadowlands subtype in addition to devil and are considered Oni	Fiend (devil, oni)
Dragon Turtle		Add the Spirit subtype.	Dragon (spirit)
Dragon, Shadow		Add the Spirit and Shadowland subtype	Dragon (spirit)
Dragons		All but the Gold Dragon does not exist in Oriental Adventures. All dragons have the Spirit subtype.	Dragon (spirit)
Dryad		A type of kami tree spirit	Fey (kami, spirit)
Duergar		Generally don't exist in the Kara-Tur Mythos.	Humanoid
Elementals		Add the Spirit subtype.	Elemental (spirit)
Elves: Drow		Generally don't exist in the Kara-Tur Mythos. Use Spirit Folk instead.	Humanoid (Elf)
Gargoyle		Don't exist as is however they could easily be rebranded as Terra-Cota Warriors or other similar golem like creature.	Elemental (spirit)
Genies		Middle Eastern Mythos, not appropriate for Kara-Tur.	Elemental (spirit)
Ghoul	Jikiniki	Ghouls in Kara-Tur are the remains of shukenja who die while Tainted. They have the Shadowlands type modifier. In addition to paralysis, the touch of a jikiniki spreads the Shadowlands Taint: A character wounded by a jikiniki must succeed at a Constitution save (DC 14) or gain 1 point of Taint. A jikiniki's Taint score is 9.	Undead (shadowlands)
Giant Spider (variant)	Goblin Spider	Goblins spiders are excellent mimics, able to duplicate any voice or sound they have heard, anytime they like. Listeners must succeed at a Wisdom save (DC 15) to detect the ruse. These creatures sometimes assemble in large groups to worship an entity they call the Earth Spider—an evil spirit that looks like a gigantic black spider with the head of a screaming human man.	Beast (shadowlands)
Gnolls	Bakemono	A type of goblinoid.	Humanoid (Gnoll)
Gnome, Deep (Svirfneblin)		Generally don't exist in the Kara-Tur Mythos.	Humanoid (Gnome)
Goblins	Bakemono	O-Yori wearing goblins.	Humanoid (Goblin)
Gorgon		Generally don't exist in the Kara-Tur Mythos.	Monstrosity
Griffon		Generally don't exist in the Kara-Tur Mythos.	Monstrosity
Half-Dragon		Generally don't exist in the Kara-Tur Mythos.	Humanoid
Harpy		Generally don't exist in the Kara-Tur Mythos. Potentially could be lumped in with bakemono.	Monstrosity
Hippogriff		Generally don't exist in the Kara-Tur Mythos.	Monstrosity
Hobgoblin		Common as leaders of Bakemono squads.	Humanoid (Goblin)
Hydra		Generally don't exist in the Kara-Tur Mythos.	Monstrosity
Kenku		Native creature to Kara-Tur.	Humanoid
Kobold	Bakemono	A type of goblinoid.	Humanoid (Kobold)
Lycanthrope, Wererat	Goblin Rat	Goblin rats are a race of natural lycanthropes distinguished by two factors: they cannot transmit their lycanthropy, and they are deathly afraid of felines. Whenever it faces a cat or catlike creature, a goblin rat must succeed at a Will save (DC 10 + 1/2 the feline's HD + the feline's Charisma modifier) or become panicked. In humanoid form, goblin rats tend to be short, with wiry bodies, thin mustaches, greasy skin, and darting eyes. They have the goblinoid subtype.	Humanoid (goblin, shapechanger)
Lycanthrope, Weretiger	Thamàn Kyà	According to some legends, people can become weretigers by drinking from a tainted well, by eating certain patches of grass, or from the effect of a spell or a potion. Also, some spirits are thought to be able to possess tigers and turn them into humans to lure the unwary.	Humanoid (human, shapechanger)
Manticore		Generally don't exist in the Kara-Tur Mythos.	Monstrosity
Medusa		Generally don't exist in the Kara-Tur Mythos.	Monstrosity
Merfolk	Ningyo	Ningyo are a red-haired, peace-loving variety of merfolk. Unlike their common relatives, ningyo are frequently spellcasters (shukenja, shamans, or wu jen). They are otherwise identical to the merfolk described in the Monster Manual. In Kara-Tur, the ningyo are allies of the naga, though they remain secluded in the waters of the eastern sea. Tales also tell of ningyo inhabiting White Shore Lake (Shiroi Kishi Mizuumi) in the Unicorn lands far to the north.	Humanoid (merfolk)
Minotaur	Bull Demon	An Oni spirit being that has the Spirit and Shadowlands subtype.	Monstrosity (oni)
Nagas		Nagas have an entire civilisation in Kara-Tur.	Monstrosity
Nymph	Apsara	These heavenly beings sing and dance before the rulers of the spirits. They have the spirit subtype but are otherwise identical to the nymphs described in the Monster Manual.	Fey (kami, spirit)
Octopus (Giant, Fiendish)	Garegosu no Bakemono	Garegosu no Bakemono, a creature often summoned by powerful maho-tsukai, is a giant octopus with the Shadowlands type modifier. It also has the feed special ability, similar to a barghest's ability: When it devours a humanoid corpse, it gains 1 HD per HD of the victim. This destroys the body and prevents any form of raising or resurrection that requires part of the corpse. A garegosu no bakemono's Taint score is 3.	Fiend (demon, oni)
Ogre	Shadowland Ogres, Ogres	Ogres come in two varieties, the degenerative creature found in the Monster Manual as well as a smarter, fiercer breed. This Shadowland Ogre is identical to the MM version except it has Str 21, Dex 10, Con 15, Int 10, Wis 12, Cha 12	Giant (oni)
Oni		The Ogre-Mage is native to Kara-Tur	Giant (oni)
Orcs		Orc, Orc War Chief, Orc Eye of Gruumsh, Orog	Humanoid (orc)
Pegasus		Generally, don't exist in the Kara-Tur Mythos. Kirin is the typical replacement.	Celestial
Peryton		Generally, don't exist in the Kara-Tur Mythos.	Monstrosity
Satyr		Generally, don't exist in the Kara-Tur Mythos.	Fey
Skeletons		Has the Shadowland subtype and a Taint score of 5	Undead (shadowlands)
Sprite		A Kami spirit creature with the Spirit subtype.	Fey (kami, spirit)
Tarrasque	Kaiju	Sometimes monster, sometimes hero always destructive.	Monstrosity
Unicorn	Kirin	The unicorn is replaced by the Kirin	Celestial
Will-o'-Wisp	Phii Khamot, Thamop	These creatures are spirits that cause people to lose their way in marshy areas. They are identical to the will-o'-wisp described in the Monster Manual, but they have the spirit subtype.	Undead (shadowland, spirit)
Zombies		Has the Shadowland subtype and a Taint score of 5	Undead (shadowlands)

MONSTERS

he lands of *Oriental Adventures* are populated with many monsters—some similar to monsters found in other *DUNGEONS & DRAGONS* campaigns, some very different. This chapter describes the monsters of Rokugan/Kara-Tur and other settings, both variations on the familiar monsters of the *Monster Manual* and entirely new monsters unique to *Oriental Adventures*.

BAJANG

Small fey (shapechanger, yokai), neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+2)	15 (+2)	16 (+3)	13 (+1)	14 (+2)	15 (+2)

Skills Climb +3, Deception +4, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 3 (700 XP)

Innate Spellcasting. The bajang's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

- **3/Day:** *omen*, *divination*, *bane*, *ghost light*, *gust of wind*, *steam breath*, and *transfix*

Alternate Form. At will, a bajang can assume the form of a small wildcat with light brown fur and orange eyes, as if using the *polymorph self* spell. The bajang's abilities and characteristics are unchanged in this form.

Tree Heart. A bajang's life force is tied to a single tree in the forest where it dwells. If the tree is destroyed (chopped down, burned, or rotted with magic), the bajang dies immediately.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) slashing plus 6 (2d6) poison. Target creature must make a DC 13 Constitution saving throw or suffer -1 on attacks. This penalty is cumulative. Creatures immune to poison are immune to this condition.

Ancient Curse (1/Day). The bajang speaks a despicable curse against a specific target or a general curse to all creatures within a 20-foot sphere that can hear must make a DC 13 Wisdom saving throw or take 2d10+11 thunder damage and the target is cursed. Until the target is no longer cursed, it takes 3 psychic damage whenever it misses any target with an attack action. On a successful save the target takes half damage and is not cursed. At the end of each of the target's long rests, it makes a DC 16 Religion check to try to end the curse.

- First Failed Check: The psychic damage increases to 6.
- Second Failed Check: The psychic damage increases to 9.
- Third Failed Check: The target dies.

If the cursing bajang is dead the cursed creature has advantage on its saving throw.

DESCRIPTION

Knots of dark, moldering hair spill over the features of this sickly, thin, green-skinned crone. The bajang is an evil and malignant creature found in tropical jungles. Its true form is that of a stunted and evil-looking humanoid with bird-like feet and clawed hands. However, the bajang is able to change shape at will, assuming the form of a small wildcat. Indeed, this is the most commonly seen appearance of the bajang.

The bajang is particularly evil. In hand-to-hand combat, the bajang fights with its claws, although not to great effect. Bajangs are vicious and devious fighters, preferring weak or helpless prey. They prefer to attack sleeping victims or ambush single characters from behind.

As a spirit, the bajang suffers from all the limitations of spirit creatures, as regards spells which affect these creatures. Its life force is tied to some tree in the forest in which it dwells. Should this tree be destroyed, the bajang is instantly slain. Obviously, the bajang goes to great efforts to conceal the location of this tree.

Bajang normally live in the area of a small village or habitation, preying on the people dwelling there. They strike at night, attempting to take their victims while sleeping. However, bajang sometimes serve powerful sorcerers of evil nature, serving as their familiar. They are intelligent and extremely devious. They speak their own language and the language common to the area they inhabit.

BAKEMONO

The bakemonos are cousins to the western [goblin](#) and in characteristics and habits are quite similar to these creatures. However, unlike the goblin, the bakemonos come in a variety of different shapes and sizes. No two creatures are alike. Skin color varies from brilliant orange and red to deep blue. Physical features range from small, stunted wings, hooves, fur, scales, huge noses, feathers, oversized ears, and hunched bodies.

Socially, bakemono organize themselves in bands, usually for the purposes of raiding and banditry. These bands are ruled by an oni, ogre or [hobgoblin](#). For every 20 members in the band, there is a lieutenant of greater size (Goblin Boss or similar). This lieutenant receives his orders from the oni (or ogre mage) and commands absolutely the 20 bakemono under him.

Bakemono typically lair in abandoned temples or villages, preferring to drive the rightful inhabitants out instead of building their own homes. The lairs are always in bad repair, having the appearance of being long deserted. On occasion (40%), the bakemono build and man a wooden stockade around the lair. They seldom make their own weapons or armor, preferring to use items they have scavenged and looted on their raids. A force is typically equipped as follows:

- Katana 5%
- Naginata and short sword 20%
- Spear 40%
- Tetsubo and short sword 10%
- Short sword and shortbow 10%
- Chain and shuriken 5%
- Kusari-gama and trident 10%

When a large force is encountered, 20% of the bakemono have an **Armor Class** of 16, gained from some piece of armor worn. These pieces are in poor repair and have often been drastically altered to fit the particular bakemono. As such, they cannot be worn by player characters.

Bakemono speak the language of humans in the area, the language of oni, and their own language (which is similar to that of oni). They are not particularly bright and are easily tricked or outwitted. They have a great weakness for sake and strong drink.

The following MM creatures can be used as examples of the myriad variations of bakemono:

- [Goblin](#)
- [Hobgoblin](#)
- [Bugbear](#)
- [Gnoll](#)
- [Kobold](#)

Known Goblin Cities

- [Big Stink / Haikyo sano Kappa](#)

Known Goblin Clans

- [Bangjaw Clan](#)
- [Biteeye Clan](#)
- [Eyepoke Clan](#)
- [Glutfinger Clan](#)
- [Mucker'bout Clan](#)
- [Slobberknuckle Clan](#)

BAKEMONO, BOSS

"Rendwattle"

Small humanoid (goblinoid), neutral evil

Armor Class 17 (helmet)

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Skills Stealth+6

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Hard Hat. Rendwattle wears a magical iron kasa (straw hat) that provides him +5 to his AC and damage threshold of 2. The hat can be targeted and sundered with an attack specifically made against it. The attack must hit AC 19 and do at least 3 damage. An axe has advantage on the attack roll.

Nimble Escape. Rendwattle can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. Rendwattle makes two attacks with horsechopper. The second attack has disadvantage. He may forego the second attack and make a skyrocket firework attack instead.

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

Poisoned Kunai. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. **Hit:** 5 (1d4 + 2) piercing damage and 7 (2d6) poison damage.

Skyrocket Firework (2/Day). The rocket creates a line exploding after it hits a target or after traveling 90 feet. It detonates in a 10-foot sphere and all creatures in the burst must make a DC 15 Dexterity saving throw or take 7 (2d6) fire damage and either be blinded or deafened (50% chance of either) until the end of their next round.

REACTION

Redirect Attack. When a creature Rendwattle can see targets it with an attack, he chooses another bakemono within 5 feet of him. The two bakemono swap places, and the chosen bakemono becomes the target instead.

TREASURE

Horsechopper (NeighNeigh) is a +1 wono (hand axe) that has the animal bane property. When attacking beasts, it doubles its dice and critical hits are maximized, however, it is cursed. **Curse.** This axe is cursed and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the axe, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.

Whenever a beast, especially dogs and chickens (but not horses for some odd reason), crosses your path makes eye contact with you or if it damages you while the axe is in your possession, you must succeed on a DC 10 Charisma saving throw or go berserk. If the creature is a dog or chicken, you have disadvantage. While berserk, you must use your action each round to attack the creature nearest to you with the axe. If you can make extra attacks as part of the Attack action, you use those extra attacks until the target is dead and continue slashing until the end of your turn. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no beasts within 60 feet of you that you can see or hear.

He also carries a bag of **enchanted rice** that heals anyone who eats it for 2d4 + 2 damage. The bag has two doses.

BAKENEKO

Medium fey (yokai), chaotic good

Armor Class 11

Hit Points 22 (5d8)

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 12 (+1) 11 (+0) 14 (+2) 15 (+2) 19 (+4)

Skills Deception +6, Iaijutsu +4, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Spirit Tongue

Challenge 1 (200 XP)

Shapechanger. The bakeneko can use its action to polymorph into a humanoid, its true form, which is a Small cat. It can also take the form of a Large, impressive looking feline with stone skin, a flowing mane, and articulate hands. This form is identical to its normal form, except it cannot use its *alter self* ability and gains a fly speed of 20 feet. Finally, it can assume the form of any Small or Medium-size Beast or Humanoid. Otherwise, its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Magic Resistance. The bakeneko has advantage on saving throws against spells and other magical effects.

Speak with Cats. The bakeneko can communicate with felines as if they shared a language.

ACTIONS

Katana. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. **Hit:** 4 (1d8) slashing damage. If the bakeneko moves first during combat or surprises its opponent, it does 9 (2d8) or 13 (3d8) slashing damage respectively.

DESCRIPTION

These capricious cat spirits are natives of an area common to Sakkaku, the Realm of Tricksters, and Chikushudo, the Realm of Animals. They are fascinated by humans and their strange ways, particularly that most somber and stern of individuals: the duelists. The bakeneko, like their ancient rivals the kenku, enjoy seeking out and testing the skills of duelists, often playing humiliating tricks and pranks to prove to the human that life is not as serious as they would believe.

In their natural form, bakeneko appear as large domestic cats. Astute observers would note the cat's strange intensity, however, as the bakeneko are constantly following humans and watching them with great curiosity. If a human proves himself to be interesting enough, the bakeneko will begin playing small pranks on him with its shape-changing abilities. In human form, the bakeneko are usually small in stature, very attractive, and athletic. Bakeneko rarely take anything seriously, and combat is no exception. They will attempt to use their abilities to distract and disorient their opponents. If seriously threatened, they escape at the first available opportunity.

BHUTA

This ghostly apparition floats in the air on backward-facing feet. Her hands end in sharp talons, and her eyes glow with blue fire.

A bhuta is a ghostlike undead creature born of horrible death or murder in a natural setting. It is a manifestation of rage at the injustice of a death that interrupted important business or unsated desires. Doomed to haunt the wilderness within several miles of the site of its demise, a bhuta turns to the local fauna as tools for its vengeance. A bhuta can appear in a variety of animalistic forms by using its veil ability, but its natural appearance is that of a bestial humanoid phantom that floats a foot above the ground as it moves. While bhutas are incorporeal, the touch of their claws creates horrific, bleeding wounds. A bhuta's feet point backward. To disguise its nature, a bhuta can appear solid, manifesting in long robes that help disguise the fact that it floats and has strange feet. By means of its magic jar spell-like ability, a bhuta can also possess living animals to use as its minions; an animal possessed by a bhuta casts no shadow, and therefore prefers to lurk in heavily canopied or thicketed areas, waiting for the right time to strike out and attack intruders.

Animals find themselves attracted to bhutas, which use their spell-like abilities to manipulate such victims toward evil and deceptive ends. Bhutas generally avoid influencing animal companions or domesticated animals, for changes in behavior among such creatures can easily arouse suspicion and reveal a bhuta's presence and influence. A bhuta might have tasks it wishes to complete from its previous existence as a living creature, or it might work against those who slew its living form. This link to its past life is vague and compulsive rather than clear, unlike that of a ghost.

Bhutas who have no specific target for retribution still seek to trouble those living in or near their domains, coaxing passersby into accepting them as traveling companions and using their influence over animals as a testament to their benevolence. When invited to join a group, a bhuta can journey outside its normal territory. However, a bhuta's hunger for living blood usually drives it to attack its companions before it wanders far.

BHUTA

Medium undead (yokai), neutral evil

Armor Class 17 (painful memories)

Hit Points 147 (14d8 + 84)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	10 (+0)

Saving Throws Dex +6, Wis +7

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that are not crystal

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 11 (7,200)

Animal Master (1/day). Animals are drawn to bhuta's and bhuta's can possess and dominate these creatures to use for their own ends. This ability acts as a *dominate monster* spell but only affects animals. Additionally, the bhuta may take control of an animal indefinitely if it fails DC 17 Wisdom save.

Ethereal Sight. The bhuta can see 60 feet into the Ethereal Plane when she is on the Material Plane, and vice versa.

Incorporeal Movement. The bhuta can move through other creatures and objects as if they were difficult terrain.

She takes 5 (1d10) force damage if she ends its turn in side an object.

ACTIONS

Multiattack. The bhuta makes three incorporeal claw attacks.

Incorporeal Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) slashing damage plus 14 (4d6) necrotic. The target must succeed on a DC 17 Constitution saving throw as the bhuta draws out the creatures' blood through its wound. On a failed save the creatures hit point maximum is reduced by an amount equal to the damage taken and the bhuta heals that many hit points of damage. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The bhuta enters the Ethereal Plane from the Material Plane, or vice versa. She is visible on the Material Plane while she is in the Border Ethereal, and vice versa, yet she can't affect or be affected by anything on the other plane.

REACTION

Fade Away. In response to being hit the bhuta may use Etherealness.

BHUTA, SEANCE OF BHUTA

A Large Swarm of Small undead (yokai), neutral evil

Armor Class 17 (painful memories)

Hit Points 161 (14d10 + 84)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON
21 (+5)	15 (+2)	22 (+6)
15 (+2)	16 (+3)	10 (+0)

Saving Throws Dex +6, Wis +7

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical

weapons that are not crystal

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 11 (7,200)

Ethereal Sight. The bhuta can see 60 feet into the Ethereal Plane when she is on the Material Plane, and vice versa.

Incorporeal Movement. The bhuta can move through other creatures and objects as if they were difficult terrain.

She takes 5 (1d10) force damage if she ends its turn in side an object.

ACTIONS

Beast Possession (Recharge 6). One beast that the bhuta can see within 10 feet of it must succeed on a DC 17 Charisma saving throw or be possessed by the bhuta; the bhuta then disappears, and the target is incapacitated and loses control of its body. The bhuta now controls the animal but doesn't deprive the target of awareness. The bhuta can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, resistance and immunities. It otherwise uses the possessed beast's statistics and enhances the beast (see Bhuta Template below).

The possession lasts until the body drops to 0 hit points, the bhuta ends it as a bonus action, or the bhuta is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the bhuta reappears in an unoccupied space within 5 feet of the body. The target is immune to this bhuta's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

If the target is reduced to 0 hit points while being possessed the bhuta is killed but the target survives if given healing. The target beast gains a boon for banishing such an awful and sad monster gaining the bhuta's residence to bludgeoning, piercing, and slashing from nonmagical weapons that are not crystal

DESCRIPTION

These creatures are the sad remnant of a bhuta that was never able to achieve the goal that drove it into its undead state and overtime faded into nothing more than an echo. However, these echos congregate into a group and are able to possess an animal - preferably an animal companion or other dear pet - and not only turn it on its masters but turn it into a monster.

BHUTA-PUPPET TEMPLATE

A beast possessed by a Seance of Bhoots can become a bhuta-puppet. When a creature becomes a bhuta-puppet, it retains all its statistics except as noted below.

- **Size.** The creature becomes Huge.
- **HD/HP.** The possessed creature gains 14d10 + its Constitution modifier in hit points.
- **Ability Scores.** Where the Bhutan's ability scores are superior, these replace the base creatures.
- **Type.** The buta-puppet gains the yokai and possessed tag.
- **Challenge.** The creature becomes a CR 11 beast.
- **Damage Resistances.** It gains resistance to acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that are not crystal
- **Damage Immunities.** It is now immune to necrotic and poison damage.
- **Condition Immunities.** It is now immune to the charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions.
- **Senses.** The buta-puppet gains darkvision with a radius of 60 feet.
- **ACTIONS.**
 - It gains the **multiattack** trait if it does not already have it and can make a minimum of three attacks with its natural weapons each round.
 - It should also get a **special attack** appropriate to the base creature and/or a breath weapon attack. In terms of damage you can reference any CR 10–12 dragon for ideas or see below for an example.

Boon. If the possessed creature is defeated in battle and survives this destroys the seance of bhoots and ends the possession. The beast is forever marked by the possession and gains the following resistance:

- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons that are not crystal

Example Possessed Animal Companion the base creature is a crane.

BHUTA-PUPPET CRANE - COSMOS

Huge beast (yokai, possessed), neutral evil

Armor Class 15 (natural armour)

Hit Points 168 (16d10 + 80)

Speed 20 ft., fly 120 ft.

STR 28 (+9) **DEX** 15 (+2) **CON** 22 (+6)

INT 15 (+2) **WIS** 16 (+3) **CHA** 10 (+0)

Saving Throws DEX +4, CON +9, WIS +4, CHA +3

Skills Perception +4

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that are not crystal

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages understands all languages it knew in life but can't speak

Challenge 11 (7,200)

Keen Sight. The bhuta-puppet crane has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The bhuta-puppet crane makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. **Hit:** 27 (4d8 + 9) piercing damage 27 (6d8) lightning damage, and lightning jumps from the target to one creature of the bhuta-puppet's choice that it can see within 30 feet of the target. That second creature must succeed on a DC 18 Dexterity saving throw or take 13 (3d8) lightning damage.

Talons. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. **Hit:** 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the bhuta-puppet can't use its talons on another target.

BISAN

Medium fey (yokai), neutral

Armor Class 16 (strong as wood)

Hit Points 22 (30d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	13 (+1)	15 (+2)	16 (+3)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan

Challenge 5 (1,800 XP)

Innate Spellcasting. The bisan's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

- **At will:** druidcraft, polymorph, invisible, and become ethereal
- **3/day each:** bless/bane, entangle, goodberry, insect plague (*wasps instead of locusts*)

Tree Heart. A bisan's life force is tied to a single tree in the forest where it dwells. If the tree is destroyed (chopped down, burned, or rotted with magic), the bisan dies immediately.

Tree Stride. Once on her turn, the bisan can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ACTIONS

Thorny Vine. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. **Hit:** 6 (1d8 +2) piercing damage plus 15 (3d10) poison damage. The bisan may make an opposed Strength check to trip the target.

Soporific Fragrance (Recharge 3–6). The bisan targets one humanoid or beast that she can see within 30 feet of her. If the target can see the bisan, it must succeed on a DC 14 Wisdom saving throw or become dazed gaining disadvantage on all attack rolls.

DESCRIPTION

A beautiful woman, hard as teak, volatile as camphor, and belligerent—and dangerous—as a wasp: So the tales depict the bisan.

The bisan is a lesser spirit found in conjunction with a particular tree, usually one that is harvested for its valuable wood, sap, gum, or oils. They are most commonly associated with camphor trees, but sometimes reside in teak, mahogany and other valuable woods. In its natural form, the bisan appears as a beautiful human woman. However, it is seldom seen in this form, preferring instead that of a small insect.

Bisan are protectors of the same type of tree as they live in. Thus, a bisan associated with a camphor tree watches over the health of all camphor trees in its region. Each bisan is associated with a single tree in the forest. Should this tree be damaged or cut down, the bisan suffers the same effect. Although protecting the trees from harm, the bisan allow humans (and others) to harvest these trees, taking sap, branches, fruit or leaves. Trees at the end of their life spans can even be cut down without incurring the bisan's displeasure. However, in exchange, the bisan must be given an offering—normally part of each meal and a white cock. Should this not be done, the bisan becomes angry.

Bisan generally try to avoid combat whenever possible, using their spells to cause mischief and hardship. If forced to fight, the bisan flees at the first possible moment, unless defending its personal tree.

Bisan are highly intelligent and clever and can be formidable enemies if angered. Woodsmen generally know the location of all bisan woods in their area and many can be identified by local superstition. Bisan speak the Spirit Tongue which is similar to Sylvan.

BIWA BOKU-BOKU

Small undead (yokai), chaotic evil

Armor Class 16 (song of anguish)

Hit Points 44 (8d8 + 8)

Speed 0 ft., see *ethereal jaunt*

STR 11 (+0) **DEX** 14 (+2) **CON** 12 (+1)

INT 11 (+0) **WIS** 13 (+1) **CHA** 14 (+2)

Skills *Perception* +5, *Performance* +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from weapons that are not crystal

Damage Immunities poison

Condition Immunities *Charmed*, *Exhaustion*, *Poisoned*

Senses *Passive Perception* 15

Languages Spirit Tongue but does not speak

Challenge 2 (450 XP)

Spellcasting. The yokai is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). Any bard spells the yokai has prepared only require somatic components to cast. It has the following bard spells prepared:

- Cantrips (at will): *friends*, *mage hand*, *vicious mockery*
- 1st level (4 slots): *charm person*, *healing word*, *heroism*, *sleep*, *thunderwave*
- 2nd level (3 slots): *invisibility*, *shatter*

Ethereal Jaunt. As a bonus action, the yokai can magically shift from the Material Plane to the Ethereal Plane, or vice versa. While on the ethereal plane it gains a speed of 30 ft.

Ethereal Sight. The yokai can see 60 feet into the Ethereal Plane when she is on the Material Plane, and vice versa.

Taunt (2/Day). The yokai can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the yokai, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the yokai's next turn.

ACTIONS

Bitter Summons. The yokai magically summons an undead of *CR 3 or lower* or an *oni-bi** with a 50/50 chance of either. The summoned creature appears in an unoccupied space within 60 feet of its summoner and acts as an ally of its summoner. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

* Use any *CR 2 or less elemental creature* to represent the *oni-bi*.

DESCRIPTION

Pronounced "BEE-wa BOH-koo BOH-koo." A yokai taking the form of a monk playing a biwa lute. The biwa is the yokai itself; the "monk" is simply a reflection of Hoichi, the biwa player whose unwise dealings with restless Heike warrior spirits cost him both his ears. Lures intruders deeper into places of evil with its eerie melodies. Heroes will hear this yokai well before they see it.

BODAK GEIKO

Medium undead (yokai), chaotic evil

Armor Class 15 (natural armor, tattered kimono)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	7 (-2)	12 (+1)	15 (+2)

Skills Perception +4, Stealth +6, Performance +5

Damage Resistances Cold, Fire, Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning, Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 120 ft., Passive Perception 14

Languages Abyssal, Common, Spirit Tongue

Challenge 6 (2,300 XP)

Aura of Annihilation. The bodak geiko can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

Death Gaze. When a creature that can see the bodak geiko's eyes starts its turn within 30 feet of the bodak geiko, the bodak geiko can force it to make a DC 13 Constitution saving throw if the bodak geiko isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak geiko until the start of its next turn. If the creature looks at the bodak geiko in the meantime, it must immediately make the saving throw.

Geiko Singing. The bodak geiko can use an action to start a song which persists until she is killed, ends it voluntarily or fails a Constitution saving throw when taking damage as if she was concentrating on a spell.

Remove the Mask. As a bonus action a bodak geiko may remove her mask momentarily triggering her death gaze ability. She places her mask back at the end of her turn.

Sunlight Hypersensitivity. The bodak geiko takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Taunt (1 Charge). The chanter can use a bonus action on his turn to target one creature within 30 feet of him. If the target can hear the chanter, the target must succeed on a DC 13 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the chanter's next turn.

ACTIONS

Hideous Songstress. The bodak geiko can sing a song and make a black nail or withering gaze. She may maintain all 3 songs as a free action:

- **Song of Yomi.** The geiko bodak sings a song that fortifies her allies healing them for 10 (1d10 + 5) points of damage and granting other undead advantage on saving throws against being turned.
- **Battle Chant of Jigoku.** All allies within 30 feet can use their reaction to move their speed and make a melee attack. If an attack hits, the target is taunted.
- **Fateful Keening (5 Charges).** All hostile creatures within 30 feet must make a DC 15 Constitution saving throw or take 24 (7d6) thunder damage, and the bodak geiko pushes the target 10 feet while each ally may move five feet in response as a free action.

Black Nails. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 4 (1d4 + 2) piercing damage plus 9 (2d8) necrotic damage.

Withering Gaze. One creature that the bodak geiko can see within 60 feet of it must make a DC 13 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

REACTION

Reveal her Beauty. As a reaction to being missed by an attack within 5 feet of her, the bodak geiko takes her mask off momentarily and makes a withering gaze attack. The target is also subjected to her death gaze trait.

TACTICS

These creatures have noh masks which nullifies their gaze attacks. They will spend their time singing - a dreadful mockery of standard geiko songs - supporting the oni they are with but will take their masks off on their turn to affect hostile creatures. Each bodak geiko will sing and maintain a separate song.

DESCRIPTION

These bodak were once geiko's and still act the part - wearing a fine, but soiled, kimono, stylized hair and a white porcelain noh mask of a geisha they look the part - if it wasn't for the wicked clawed hands and feet that protrude from the kimono. If the mask is shattered the cyclopean eye is revealed. In the cursed buso's mind they are "entertaining" any captives they take - in fact they entertain them to death.

BOG HAG

Medium fey (shapechanger, yokai), chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Senses Darkvision 60 ft., Passive Perception 11

Damage Vulnerabilities Fire

Languages Common, Spirit Tongue (Oni)

Challenge 4 (1,100 XP)

Amphibious. The hag can breathe air and water.

Fast Healing. A hag that takes a new skin heals 2 hit points per minute until she reaches her maximum hit points. Once fully healed, the bog hag does not heal more quickly than normal until she dons a new skin.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) slashing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured. The target is also grappled (Escape DC 13).

Skinchanger. A hag can alter her appearance to that of another creature of her general size and shape – for example she can masquerade as a female human but not a male. However, it can only take on the appearance of specific individuals, and only by stealing and then wearing their skin. When a hag dons a victim's skin, an innate supernatural ability conforms her body to the shape and appearance of her victim. The skin, however, rots as the body decomposes (barring the application of a gentle repose spell), making it useless within a week of the victim's death.

DESCRIPTION

Hideous creatures draped in the pleasing skin of a familiar companion; bog hags are vile shapechangers that prey on humans. Bog hags thrive in the fetid swamps and waterways of Rokugan. Though they originate in the Shadowlands, they are at their deadliest further north—where no one suspects their presence. A bog hag's natural form is that of a loathsome green crone with sharp nails and jagged teeth. It stands about 6 feet tall and weighs 110 pounds on average. It thrives by stealing the skin of human victims, wearing the skin like a suit, altering its shape to match, and even masquerading as the victim for short stretches of time. Bog hags speak Oni and Common.

Bog hags stake out a territory in a given body of water near a human community and wait for potential victims to approach the water. A bog hag rarely attacks unless its victim is alone, in which case it swims up behind its prey and attacks in the water.

BUSO

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Fear Aura. A tigbanua buso is shrouded in a constant aura of fear. Creatures that start their turn within 10 feet of the tigabnua buso must make a DC 12 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the buso's Fear Aura for the next 24 hours.

Tagamaling Curse. A humanoid wounded by a tigbanua buso's claw attack must succeed at a Constitution saving throw (DC 12) or contract a terrible curse. Each night, there is a cumulative 1% chance (1% the first night, 2% the second night, 3% the third night, and so on) that a cursed character undergoes a horrible transformation that lasts the duration of the night. A transformed victim becomes a tagamaling buso: Its feet become long and bony, its eyeballs fuse together into a single red or yellow eye, its hands sprout sharp claws, and its teeth enlarge into horrible fangs. The tagamaling buso's Intelligence score becomes 2 for the duration of the transformation, and the creature attacks every creature it sees. In tagamaling form, a character cannot use any exceptional, supernatural, or spell-like abilities, spells, skills based on Intelligence or Charisma, or class abilities. It attacks with claws and bite like a tigbanua buso. When dawn arrives, the transformed victim returns to its natural form and retains no memory of any actions committed during the night. The character is exhausted the next day (1 level of exhaustion). A cursed character can be cured with greater restoration or remove curse within the first ninety-nine days of infection. When the chance of transformation reaches 100% (after one hundred days), the victim can no longer be cured by any means short of a wish or miracle and becomes and full tigbanua buso.

ACTIONS

Multiattack. The buso makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. **Hit:** 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or become cursed and become a tagamaling buso.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. **Hit:** 7 (2d4 + 2) slashing damage.

DESCRIPTION

Buso are fearsome ghoul-like creatures normally found near cemeteries or in forests or rocky mountains. Once friendly and helpful to men, the buso have since become one of mankind's deadly enemies. Now, under the cloak of night, they prey on lone travelers and helpless villages. Buso are exceptionally tall and lean, having long bodies and necks. Their feet are bony and oversized. Their hair is curly and dirty and their noses are flat. All have a single eye in their head, either red or yellow.

Tigbanua buso: This type of buso is extremely ferocious, and attacks whenever it has the opportunity. Tigbanua attack with their sharp claws and fangs. The claws of a tigbanua transmit a horrible disease and all wounded by the creature must make a successful saving throw or become infected. Those infected eventually become tagamaling. The tigbanua buso is not noted for its intelligence.

Tagamaling buso: This type of buso is a person infected by a tigbanua. This disease periodically transforms the person into a tagamaling. Each night there is a 1 % cumulative chance that the diseased person transforms, his body changing into that of a buso. The victim becomes savage and mindless, attacking (and devouring) any and all he can. The tagamaling has the same hit dice and hit points as the person possesses in normal life. Characters with special abilities are not able to use their powers while transformed, their minds filled only with rage and animal lusts. The diseased person has no memory of any actions done as a tagamaling. Once the disease reaches 100%, the victim can no longer be cured and changes into a tagamaling every night.

BUSO GEISHA (GREATER TIGBUANA BUSO)

Medium undead (yokai), chaotic evil

Armor Class 15 (*profane grace*)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3

Damage Resistances cold, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities Charmed, Exhaustion, Frightened

Senses Darkvision 60 ft., passive Perception 14

Languages Common

Challenge 3 (700 XP)

Create Spawn. Humanoid creatures killed by a greater buso rise immediately as fast zombies* under the buso's control. The sudden bloom of unlife when a buso's victim dies and becomes a zombie causes a surge of negative energy to flow through the the buso. Whenever a buso creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if *hasted* until the end of its next round.

Fear Aura. A tigbanua buso is shrouded in a constant aura of fear. Creatures that start their turn within 10 feet of the tigabnua buso must make a DC 12 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the buso's fear aura for the next 24 hours.

Shatter the Mask. If the mask of the buso geisha is shattered - automatically on a critical hit or if a PC states he is trying to shatter or target the head - the buso gains the paralyzing tongue attack. It can not use this until the mask is shattered. It will not voluntarily remove the mask.

Tagamaling Curse. A humanoid wounded by a tigbanua buso's claw attack must succeed at a Constitution saving throw (DC 12) or contract a terrible curse. Each night, there is a cumulative 1% chance (1% the first night, 2% the second night, 3% the third night, and so on) that a cursed character undergoes a horrible transformation that lasts the duration of the night. A transformed victim becomes a tagamaling buso: Its feet become long and bony, its eyeballs fuse together into a single red or yellow eye, its hands sprout sharp claws, and its teeth enlarge into horrible fangs. The tagamaling buso's Intelligence score becomes 2 for the duration of the transformation, and the creature attacks every creature it sees. In tagamaling form, a character cannot use any exceptional, supernatural, or spell-like abilities, spells, skills based on Intelligence or Charisma, or class abilities. It attacks with claws and bite like a tigbanua buso. When dawn arrives, the transformed victim returns to its natural form and retains no memory of any actions committed during the night. The character is exhausted the next day (1 level of exhaustion). A cursed character can be cured with greater restoration or remove curse within the first ninety-nine days of infection. When the chance of transformation reaches 100% (after one hundred days), the victim can no longer be cured by any means short of a *wish* or divine intervention and becomes a full tigbanua buso.

Turn Resistance. The buso has advantage on saving throws against any effect that turns undead.

*A fast zombie is a standard zombie that has 40 feet of movement and the multiattack trait allowing it to make two slam attacks.

ACTIONS

Multiattack. The buso makes three attacks: one with its bite and two with its claws. Once it has access to its paralyzing tongue attack it can also use this action.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be exposed to the tagamaling buso.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. **Hit:** 9 (2d4 + 4) slashing damage.

Paralyzing Tongue. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. **Hit:** 14 (4d6) necrotic damage and the target must make a DC 15 Constitution saving throw or become paralyzed for 1 minute.

DESCRIPTION

These buso were once geisha's and still act the part - wearing a fine, but soiled, kimono, stylized hair and a white porcelain noh mask of a geisha they look the part - if it wasn't for the wicked clawed hands and feet that protrude from the kimono. If the mask is shattered the cyclopean eye is revealed. In the cursed buso's mind they are "entertaining" any captives they take - in fact they entertain them to death.

CARP, GIANT

"Koi of unusual size"

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Leap. The carp may leap out of the water either straight up or as a long jump of up to 20 feet.

Water Breathing. The carp can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. **Hit:** 22 (3d10 + 6) piercing damage.

Swallow. The carp makes one bite attack against a Large or smaller target. If the attack hits, the target is swallowed. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the carp, and it takes 10 (3d6) acid damage at the start of each of the carp's turns. The carp can have only one target swallowed at a time. If the carp dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

DESCRIPTION

The giant carp is an overgrown cousin of the common carp, a food-fish favored by many people. The giant carp lives in all types of freshwater lakes and rivers, if they are of substantial depth. Its range extends from colder temperate waters to tropical climes. It feeds as a scavenger, primarily digging through the ooze on the bottom. However, they have been known to surface to attack small boats or swimmers. Some have even taken the bait of a simple fishhook.

A single giant carp can supply the needs of a village for quite some time. Consequently, fishermen sometimes organize expeditions to bring back one of these beasts. Such endeavors are highly dangerous and often result in the loss of life, however.

VARIANT: MAGIKARP

Some carps are actually intelligent and can speak. These are usually kami of some type. Their intelligence is 10 and they have the kami subtype. They also have the lucky trait:

Lucky. When magikarp rolls a 1 on the d20 for an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll. It may also bless creatures it deems worthy with this ability for 1 day.

CLICKERS (DESTRACHAN)

Large aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	11 (+0)	8 (-1)	12 (+1)

Skills Perception +2, Stealth +5

Damage Immunity Thunder

Senses Blindsight 60 ft., passive Perception 12

Languages Common (cannot speak)

Challenge 8 (3,900 XP)

Keen Hearing. The destrachan has advantage on Wisdom (Perception) checks that rely on hearing.

Blind Senses. The destrachan can't use its blindsight while deafened and unable to smell.

Stone Camouflage. The destrachan has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The destrachan makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) slashing damage.

Destructive Harmonics (Recharge 5–6). The destrachan uses one of the following breath weapons.

- **Destruction.** The destrachan exhales thunder in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Constitution saving throw, taking 28 (8d6) thunder damage on a failed save, or half as much damage on a successful one.
- **Pain.** Rather than deal damage, the destrachan can cause intense pain and overwhelming sound to affect all creatures within a 20-foot sphere centered on itself. Targets other than destrachans in the area must succeed on a DC 15 Constitution saving throw to avoid being stunned until the end of their next round and deafened for 1 minute.

DESCRIPTION

The hunched, reptilian beast lopes on two clawed feet, its eyeless head dominated by a huge circular maw filled with jagged teeth.

Despite its bestial appearance, the destrachan is in fact a creature of cunning and cruel intellect that enjoys inflicting pain and viciously toying with its prey. It has no eyes, and is completely blind, but possesses a pair of complex, tripartite ears it can adjust to different levels of sensitivity to sound, allowing the destrachan to hunt in absolute darkness as if it were able to see.

Destrachans are carnivores, preferring to stalk and kill live prey, although they also feast on carrion. This habit serves them well, since they often kill more than they can immediately consume. They often hunt in packs, using a complex series of clicks, shrieks, and whistles to communicate with each other. While destrachans cannot speak, they are capable of understanding spoken languages like the common tongue, and often take pleasure in their victims' cries and pleas for mercy.

CONSTRUCT, BLACK JADE SPIDER

Large construct, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 250

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA

22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities Poison, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 120 ft., passive Perception 10

Languages Understands Common but can't speak

Challenge 10 (5,900 XP)

Immutable Form. The black jade spider is immune to any spell or effect that would alter its form.

Magic Resistance. The black jade spider has advantage on saving throws against spells and other magical effects.

Jade Weapons. The black jade spider's weapon attacks are both magical and jade.

ACTIONS

Multiattack. The black jade spider makes two slam attacks with its mandibles.

Leg Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. **Hit:** 19 (3d8 + 6) piercing damage.

Death Drop (1/Day). If the spider drops from at least 10 feet of height it may use this action to use **leg slam** three times. The target must make a DC 17 Strength or be knocked prone. The spider then rolls to hit for each attack individually. If it has surprise all attacks hit.

Slow (Recharge 5–6). The black jade spider targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TREASURE

The component parts of a jade spider are worth a small fortune - 10,000 ¥. However, due to the corrupted nature of the jade in a black jade spider the value of the usable jade is 1d4 x 1,000 ¥.

CONSTRUCT, INFESTED STATUE

Medium construct (infested), neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Vulnerabilities fire

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 5 (1,800 XP)

Aversion of Fire. If the infested statue takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Berserk. Whenever the infested statue starts its turn with 40 hit points or fewer, roll a d6. On a 6, it goes berserk. On each of its turns while berserk, the infested statue attacks the nearest creature it can see. If no creature is near enough to move to and attack, the infested statue attacks an object, with preference for an object smaller than itself. Once the infested statue goes berserk, it continues to do so until it is destroyed or regains all its hit points. The infested statue's creator, if within 60 feet of the berserk infested statue, can try to calm it by speaking firmly and persuasively. The infested statue must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the infested statue ceases being berserk. If it takes damage while still at 40 hit points or fewer, the infested statue might go berserk again.

Immortal. The infested statue cannot be killed except by the use of a special weapon – for example a mortal blade or an honourable weapon. It collapses when reduced to 0 hit points and then spends a round incapacitated. At the start of its next round, so long as it took no damage, it gets up with full hit points.

Immutable Form. The infested statue is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the infested statue is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. The infested statue has advantage on saving throws against spells and other magical effects.

Magic Weapons. The infested statue's weapon attacks are magical.

Statue Defense. The infested statue withdraws into its statue. Until it emerges, it gains a +4 bonus to AC and has advantage on Strength and Constitution saving throws. While in its statue, the infested statue speed is 0 and can't increase, it has disadvantage on Dexterity saving throws, it can't take reactions, and the only action it can take is a bonus action to emerge. While in its statue the centipede regains 13 (2d8 + 4) hit points each round.

ACTIONS

Multiattack. The infested statue makes two centipede bite attacks.

Centipede bite. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. **Hit:** 13 (2d8 + 4) bludgeoning damage, and the target must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. **Hit:** 13 (3d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the centipede can't constrict another target. While constricting it loses its Multiattack option but automatically does 13 (3d8 + 4) bludgeoning damage at the start of its turn to the constricted target.

REACTION

Bleeding Swarm (1/Day). Once hit by an attack, not only does the statue bleed but the wound bleeds hundreds of centipedes – Swarm of Centipedes appears within 5 feet of the infested statue.

TACTICS

The infested statue will attack anyone that comes within reach, but unless it is being attacked at range, it does not move depending on its reach and "Statue Defense" ability.

CONSTRUCT, NIOH

Large construct (yokai), lawful neutral

Armor Class 20 (natural armor)

Hit Points 300 (20d10 + 100)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities Fire, Poison, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 120 ft., passive Perception 10

Languages Understands the languages of its creator but can't speak (in this case Spirit Tongue)

Challenge 16 (15,000 XP)

Inexorable. The nioh is slow, always moving last in combat but it is supernaturally tough having a damage threshold of 10, that is, it reduces all damage it takes by 10 per attack.

Immutable Form. The nioh is immune to any spell or effect that would alter its form.

Magic Resistance. The nioh has advantage on saving throws against spells and other magical effects.

Magic Weapons. The nioh's weapon attacks are magical.

ACTIONS

Inescapable Sword. *Melee Weapon Attack: Always Hits, reach 10 ft., one target.* **Hit:** It reduces the targets hit points by half its original total.

Laser Mouth (Recharge 6). The nioh shoots a 120-foot line 1 foot wide from its mouth at a target it can see. Each creature in that area must make a DC 19 Dexterity saving throw, taking 45 (10d8) radiant damage on a failed save, or half as much damage on a successful one. It only uses this attack against ranged targets. This attack also recharges automatically if there are no targets in reach of the nioh at the start of its turn.

DESCRIPTION

The men-shen inhabiting this statue does not see the oni as invaders as he was placed here to guard the pagoda from anyone seeking to free the Five Storms so will attempt to stop any non-oni from moving deeper into the temple. It can be communicated with but it has a very axiomatic mind and isn't easily swayed. In either case he will be found later as well in the battle in the Hall of Lost Grandeur. But he is not evil as such and will not pursue fleeing PCs.

A temple guardian animated by a protective spirit.

CONSTRUCT, TERRIFYING IRON COBRA

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 210 (20d10 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (7)	9 (-1)	20 (5)	3 (-4)	11 (0)	1 (-5)

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 16

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Noxious Fumes (Bloodied). All creatures that start or enter the area of the aura (within 10 feet of the golem) when it is reduced to half its starting hit points automatically takes 10 poison damage.

Toxic Death. When the golem is first bloodied and when it is reduced to 0 hit points, poison breath recharges and the golem uses it. Change the range to a 15-foot sphere centered on the golem.

ACTIONS

Cleave. The golem makes two dazing bite attacks.

Dazing Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage and the target is dazed (while dazed you grant advantage and can only take 1 action per turn) and marked (a marked target has disadvantage on attacks against targets other than the golem).

The snake injects cockatrice poison into the target. The target must succeed on a DC 19 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for permanently. Even if the target succeeds on the saving throw unless it is immune to poison, it suffers one of the following random effects:

1. Poison Damage: The target takes 13 (3d8) poison damage.
2. Confusion: On its next turn, the target must use its action to make one weapon attack against a random creature it can see within 30 feet of it, using whatever weapon it has in hand and moving beforehand if necessary, to get in range. If its holding no weapon, it makes an unarmed strike. If no creature is visible within 30 feet, it takes the Dash action, moving toward the nearest creature.
3. Paralysis: The target is paralyzed until the end of its next turn.

Poison Breath (Recharge 6). The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (15d8) poison damage on a failed save, or half as much damage on a successful one. In either case, the target takes 15 ongoing poison damage.

REACTIONS

Dazing Bite. If a marked character moves while within 10 feet of the golem, the golem can make a dazing bit attack.

LEGENDARY ACTIONS

The golem can take 1 legendary action per day. It can this action at the end of another creature's turn. The golem regains spent legendary actions after a long rest.

- **Action Point (1/Day).** The golem can take an available action.

CONSTRUCT, TERROCATA USHI-ONI

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	6 (-2)	10 (+0)	5 (-3)

Damage Vulnerabilities Force

Damage Immunities Lightning, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages understands Oni but can't speak

Challenge 6 (2,300 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a battleaxe attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Immutable Form. The statue is immune to any spell or effect that would alter its form.

ACTIONS

Falchion. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Hand Axe. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

REACTION

Flying Shards. In response to a creature hitting the statue with a melee weapon attack, the statue deals 5 (1d10) piercing damage to the attacker.

Goring Toss. If an adjacent enemy moves the minotaur soldier may use its reaction to make a battleaxe attack against the target. If it hits the target is immobilised until the end of its turn.

CONSTRUCT, TERROCATA USHI-ONI, GREATER

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 264 (23d8 + 161)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	25 (+7)	6 (-2)	13 (+1)	14 (+2)

Saving Throws STR +13, DEX +6, CON +13, WIS +7

Skills Perception +7

Damage Vulnerabilities Force

Damage Immunities Lightning, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 120 ft., Passive Perception 17

Languages understands Oni but can't speak

Challenge 6 (2,300 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a claw attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Immutable Form. The statue is immune to any spell or effect that would alter its form.

ACTIONS

Claws. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage, and the minotaur grabs the target (escape DC 19) if it has fewer than two creatures grappled. If it targets the same creature with its claw attack it may attack twice.

Impale. Melee Weapon Attack: automatic, reach 5 ft., one grabbed target. *Hit:* 23 (3d10 + 7) piercing damage and the target falls prone and is no longer grappled by the minotaur.

REACTION

Flying Shards. In response to a creature hitting the statue with a melee weapon attack, the statue deals 5 (1d10) piercing damage to the attacker.

Goring Toss. If an adjacent enemy moves the minotaur soldier may use its reaction to make a battleaxe attack against the target. If it hits the target is immobilized until the end of its turn.

CONSTRUCT, TERROCATA USHI-ONI, LESSER

Medium construct, unaligned

Armor Class 14 (natural armor, shield)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +7

Damage Vulnerabilities Force

Damage Immunities Lightning, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft., Passive Perception 17

Languages understands Oni but can't speak

Challenge 3 (700 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a battleaxe attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Immutable Form. The statue is immune to any spell or effect that would alter its form.

ACTIONS

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 17 (2d12 + 4) slashing damage, and the minotaur uses shield bash against the same target.

Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) bludgeoning damage, and the target falls prone.

REACTION

Flying Shards. In response to a creature hitting the statue with a melee weapon attack, the statue deals 5 (1d10) piercing damage to the attacker.

Goring Toss. If an adjacent enemy moves the minotaur soldier may use its reaction to make a battleaxe attack against the target. If it hits the target is immobilized until the end of its turn.

DESCRIPTION

Guardian Oni, made from terracotta and sometimes even jade. Has the likeness of a bull-headed oni known as ushi-oni.

CON-TINH

Medium fey (yokai), chaotic evil

Armor Class 11

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11;

Languages The con-tinh speaks the languages common to the area, as well as any languages she knew in life.;

Challenge 4 (1,100 XP)

Ancient Curse. Anyone who destroys the tree of a con-tinh must make a successful DC 13 Wisdom saving throw or suffer the effect of a bestow curse spell with unlimited duration. In addition to the normal effects of the spell the curses typically involve annual crop failure (if the character is a farmer or landowner) or periodic spontaneous fires in the victim's home (or other building owned by the character or his family). This power is automatic and can occur day or night.

Tree Heart. A con-tinh's lifeforce is tied to that of a single fruit tree. She carries the fruit of this tree in her basket. The fruit crumbles when anyone other than the con-tinh touches it. The con-tinh cannot leave the area within a 100-foot radius of her tree. She spends daylight hours hiding in its branches, and usually is active only at night. However, if the con-tinh's tree is disturbed at any time, she will attack. If the tree is destroyed (chopped down, burned, or rotted with magic), the con-tinh dies immediately.

Sunlight Sensitivity. While in sunlight, the con-tinh has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Vile Grasp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) psychic damage.

Maniacal Laugh (1/day). The con-tinh cackles like a mad woman. Characters within 20 feet of the laughing spirit must make a DC 13 Wisdom save or be stricken with a debilitating insanity. This insanity reduces the victim's Intelligence and Charisma score to 2. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. A greater restoration, heal, or wish spell restores sanity; each day, victims recover 1 point of both Intelligence and Wisdom until their original scores are fully reinstated.

Project Spirit (Recharge 6). One humanoid that the con-tinh can see within 5 feet of her must succeed on a DC 13 Charisma saving throw or be possessed by the con-tinh; the con-tinh then disappears, and the target is incapacitated and loses control of its body. The con-tinh now controls the body and deprives the target of awareness. The con-tinh can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the con-tinh ends it as a bonus action, the body is moved more than 100 feet away from her tree, or the con-tinh is turned or forced out by an effect like the dispel evil spell. When the possession ends, the con-tinh reappears in an unoccupied space within 5 feet of the body. The target is immune to this con-tinh's possession for 24 hours after succeeding on the saving throw or after the possession ends.

DESCRIPTION

The malicious con-tinh is a lesser spirit believed to be the spirit of a maiden who died before her time. She appears as a beautiful maiden (human or humanoid) with flowing hair and sparkling eyes. She wears the attire of a princess and carries a large fan and a basket of fruit. A con-tinh is sometimes accompanied by a pair of cranes or sky-blue doves, which serve as her familiars (as the wizard spell of the same name).

The con-tinh's single desire is to destroy life, especially characters of the race she once belonged to herself (usually, this means humans). She is greatly feared. If an area is reputedly the home of a con-tinh, fools and wise men alike will avoid it, especially after nightfall.

According to legend, the Celestial Bureaucracy creates a con-tinh from the spirit of a young maiden who has died before her time, usually as a result of a misdeed. The most common misdeed is an illicit love affair, which ends when the maiden is murdered by a rival or jealous spouse. On rare occasions, sisters who conspired in the same misdeed both become con-tinh, their lifeforces tied to identical, adjacent trees.

A con-tinh with a crane or dove as a familiar often sends it scouting for victims. Mistaking the bird for a good omen, unwary victims may follow it straight to the con-tinh's tree. A con-tinh's treasure (whatever she takes from victims) usually is buried near the base of her tree, in a deep hole.

Wu-jen's seek the dust of a crumbled fruit from a con-tinh's tree which is used as a component for a *potion of longevity*.

DOC CU'O'C

Medium fey (yokai), neutral

Armor Class 16 (studded leather, shield)

Hit Points 140 (19d8 + 57)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses truesight 60 ft, passive Perception 11

Languages all human languages

Challenge 6 (2,300 XP)

Innate Spellcasting: The doc cu'o'c's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells, requiring no material components:

- **At will:** invisibility
- **3/day:** control weather, and plane shift (Astral Plane only);
- **1/day:** oath, restoration, and remove curse

Brave. The doc cu'o'c has advantage on saving throws against being frightened.

Brute. An axe deals one extra die of its damage when the doc cu'o'c hits with it (included in the attack).

Shock. When a doc cu'o'c hits with its axe, lightning discharges dealing 18 (6d6) points of additional lightning damage. The lightning also strikes any allies of the targeted creature that is within 10 feet of it. The victims can reduce this damage by half with a successful Dexterity saving throw (DC 16). This electrical discharge is a property of the doc cu'o'c, not the axe itself. In any other hands, a doc cu'o'c's axe is a simple masterwork handaxe (included in the attack).

ACTION

Handaxe. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage plus *shock*.

REACTION

Oath of Enmity (1/day). When the doc cu'o'c is hit in melee he may swear an oath of enmity against the triggering creature. The doc cu'o'c now adds +1d6 to its attack rolls until the end of the encounter or the target is killed. If the target creature is killed this ability immediately recharges and maybe used again.

DESCRIPTION

A doc cu'o'c is a spirit that serves as a protector of sorts, when the inhabitants of a region petition it for aid and give it prayers and offerings. It appears as a human male split lengthwise down the middle — standing on one leg and holding a glowing axe in its single hand (when it is on the Astral the half that exists is reversed). In physical features, it resembles the inhabitants of the land it protects. Some think of them as benevolent protectors, but it is important to remember that the only matter of importance to doc cu'o'cs is the land they guard, not the people who live there.

Though not exactly benevolent, a doc cu'o'c is not an aggressive or evil spirit. It takes its duty of protection seriously and is a great enemy of evil spirits who would threaten its territory. Doc cu'o'cs protect their own regions with no concern for other areas and are not above encouraging a group of enemies to take their depredations elsewhere.

DOKUFU

Huge fey (yokai), chaotic evil

Armor Class 22 (Natural)

Hit Points 285 (30d10 + 120)

Speed 30 ft., climb 50 ft.

STR DEX CON INT WIS CHA

23 (+6) 16 (+3) 19 (+4) 14 (+2) 15 (+2) 19 (+4)

Saving Throws STR +12, CON +10, WIS +8

Skills Intimidation +10, Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't crystal

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Common, Spirit Tongue (Oni), telepathy 120 ft.

Challenge 19 (22,000 XP)

Implant Eggs. In spider form, a dokufu that hits with a razor claw attack can inject an egg into the opponent's body. The affected creature must succeed at a DC 18 Constitution saving throw to avoid implantation. The dokufu often implants an unconscious or other-wise helpless creature (which gets no saving throw). The young hatch in four weeks, literally devouring the host from inside.

Magic Resistance. The dokufu has advantage on saving throws against spells and other magical effects.

Magic Weapons. The dokufu's weapon attacks are magical.

Spider Climb. The dokufu can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the dokufu knows the exact location of any other creature in contact with the same web.

Web Walker. The dokufu ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The dokufu can use its Frightful Presence. It also makes three attacks with its razor claws. If it successfully grapples a Medium or smaller opponent, she may make a single Swallow Whole attack as a bonus action.

Razor Claws. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. **Hit:** 17 (2d10 + 6) slashing damage. This attack scores a critical hit on a 19 or 20 and does 46 necrotic damage. The dokufu may also grapple (Escape DC 20) its target if it is Medium size or smaller but loses its razor claw attack option while grappling.

Swallow Whole. Melee Weapon Attack: +12 to hit, reach 5 ft., one grappled target. **Hit:** 22 (5d10 + 6) piercing damage and the target is swallowed. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the dokufu, and it takes 21 (6d6) poison damage as dozens of dokufu spawn attack it at the start of each of the dokufu's turn. If the dokufu takes 30 damage or more on a single turn from a creature inside it, the dokufu must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the dokufu. If the dokufu dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone. When the creature exits, 2d10 spawn spill out with it; then muscular action closes the hole. Other swallowed creatures must then cut their own paths out.

Web. Ranged Weapon Attack: +12 to hit, range 30/60 ft., one creature. **Hit:** The target is restrained by webbing. As an action, the restrained target can make a DC 20 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 20; resistant to fire damage; immunity to bludgeoning, poison, and psychic damage).

Regurgitator (Recharge 5-6). In its natural form, a dokufu can spit out 1d10 of its developing spawn from its digestive system, either spewing them on the ground or hurling them directly at opponents up to 50 feet away (a successful ranged attack at +14 puts up to four spawn in the opponent's space). Dokufu spawn are either swarms of poisonous spiders or giant spiders at her choice even mixing and matching what she vomits.

Frightful Presence. A dokufu in its natural form unsettles foes with its mere presence. Each creature of the dokufu's choice that is within 50 feet and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened of her for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dokufu's Frightful Presence for the next 24 hours. A creature that has a CR/Level of 5 or less and fails the saving throw is also stunned by terror for 1 minute.

Change Shape. The dokufu magically polymorphs into a Small or Medium humanoid or back into its true spider form. Other than its size, its statistics are the same in each form. All equipment is also transformed. If the dokufu dies, it reverts to its true form.

REACTION

Transfer Suffering. As a reaction, a dokufu can transfer a single harmful spell effect or condition from herself to one of her spawn or to any creature implanted with an egg.

LEGENDARY ACTIONS

The dokufu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

- **Slash.** The dokufu makes a razor claw attack.
- **Entangle.** The dokufu uses her web attack.
- **Help Momma! (Costs 2 Actions).** A dokufu can accelerate the maturity of an implanted egg. She chooses an implanted target within 90 feet of her and calls her spawn fourth. A swarm of spiders immediately bursts forth

from the target and attacks it single mindedly until the swarm or the target is destroyed. The victim of the accelerate spawning takes 21 (6d6) necrotic damage or half as much on a successful DC 18 Constitution saving throw.

LAIR ACTIONS

A dokufu usually makes its lair high in a mountain and makes every effort to keep it hidden and as far away from civilization as practicable. If the lair is found, she will fight to the death to protect it. On initiative count 20 (losing initiative ties), a dokufu takes a lair action to cause one of the following effects: a dokufu can't use the same effect two rounds in a row:

- The dokufu causes four spawn (giant spiders) to appear in an unoccupied space that she chooses within the lair.
- Up to four creatures implanted with eggs that she can see must succeed on a DC 22 Wisdom saving throw or use their reactions to move up to their speed and make one weapon attack against any hostile creature within range of the Dokufu's choice.

DESCRIPTION

The dokufu, or mountain spider, is an evil shapechanger that implants its eggs into human bodies to provide food for its young, then swallows the bodies whole so the eggs can hatch in its digestive tract.

In its natural form, a dokufu is a monstrous spider about 15 feet in diameter and 10 feet tall atop its thick legs. It is covered with a heavy exoskeleton resembling the rocks of its mountain habitat. In human form, a dokufu appears to be its actual age — usually an impossibly old human.

In human form, a dokufu uses surprise to entrap a solitary victim in its web and force eggs down the victim's throat. If attacked in human form, it reverts to its normal form or flees. In spider form, it attacks with the razorlike claws of its front legs.

DRAGON, LUNG

Oriental dragons, especially of adult age and older, tend to be solitary creatures. When multiple dragons are encountered, they are usually a mated pair and young. Mated pairs are never found together when older than mature adults, and their offspring are always young adults or younger. To determine the age of the offspring, roll 1d6:

1. = egg,
2. = hatchling,
3. = very young,
4. = young,
5. = juvenile,
6. = young adult.

The Celestial Bureaucracy. Most oriental dragons are officials in the Celestial Bureaucracy, a governing body of powerful spirits headed by the Celestial Emperor. Each subspecies of oriental dragon is charged by the Celestial Bureaucracy to direct a particular governmental function; Chiang lung, for instance, are charged with guarding rivers and lakes and dispensing rain.

Every year, the oriental dragon officers journey to the Celestial Palace to file their reports of the previous year's activities and events. Rewards and punishments are distributed based on the evaluation of the reports. A corrupt or inefficient dragon may be removed and replaced by a new appointee; an industrious dragon may be promoted to a position of higher responsibility.

Dragonkind. Like other dragons, oriental dragons have the normal physical attacks except the wing buffet ability because they lack wings. This attack is replaced by a constriction attack, which then inflicts automatic damage each round.

All oriental dragons have magic resistance as well as resistance to normal attacks and total immunity to normal missile attacks. Like other dragons, young adult and older oriental dragons radiate an aura that may cause opponents to panic. This is identical to the frightening presence of other dragons. Certain subspecies have the ability of *scaly command* that gives them control over varying numbers of scaly creatures with animal intelligence or less (primarily reptiles and fishes) living in the water within a half-mile radius. This control lasts for 10 minutes and cannot be dispelled. No saving throws are allowed. Creatures under the *scaly command* cannot fall under the control of another. Additionally, scaly creatures will never voluntarily attack an oriental dragon with the *scaly command* ability.

Other subspecies have the ability to surround themselves in an aura of *water fire* whenever they are under or touching water. *Water fire* appears as ghostly, flickering multi-colored flames and causes a variable amount of damage to anyone who touches it. It acts as the spell *fire shield* but can cause and provide resistance to any energy type determined by the dragon at the time of activation. All oriental dragons are themselves immune to *water fire*. It may be dispelled by the creator at any time; otherwise, it disappears for 10 minutes if contacted by real or magical fire and cannot be recreated until the end of that period.

Ryujin's Gift. Oriental dragons do not have the spellcasting abilities of other dragons, and not all of them have breath weapons. They do, however, have several special abilities of their own. All, for instance, have a continual *detect thought* (as the spell) out to double the normal range. Oriental dragons do not require sleep. All can become *invisible* and visible at will, though they always become visible when attacking. All except yu lung can *polymorph* into human form and back at will.

Oriental dragons can detect invisible objects and creatures (including those hidden in darkness or fog) within a ten-foot radius per age category granting them *truesight*. They also have a natural *clairaudience* ability with respect to their lairs; the range is 20 feet per age category. The dragon must concentrate on a specific section of its lair or the surrounding area to use this ability.

Most oriental dragons can fly because of the powers of a magical gem or pearl that is imbedded within the brain. This object functions only for the dragon and cannot be extracted so as to confer flight on any other creature.

DRAGON, UNIQUE LUNG DRAGONS

Other dragons are known to exist but are much rarer and are usually unique examples of the Lung species having been rewarded or punished with a new form by the Celestial Bureaucracy in an appropriate (and usually ironic) way – depending on what the dragon is being rewarded or punished for. Examples include the mighty Hisui (Jade) Dragon – a dragon of purity opposing evil everywhere with a breath weapon of pure light – and the abominable Doku (Poison) Dragon that taints everything it touches.

DRAGON, CHIANG LUNG (RIVER DRAGON)

Chiang lung resemble giant serpents; it is difficult to determine where their bodies end and their tails begin. Though wingless, they are able to fly though the power of magical blue pearls imbedded in their brains. Their bodies are various shades of blue and green; their bellies are brilliant yellow. Multi-colored beards sprout beneath the chins of young adult and Chiang lung are often encountered in human form, which they seem to prefer over their natural bodies.

Chiang lung speak their own tongue, the languages of shen lung, fishes, and the Celestial Court, and all human languages.

Habitat/Society: The Celestial Bureaucracy assigns a chiang lung to every river and lake. Their lairs are magical palaces located beneath the water's surface; regardless of the size of the river or lake, the palace is always opulent and immense. Unless freely given by the chiang lung, items taken from the palace become worthless upon reaching the surface. Chiang lung sometimes entertain virtuous scholars and men of learning and art on lavishly decorated boats, posing as wealthy nobles or government officials.

The daughters of chiang lung are often attracted to handsome human males, occasionally resulting in secret love affairs and marriage. Such liaisons usually end sadly when the daughters return home, never to see their husbands or lovers again. Children born of such a marriage are spirit folk.

Ecology: Chian lung can eat any type of mineral or gem, but they also have a taste for fish and sheep. They are always attended by lesser nature spirits (who also assume human form) in their palaces and have 1d6 shen lung acting as bodyguards and aides. There is a 75% chance of having 2d4 offspring in their palaces. When encountered outside their lair, there is a 75% chance they are accompanied by 1d4 lesser nature spirits (kami) and a 40% chance that 1-2 shen lung are present.

YOUNG CHIANG LUNG (RIVER DRAGON)

Large dragon, lawful neutral

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR DEX CON INT WIS CHA

19 (+4) 14 (+2) 17 (+3) 12 (+1) 11 (+0) 15 (+2)

Saving Throws DEX +5, CON +6, WIS +3, CHA +5

Skills Perception +6, Stealth +5

Damage Immunities Cold, bludgeoning (specifically, any water-based damage)

Senses Blindsight 30 ft., Darkvision 120 ft., passive Perception 16

Languages Aquan, Common, Draconic, Spirit Tongue

Challenge 7 (2,900 XP)

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: augury, bless, bane, control water, detect thoughts, divination, invisibility, plane shift (Any Spirit Realm/Ningen-Do only)
- 3/day each: polymorph (self only, humanoid form only)

Fly. Though wingless, chiang lungs can fly magically due to a magic blue pearl embedded in their brains. If removed from the dragon, this pearl loses its magic but is still worth 1,000 ¥. The dragon can cease or resume flight as a free action.

Keen Senses. The dragon has advantage on Wisdom (Perception) checks.

Sea King's Blessing. The dragon can breathe air and water. Any creature in physical contact with a chiang lung can also breathe and move underwater as if affected by the spells *water breathing* and *freedom of movement*.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. **Hit:** 15 (2d10 + 4) piercing damage plus 4 (1d8) water (bludgeoning) damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage.

Cause Rain (Recharge 5–6). A chiang lung can breathe storm clouds, causing rain whenever and wherever it chooses. The rain lasts for 2d4 hours and extends in a two-mile radius centred on the dragon. Alternatively, it can concentrate this breath weapon. The dragon can use this ability offensively by concentrating the storms which acts as a storm sphere.

ADULT CHIANG LUNG (RIVER DRAGON)

Huge dragon, lawful neutral

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR 23 (+6) **DEX** 14 (+2) **CON** 21 (+5) **INT** 14 (+2) **WIS** 13 (+1) **CHA** 17 (+3)

Saving Throws DEX +7, CON +10, WIS +6, CHA +8

Skills Perception +11, Stealth +7

Damage Resistance bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities Cold, Bludgeoning (specifically, any water based damage)

Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 21

Languages Aquan, Common, Draconic, Spirit Tongue

Challenge 14 (11,500 XP)

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: augury, bless, bane, control water, control winds, dispel evil and good, detect thoughts, divination, invisibility, plane shift (Any Spirit Realm/Ningen-Do only)
- divination, master of the rolling river (as wall of water), remove curse
- 3/day each: polymorph (self only, humanoid form only)
- 1/day each: creation

Fly. Though wingless, chiang lungs can fly magically due to a magic blue pearl embedded in their brains. If removed from the dragon, this pearl loses its magic but is still worth 1,000 ¥. The dragon can cease or resume flight as a free action.

Keen Senses. The dragon has advantage on Wisdom (Perception) checks.

LEGENDARY Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Sea King's Blessing. The dragon can breathe air and water. Any creature in physical contact with a chiang lung can also breathe and move underwater as if affected by the spells *water breathing* and *freedom of movement*.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. **Hit:** 17 (2d10 + 6) piercing damage plus 4 (1d8) water (bludgeoning) damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. **Hit:** 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cause Rain (Recharge 5–6). A chiang lung can breathe storm clouds, causing rain whenever and wherever it chooses. The rain lasts for 2d4 hours and extends in a two-mile radius centred on the dragon. Alternatively it can concentrate this breath weapon. The dragon can use this ability offensively by concentrating the storms which acts as a storm sphere (6th level spell).

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Slap.** The dragon makes a tail attack.
- **Crush (Costs 2 Actions).** The dragon uses its girth to crush a creature by dropping from the sky. Each creature within a 15-foot sphere centred on the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT CHIANG LUNG (RIVER DRAGON)

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)

Hit Points 367 (21d20 + 147)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

27 (+8) 14 (+2) 25 (+7) 16 (+3) 15 (+2) 19 (+4)

Saving Throws DEX +9, CON +14, WIS +9, CHA +11

Skills Perception +16, Stealth +9

Damage Resistance All

Damage Immunities Cold, bludgeoning (specifically, any water-based damage)

Condition Immunities Paralysis

Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 26

Languages Aquan, Common, Draconic, Spirit Tongue

Challenge 21 (33,000 XP)

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells using the 9th level version (where applicable), requiring no material components:

- At will: augury, bless, bane, control water, control weather, control winds, dispel evil and good, divination, detect thoughts, divination, invisibility, master of the rolling river (as wall of water), remove curse, plane shift (Any Spirit Realm/Ningen-Do only)
- 3/day each: polymorph (self only)
- 1/day each: creation

Fey. The dragon has advantage on saving throws against being charmed, and magic can't put the dragon to sleep.

Fly. Though wingless, chiang lungs can fly magically due to a magic blue pearl embedded in their brains. If removed from the dragon, this pearl loses its magic but is still worth 1,000 ¥. The dragon can cease or resume flight as a free action.

Keen Senses. The dragon has advantage on Wisdom (Perception) checks.

LEGENDARY Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Sea King's Blessing. The dragon can breathe air and water. Any creature in physical contact with a chiang lung can also breathe and move underwater as if affected by the spells water breathing and freedom of movement.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. **Hit:** 19 (2d10 + 8) piercing damage plus 9 (2d8) water (bludgeoning) damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. **Hit:** 15 (2d6 + 8) slashing damage. The dragon may grapple the target that is smaller than it if it so chooses (Escape DC 22) – usually doing this to then drop them from a great height or drown them in the deep sea.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. **Hit:** 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cause Rain (Recharge 5–6). A chiang lung can breathe storm clouds, causing rain whenever and wherever it chooses. The rain lasts for 2d4 hours and extends in a two-mile radius centred on the dragon. Alternatively it can concentrate this breath weapon. The dragon can use this ability offensively by concentrating the storms which acts as a storm sphere (9th level spell).

Tsunami (1/Day). Only when commanded by the officials of the Celestial Bureaucracy, a chiang lung can create a tidal wave of water that causes tremendous devastation on land and sea. The wave destroys wooden buildings and 25% of stone buildings. At sea, the tsunami capsizes ships and crushes them to splinters. The wave affects one mile of coastland. It otherwise functions as the spell of the same name (9th level spell).

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Slap.** The dragon makes a tail attack.
- **Crush (Costs 2 Actions).** The dragon uses its girth to crush a creature by dropping from the sky. Each creature within a 20-foot sphere centred on the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

LAIR ACTIONS & REGIONAL EFFECTS

Both the adult and the ancient Chiang Lung have access to the same lair actions and regional effects

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Pools of water that the dragon can see within 120 feet of it surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 15 Strength saving throw or be pulled up to 20 feet into the water and knocked prone.
- A cloud of swarming insects fills a 20-foot-radius sphere centered on a point the dragon chooses within 120 feet of it. The cloud spreads around corners and remains until the dragon dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make on a DC 15 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.
- Magical darkness spreads from a point the dragon chooses within 60 feet of it, filling a 15-foot-radius sphere until the dragon dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

REGIONAL EFFECTS

The region containing a legendary dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- The land within 6 miles of the lair takes twice as long as normal to traverse, since the plants grow thick and twisted, and the swamps are thick with reeking mud.
- Water sources within 1 mile of the lair are supernaturally fouled. Enemies of the dragon that drink such water regurgitate it within minutes.
- Fog lightly obscures the land within 6 miles of the lair.

If the dragon dies, vegetation remains as it has grown, but other effects fade over 1d10 days.

SIDEBAR: Spirit and Mortal Realms

To give context here is a brief summary of the Spirit Realms referenced by the dragon's *plane shift* ability:

SPIRIT REALMS

The Realms were as follows:

- Chikushudo: Realm of Animals
- Gaki-do: Realm of the Hungry Dead
- Jigoku: Realm of Evil
- Maigo no Musha: The Realm of Lost Heroes, also known as the Realm of Thwarted Destiny
- Meido: Realm of the Dead
- Sakkaku: Realm of Mischief
- Tengoku: The Celestial Heavens
- Toshigoku: Realm of Slaughter
- Yomi: Realm of the Blessed Ancestors
- Yume-do: Realm of Dreams

MORTAL REALM

- Ningen-do: Realm of Mortals (not a Spirit Realm)

DRAGON, CURSED SPIRIT – HAU JAU THE WILD HOG

Huge beast (yokai, dragon), neutral evil

Armor Class 13 (natural armor)

Hit Points 300; shared hit point pool with Gyoubu

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Senses Passive Perception 14

Languages Spirit Tongue (Kami, Oni)

Challenge 10 (?? XP)

Trampling Charge. If the wild hog moves at least 20 feet straight toward a creature and then hits it with a tusk attack on the same turn, the target takes an extra 14 (4d6) slashing damage and that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the wild hog can make one stomp attack against it as a bonus action.

Relentless (Recharges after a Short or Long Rest). If the wild hog takes 50 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. **Hit:** 33 (4d12 + 7) slashing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. **Hit:** 29 (4d10 + 7) bludgeoning damage.

REACTION

Face Stomp. The wild hog may use stomp as a reaction if a creature is knocked prone within reach.

Bloodied Transformation. When bloodied Ha Jau instinctively reverts to his true form an accursed underworld dragon. He reverts to his hog form when he is back at full hit points and his rage has abated.

DESCRIPTION

Ha Jau was once a Lung dragon and part of the Celestial Bureaucracy, however, he was punished for his greed and turned into a hog for a 1,000 years.

TACTICS

During Combat

Gyoubu assumes that Munasukaru is watching him, so he tends to be flashy in combat, using his Dazzling Display play feat before entering combat or when there is a lull in the fighting.

Morale

Gyoubu drinks his potion of *cure serious wounds* when reduced to fewer than 30 hit points, but if he then reaches 10 hit points or fewer, the Swine Shogun screams an oath to Munasukaru's glory and commits seppuku (ritual suicide by performing a self-inflicted coup de grace with his tanto). Ha Jau fights to the death. If killed the greedy spirit of Ha Jau will attempt to possess the PC that landed the killing blow (see below).

Ha Jau, Greedy Dragon Spirit

NE male dragon spirit

Notice Perception DC 25 (to smell the aroma of roast pork)

Wisdom Save DC 19 to resist being possessed.

- **Ongoing Effect – Gluttony.** The glutenous Jau delights in feasting on pork but is happy just to eat. The possessed creature must make a DC 19 Wisdom save every morning or be compelled to immediately consume a meal of the most unpleasant things available (rotten food, dirt, worms, or slugs are a good start) and be sickened for 1d6 hours. At the DM's discretion, such meals might also expose the creature to afflictions such as sewer plague.
- **Bane** The unpleasant hunger continue even after Ha Jau is dismissed, but the creature need only make a DC 19 Wisdom save to avoid the compulsion to eat once per week, rather than every day.
- **Dismissal** Fasting for 3 consecutive days dismisses Ha Jau.
- **Trigger** A possession will trigger if Ha Jau is killed in battle. He will try to possess the creature that killed him.

TREASURE

- *Flask of endless Sake* – (as decanter of endless water except it produces high-quality sake)
- +1 o-yoroi of Command (as +1 platemail and can cast *command* 1/day. Changes the wearers voice to a booming male voice)
- +1 thundering spear-lance (as a +1 spear but can do thunder damage on command)
- Tanto with gold hilt (worth 400 ¥),
- Masterwork composite longbow (uses STR, not DEX) with 20 arrows,
- Cloak of protection +1 (made from the skins of 47 piglets),
- Jingasa of the fortunate soldier,
- Bronze rice bowl worth 15 ¥,
- Carved horn box with 6 spinels worth 100 ¥each,
- Horn libation cup worth 75 ¥,
- 22 ¥

DRAGON, THE SAKURA DRAGON

Huge dragon, neutral

Armor Class 18 (natural armor)

Hit Points 152 (16d12 + 48)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

19 (+4) 12 (+1) 17 (+3) 16 (+3) 13 (+1) 15 (+2)

Saving Throws DEX +4, CON +6, WIS +4, CHA +5

Skills Deception +5, Perception +7, Stealth +4

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing

Damage Immunities Poison

Condition Immunities Poisoned

Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 17

Languages Common, Draconic, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

Amphibious. The dragon can breathe air and water.

False Appearance. While the dragon remains motionless, it is indistinguishable from a normal, yet majestic, cherry blossom tree.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. **Hit:** 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

Sweeping Attack. *Melee Weapon Attack:* +7 to hit, reach 25 ft., all targets in front of the dragon. **Hit:** 11 (2d6 + 4) slashing damage.

Lightning Breath (Recharge 5–6). The dragon exhales yellow lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

REACTION

Kamikaze. When the dragon is hit by an attack within 5 feet of it, it may use its reaction to blast the target with air. A line of strong wind blasts from the dragon against the triggering attacker. The target must make a DC 16 Strength saving throw or be pushed 15 feet away plus 1 foot for each pip the saving throw failed by away from the dragon.

LEGENDARY ACTIONS

The dragon can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Old Dragons of the Tree.** The dragon magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as an awakened tree. An animated tree acts as an ally of the dragon. The tree remains animate for 1 day or until it dies; until the dragon dies or is more than 120 feet from the tree; or until the dragon takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

LAIR

The Sakura Dragon lairs at the peak of Fountainhead Mountain, protected by its worshipers – the Okami clan – who have built the Fountainhead Palace below the dragons lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Grasping roots and vines erupt in a 20-foot radius centered on a point on the ground that the dragon can see within 120 feet of it. That area becomes difficult terrain, and each creature there must succeed on a DC 15 Strength saving throw or be restrained by the roots and vines. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The roots and vines wilt away when the dragon uses this lair action again or when the dragon dies.
- A wall of tangled brush bristling with thorns springs into existence on a solid surface within 120 feet of the dragon. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall appears, each creature in its area must make a DC 15 Dexterity saving throw. A creature that fails the save takes 18 (4d8) piercing damage and is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature travels through the wall, it must spend 4 feet of movement. Furthermore, a creature in the wall's space must make a DC 15 Dexterity saving throw once each round it's in contact with the wall, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one. Each 10-foot section of wall has AC 5, 15 hit points, vulnerability to fire damage, resistance to bludgeoning and piercing damage, and immunity to psychic damage. The wall sinks back into the ground when the dragon uses this lair action again or when the dragon dies.
- Magical fog billows around one creature the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round.

REGIONAL EFFECTS

The region containing a legendary green dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- A great river flows from the dragon's lair. This river has an unnatural effect on creatures extending their life indefinitely. However, the longer the creature lives the more fish (carp) like do the creatures become. These creatures, known as the Okami, intuitively seek to protect the dragon and Palace Waters.
- Within 1 mile of its lair, the dragon leaves no physical evidence of its passage unless it wishes to. Tracking it there is impossible except by magical means. In addition, it ignores movement impediments and damage from plants in this area that are neither magical nor creatures, including the thickets described above. The plants remove themselves from the dragon's path.
- Beasts within 1 mile of the dragon's lair serve as the dragon's eyes and ears.

If the dragon dies, the rodents and birds lose their supernatural link to it. The thickets remain, but within 1d10 days, they become mundane plants and normal difficult terrain, losing their thorns.

DRAGON, HA JAU, THE ACCURSED

Huge dragon (lung, poison), lawful evil

Armor Class 19 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	20 (+5)	18(+4)	15 (+2)	17 (+3)

Saving Throws DEX +6, CON +10, WIS +7, CHA +8

Skills Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6

Damage Immunities Poison

Condition Immunities Poisoned

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 22

Languages Common, Draconic

Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. **Hit:** 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. **Hit:** 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

DRAGON, LI LUNG (EARTH DRAGON)

A li lung (earth dragon) has a lion's body and tail and a human face. Small black pupils are centered in its golden eyes, and colorful quills resembling the feathers of a peacock extend from its leathery wings. As a hatchling, the li lung's body is covered with light green scales, but as it grows, the scales begin to darken and change into coarse fur. By the time the li lung grows into a juvenile, the scales are completely gone and the fur has the texture of thick wire. The fur continues to darken as it ages, turning nearly black by the time a li lung reaches the great wyrm stage.

Combat: Li lung prefer to avoid combat, hiding in the shadows or burying themselves in rubble until all intruders leave. If cornered or attacked, li lung first use their earthquake ability in an attempt to bury their opponents. If this fails, they engage in vicious melee combat, using claws and bite attacks on opponents in front, kicking attacks on opponents in back (kicks inflict claw damage; victims must make a DC 15 Dexterity check or be kicked back 1d6 feet +1' per age category of the dragon and must also roll a successful DC 20 Dexterity or Strength saving throw or fall prone), and wing buffets on opponents at the sides. Li lung roar continually while engaged in melee. Their raspy roars sound like metal scraping against stone and are so loud that those within 60' can hear nothing else. An airborne li lung can change direction quickly by executing a wingover maneuver, allowing it to make a turn of 120 to 240 degrees regardless of its speed or size. A li lung cannot gain altitude during the round when it performs a wingover, but it can dive.

Habitat/Society: Li lung lair in caverns at the end of winding labyrinths deep inside the earth, the farther away from civilization, the better. They seldom leave their lairs unless ordered to do so by the Celestial Bureaucracy, usually to punish heretical communities with their earthquake abilities, but sometimes to reward needy communities by revealing treasure mines or underground springs.

Ecology: Li lung mainly subsist on earth and stone, though they are fond of gold, silver, and other precious metals. Li lung rarely associate with other dragons and cooperate with them only on direct orders from the Celestial Bureaucracy.

YOUNG LI LUNG (EARTH DRAGON)

Large dragon, neutral

Armor Class 17 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 40 ft., burrow 30 ft., climb 40 ft., fly 80 ft.

STR DEX CON INT WIS CHA

19 (+4) 12 (+1) 17 (+3) 16 (+3) 13 (+1) 15 (+2)

Saving Throws DEX +4, CON +6, WIS +4, CHA +5

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities Poison

Condition Immunities Paralysis

Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 17

Languages Common, Draconic, Terran, Spirit Tongue

Challenge 7 (2,900 XP)

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: detect thoughts, divination, invisibility, plane shift (Any Spirit Realm/Ningen-Do only)
- 3/day each: stone shape, polymorph (self only, humanoid form only)
- 1/day each: earthquake

Earth Glide. The dragon can burrow through nonmagical, unworked earth and stone. While doing so, the dragon doesn't disturb the material it moves through.

Earth King's Blessing. The dragon is never harmed by an earthquake, whether its origin is natural or magical. If an earthquake collapses a cavern around it, it is merely inconvenienced by having to dig its way out—it suffers no damage from the falling stone.

Keen Senses. The dragon has advantage on Wisdom (Perception) checks.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. **Hit:** 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage.

Roar (1/Day). The dragon emits a thunderous roar. Each time it roars before finishing a long rest, the roar is louder, and the effect is different, as detailed below. Each creature within 500 feet of the dragon and able to hear the roar must make a saving throw.

- **First Roar.** Each creature that fails a DC 13 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success..

ADULT LI LUNG (EARTH DRAGON)

Huge dragon, neutral

Armor Class 18 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 40 ft., burrow 30 ft., climb 40 ft., fly 80 ft.

STR DEX CON INT WIS CHA

23 (+6) 12 (+1) 21 (+5) 18 (+4) 15 (+1) 17 (+3)

Saving Throws DEX +6, CON +10, WIS +7, CHA +8
Skills Deception +8, Perception +12, Stealth +6
Damage Resistance bludgeoning, piercing and slashing from nonmagical attacks
Damage Immunities Poison
Condition Immunities Paralysis
Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 22
Languages Common, Draconic, Terran, Spirit Tongue
Challenge 14 (11,500 XP)

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: detect thoughts, divination, invisibility, plane shift (Any Spirit Realm/Ningen-Do only)
- 3/day each: move earth, stone shape, wall of stone, polymorph (self only, humanoid form only)
- 1/day each: earthquake

Earth Glide. The dragon can burrow through nonmagical, unworked earth and stone. While doing so, the dragon doesn't disturb the material it moves through.

Earth King's Blessing. The dragon is never harmed by an earthquake, whether its origin is natural or magical. If an earthquake collapses a cavern around it, it is merely inconvenienced by having to dig its way out—it suffers no damage from the falling stone.

Keen Senses. The dragon has advantage on Wisdom (Perception) checks.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Roar. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. **Hit:** 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. **Hit:** 15 (2d8 + 6) bludgeoning damage.

Roar (2/Day). The dragon emits a thunderous roar. Each time it roars before finishing a long rest, the roar is louder, and the effect is different, as detailed below. Each creature within 500 feet of the dragon and able to hear the roar must make a saving throw.

- **First Roar.** Each creature that fails a DC 16 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success..
- **Second Roar.** Each creature that fails a DC 16 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This deafness is so deep that spell casters must make a DC 16 Constitution saving throw or miscast and waste any spell that has a verbal component.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Claw Attack.** The dragon makes one claw attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.
- **Cast a Spell (Costs 3 Actions).** The dragon casts a spell from its list of spells, consuming a use of a spell as normal.

ANCIENT LI LUNG (EARTH DRAGON)

Gargantuan dragon (spirit), neutral

Armor Class 21 (natural armor)

Hit Points 350 (20d20 + 140)

Speed 40 ft., burrow 30 ft., climb 40 ft., fly 80 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

27 (+8) 12 (+1) 25 (+7) 20 (+5) 17 (+3) 19 (+4)

Saving Throws DEX +8, CON +14, WIS +10, CHA +11

Skills Deception +11, Perception +17, Stealth +8

Damage Resistance All

Condition Immunities Paralysis

Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 27

Languages Common, Draconic, Terran, Spirit Tongue

Challenge 21 (33,000 XP)

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Where applicable, all the dragons spells are cast at 9th level. It can innately cast the following spells, requiring no material components:

- At will: detect thoughts, divination, invisibility, plane shift (Any Spirit Realm/Ningen-Do only)
- 3/day each: move earth, stone shape, wall of stone, polymorph (self only)
- 1/day each: disintegrate, earthquake, flesh to stone

Earth Glide. The dragon can burrow through nonmagical, unworked earth and stone. While doing so, the dragon doesn't disturb the material it moves through.

Earth King's Blessing. The dragon is never harmed by an earthquake, whether its origin is natural or magical. If an earthquake collapses a cavern around it, it is merely inconvenienced by having to dig its way out—it suffers no damage from the falling stone.

Fey. The dragon has advantage on saving throws against being charmed, and magic can't put the dragon to sleep.

Keen Senses. The dragon has advantage on Wisdom (Perception) checks.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Roar. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. **Hit:** 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. **Hit:** 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. **Hit:** 17 (2d8 + 8) bludgeoning damage.

Roar (3/Day). The dragon emits a thunderous roar. Each time it roars before finishing a long rest, the roar is louder, and the effect is different, as detailed below. Each creature within 500 feet of the dragon and able to hear the roar must make a saving throw.

- **First Roar.** Each creature that fails a DC 19 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success..
- **Second Roar.** Each creature that fails a DC 19 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This deafness is so deep that spell casters must make a DC 19 Constitution saving throw or miscast and waste any spell that has a verbal component.
- **Third Roar.** Each creature makes a DC 19 Constitution saving throw. On a failed save, a creature takes 44 (8d10) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Claw Attack.** The dragon makes one claw attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.
- **Cast a Spell (Costs 3 Actions).** The dragon casts a spell from its list of spells, consuming a use of a spell as normal.

LAIR ACTIONS & REGIONAL EFFECTS

Both the adult and the ancient Chiang Lung have access to the same lair actions and regional effects

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon chooses a point on the ground that it can see within 120 feet of it. Stone spikes sprout from the ground in a 20-foot radius centered on that point. The effect is otherwise identical to the spike growth spell and lasts until the dragon uses this lair action again or until the dragon dies.
- The dragon chooses a 10-foot-square area on the ground that it can see within 120 feet of it. The ground in that area turns into 3-foot-deep mud. Each creature on the ground in that area when the mud appears must succeed

on a DC 15 Dexterity saving throw or sink into the mud and become restrained. A creature can take an action to attempt a DC 15 Strength check, freeing itself or another creature within its reach and ending the restrained condition on a success. Moving 1 foot in the mud costs 2 feet of movement. On initiative count 20 on the next round, the mud hardens, and the Strength DC to work free increases to 20.

REGIONAL EFFECTS

The region containing a legendary dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Magic carvings of the dragon's smiling visage can be seen worked into stone terrain and objects within 6 miles of the dragon's lair.
- Tiny beasts such as rodents and birds that are normally unable to speak gain the magical ability to speak and understand Draconic while within 1 mile of the dragon's lair. These creatures speak well of the dragon but can't divulge its whereabouts.
- Intelligent creatures within 1 mile of the dragon's lair are prone to fits of giggling. Even serious matters suddenly seem amusing.

If the dragon dies, the magic carvings fade over the course of 1d10 days. The other effects end immediately.

DRAGON, LUNG WANG (SEA DRAGON)

A relative of the dragon turtle, a lung wang (sea dragon) has a turtle's body, a crested neck, and a head like a shen lung (spirit dragon), complete with long, golden whiskers. Its shell is made of thick green scales with silver flecks. Smaller scales, lighter green with golden flecks, cover its neck and head. Its hind legs are little more than stumpy flippers, but its front legs are formidable weapons – each is 80% the length of its shell, ending in two razor-sharped talons.

Lung wang speak their own tongue, the languages of shen lung, fishes, and the Celestial Court, and all human languages.

Habitat/Society: As rulers of the sea, lung wang demand tribute from every passing ship. Regular travelers often work out an arrangement, dumping a pre-determined amount of treasure overboard at a given spot to placate the lung wang.

Ecology: Unlike other oriental dragons, lung wang are basically herbivorous and prefer to eat algae and seaweed. They will, however, eat fish and minerals and have been known to consume entire ships. Lung wang maintain cordial relationships with other oriental dragons, particularly shen lung. They are friendly with sharks, whales, and other ocean denizens on whom they rely for information. They do not get along with mi lung (typhoon dragons).

Scaly Command. A lung dragon can use this ability three times per day. It operates as a charm spell cast at 9th level that works only on scaled animals (reptiles and fish). The dragon can communicate with any charmed animal as though casting a speak with animals spell.

Design Note. You could easily use a very slightly modified dragon turtle for the Lung Wang.

YOUNG LUNG WANG (SEA DRAGON)

Large dragon (spirit), neutral

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 20 ft., swim 40 ft.

STR DEX CON INT WIS CHA

19 (+4) 12 (+1) 17 (+3) 16 (+3) 13 (+1) 15 (+2)

Saving Throws DEX +3, CON +7, WIS +4, CHA +6

Skills Insight +4, Perception +7, Stealth +3

Damage Immunities Fire

Condition Immunities Paralysis

Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 17

Languages Aquan, Draconic, Spirit Tongue

Challenge 8 (3,900 XP)

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: detect thoughts, divination, invisibility, plane shift (Any Spirit Realm/Ningen-Do only)
- 3/day each: polymorph (self only, humanoid form only), solid fog (as fog cloud but the mist is so thick it impedes movement, creatures or vehicles starting their turn in the solid fog halve their movement)
- 1/day each: fog cloud

Amphibious. The dragon can breathe air and water.

Keen Senses. The dragon has advantage on Wisdom (Perception) checks.

Scaly Command (1/Day). As a bonus action, the dragon commands scaled animals (reptiles and fish) to do its bidding. It operates as an animal friendship spell with the following changes:

- The dragon may target up to 7 animals not just 1.
- The dragon can communicate with any charmed animal as though they shared language.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. **Hit:** 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) slashing damage.

Steam Breath (Recharge 5–6). The dragon exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

ADULT LUNG WANG (SEA DRAGON)

Huge dragon (spirit), neutral

Armor Class 20 (natural armor)

Hit Points 253 (22d12 + 110)

Speed 20 ft., swim 40 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

23 (+6) 12 (+1) 21 (+5) 18 (+4) 15 (+1) 17 (+3)

Saving Throws DEX +5, CON +11, WIS +7, CHA +9

Skills *Insight* +7, *Perception* +12, *Stealth* +5

Damage Resistance bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities Fire

Condition Immunities Paralysis

Senses *Blindsight* 60 ft., *Darkvision* 120 ft., passive *Perception* 22

Languages Aquan, Draconic, Spirit Tongue

Challenge 17 (18,000 XP)

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: *detect thoughts*, *divination*, *invisibility*, *plane shift* (Any Spirit Realm/Ningen-Do only)
- 3/day each: *polymorph* (self only, humanoid form only), *solid fog* (as *fog cloud* but the mist is so thick it impedes movement, creatures or vehicles starting their turn in the solid fog halve their movement)
- 1/day each: *fog cloud*, *suggestion*

Amphibious. The dragon can breathe air and water.

Keen Senses. The dragon has advantage on Wisdom (*Perception*) checks.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Scaly Command (2/Day). As a bonus action, the dragon commands scaled animals (reptiles and fish) to do its bidding. It operates as an *animal friendship* spell with the following changes:

- The dragon may target up to 17 animals not just 1.
- The dragon can communicate with any charmed animal as though they shared language.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. **Hit:** 26 (3d12 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. **Hit:** 16 (2d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. **Hit:** 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon and knocked *prone*.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become *frightened* for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Steam Breath (Recharge 5–6). The dragon exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (*Perception*) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Cast a Spell (Costs 3 Actions).** The dragon casts a spell from its list of spells, consuming a use of a spell as normal.

ANCIENT LUNG WANG (SEA DRAGON)

Gargantuan dragon (spirit), neutral

Armor Class 22 (natural armor)

Hit Points 444 (24d20 + 192)

Speed 20 ft., swim 40 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

29 (+9) 10 (+0) 27 (+8) 18 (+4) 17 (+3) 21 (+5)

Saving Throws DEX +7, CON +15, WIS +10, CHA +12

Skills Insight +10, Perception +17, Stealth +7

Damage Resistance All

Damage Immunities Fire

Condition Immunities Paralysis

Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 27

Languages Aquan, Draconic, Spirit Tongue

Challenge 22 (41,000 XP)

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). Where applicable, all the dragons spells are cast at 9th level. It can innately cast the following spells, requiring no material components:

- At will: detect thoughts, divination, invisibility, plane shift (Any Spirit Realm/Ningen-Do only)
- 3/day each: polymorph (self only), solid fog (as fog cloud but the mist is so thick it impedes movement, creatures or vehicles starting their turn in the solid fog halve their movement)
- 1/day each: fog cloud, horrid wilting, suggestion

Amphibious. The dragon can breathe air and water.

Fey. The dragon has advantage on saving throws against being charmed, and magic can't put the dragon to sleep.

Keen Senses. The dragon has advantage on Wisdom (Perception) checks.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Scaly Command (3/Day). As a bonus action, the dragon commands scaled animals (reptiles and fish) to do its bidding. It operates as an animal friendship spell with the following changes:

- The dragon may target up to 22 animals not just 1.
- The dragon can communicate with any charmed animal as though they shared language.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. **Hit:** 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. **Hit:** 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. **Hit:** 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Steam Breath (Recharge 5–6). The dragon exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 88 (16d10) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Cast a Spell (Costs 3 Actions).** The dragon casts a spell from its list of spells, consuming a use of a spell as normal.

LAIR ACTIONS & REGIONAL EFFECTS

Both the adult and the ancient lung dragon have access to the same lair actions and regional effects

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects: the dragon can't use the same effect two rounds in a row:

- The dragon creates fog as though it had cast the fog cloud spell. The fog lasts until initiative count 20 on the next round.
- A thunderclap originates at a point the dragon can see within 120 feet of it. Each creature within a 20-foot radius centered on that point must make a DC 15 Constitution saving throw or take 5 (1d10) thunder damage and be deafened until the end of its next turn.

REGIONAL EFFECTS

The region containing a legendary dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Once per day, the dragon can alter the weather in a 6-mile radius centered on its lair. The dragon doesn't need to be outdoors; otherwise, the effect is identical to the control weather spell.
- Underwater plants within 6 miles of the dragon's lair take on dazzlingly brilliant hues.
- Within its lair, the dragon can set illusory sounds, such as soft music and strange echoes, so that they can be heard in various parts of the lair.

If the dragon dies, changed weather reverts to normal, as described in the spell, and the other effects fade in 1d10 days.

Design Note: Except for the void dragon, I am unhappy with the lair actions and regional effects of these dragons. I generally only go into details when actually bringing them to the table as a villain. In this case they mimic the default dragons' actions and effects, which will do in a pinch. But I would recommend you, as the DM, spend time thinking through some custom, monster and campaign specific lair actions and regional effects.

DRAGON, PAN LUNG (COILED DRAGON)

Pan lung are a thinner and longer variety of shen lung. A hatchling has grey scales at birth, which change color as the dragon grows. Pan lung can be found in a number of brilliant hues, with various shades of red, orange, and green among the most common. A multi-colored mane surrounds its neck, and dark whiskers grow from its snout. Pan lung scales are naturally oily, which makes them gleam in the sunlight. Though wingless, pan lung have magical blood-red pearls imbedded in their brains that give them the ability to fly.

Pan lung speak their own tongue, which they share with the shen lung. They also speak the languages of fishes, reptiles, and the Celestial Court.

Habitat/Society: A pan lung makes its lair in the crypt or temple it has been assigned to guard by the Celestial Bureaucracy. Guardianship is passed through successive generations; it is not unusual for a family to maintain the same lair for tens of thousands of years.

The gods often punish unfaithful human husbands and wives by making them minions of a pan lung. Pan lung minions do not age and are typically condemned to serve for a term in years equal to the number of tears they have caused their mate to shed. A pan lung's minions obey it implicitly, fighting to the death if so ordered. There is a 25% chance a pan lung will have slaves (equal to half the number of creatures it can control by *scaly command*).

Ecology: Pan lung prefer to eat fruits and vegetables, often maintaining elaborate gardens that are cultivated by their minions. Generally, they are indifferent to the affairs of other oriental dragons and cooperate with them only if so ordered by the Celestial Bureaucracy.

They particularly resent the power and position of the t'ien lung (celestial dragons), and they have been known to attack them in a jealous frenzy.

YOUNG PAN LUNG (COILED DRAGON)

Large dragon (spirit), lawful neutral

Armor Class 18 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft., fly 80 ft., swim 60 ft.

STR DEX CON INT WIS CHA

23 (+6) 10 (+0) 21 (+5) 14 (+2) 11 (+0) 19 (+4)

Saving Throws DEX +4, CON +9, WIS +4, CHA +8

Skills Arcana +6, History +6, Perception +8, Stealth +4

Damage Immunities Acid

Condition Immunities Paralysis

Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 18

Languages Draconic, Spirit Tongue

Challenge 8 (3,900 XP)

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: detect thoughts, divination, invisibility, minor illusion, plane shift (Any Spirit Realm/Ningen-Do only)
- 3/day each: bane, bless, charm monster, polymorph (self only, humanoid form only)

Amphibious. The dragon can breathe air and water.

Fly. Though wingless, lung dragons can fly magically due to a magic blue pearl embedded in their brains. If removed from the dragon, this pearl loses its magic but is still worth 1,000 ¥. The dragon can cease or resume flight as a free action.

Keen Senses. The dragon has advantage on Wisdom (Perception) checks.

Scaly Command (1/Day). As a bonus action, the dragon commands scaled animals (reptiles and fish) to do its bidding. It operates as an animal friendship spell with the following changes:

- The dragon may target up to 8 animals not just 1.
- The dragon can communicate with any charmed animal as though they shared a language.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. **Hit:** 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) slashing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. **Hit:** 10 (1d8 + 6) bludgeoning damage, and the target is grappled (escape DC 14) if it is at least one size smaller than the dragon. Until this grapple ends, the creature is restrained, and the dragon can't constrict another target. A creature that starts its turn grappled by the dragon automatically takes 10 (1d8 + 6) bludgeoning damage.

Water Fire. Whenever the dragon is touching or submerged in water, a pan lung can surround itself in an aura of ghostly, flickering, multicoloured flames that cause damage to any creature touching it. Any creature striking the dragon within 5 feet of it deals normal damage, but at the same time the attacker takes 3 (1d6) fire damage. The pan lung can dispel the water fire at any time, but it is automatically dispelled by any contact with normal or magical fire. Once the shield is dispelled by fire, the pan lung cannot activate it again for 1 minute.

ADULT PAN LUNG (COILED DRAGON)

Huge dragon, lawful neutral

Armor Class 19 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., fly 80 ft., swim 60 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

27 (+8) 10 (+0) 25 (+7) 16 (+3) 13 (+1) 21 (+5)

Saving Throws DEX +5, CON +12, WIS +6, CHA +10

Skills Arcana +8, History +8, Perception +11, Stealth +5

Damage Resistance bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities Acid

Condition Immunities Paralysis

Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 22

Languages Aquan, Draconic, Spirit Tongue

Challenge 16 (15,000 XP)

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: detect thoughts, divination, invisibility, minor illusion, plane shift (Any Spirit Realm/Ningen-Do only)
- 3/day each: bane, bless, charm monster, major image, polymorph (self only, humanoid form only), silent image

Amphibious. The dragon can breathe air and water.

Keen Senses. The dragon has advantage on Wisdom (Perception) checks.

Fly. Though wingless, lung dragons can fly magically due to a magic blue pearl embedded in their brains. If removed from the dragon, this pearl loses its magic but is still worth 1,000 ¥. The dragon can cease or resume flight as a free action.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Minion. Greater spirits often punish the spirits of unfaithful human husbands and wives by binding them to the servitude of a pan lung for a number of years — traditionally equal to the number of tears they caused their spouse to shed. A pan lung has a 25% chance of having 2d4 minions per age category under its command. Though they are the spirits of dead humans, they have fully traveled from the Spirit World to the Material Plane with the pan lung and are neither spirits nor undead. The pan lung controls them as if via *dominate person* spell. An individual minions CR is not higher than the dragon's CR. Any NPC could be found serving its time with a pan lung.

Scaly Command (2/Day). As a bonus action, the dragon commands scaled animals (reptiles and fish) to do its bidding. It operates as an animal friendship spell with the following changes:

- The dragon may target up to 16 animals not just 1.
- The dragon can communicate with any charmed animal as though they shared a language.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. **Hit:** 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. **Hit:** 15 (2d6 + 8) slashing damage.

Constrict. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. **Hit:** 17 (2d8 + 8) bludgeoning damage, and the target is grappled (Escape DC 16) if it is at least one size smaller than the dragon. Until this grapple ends, the creature is restrained, and the dragon can't constrict another target. A creature that starts its turn grappled by the dragon automatically takes 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Water Fire. Whenever the dragon is touching or submerged in water, a pan lung can surround itself in an aura of ghostly, flickering, multicoloured flames that cause damage to any creature touching it. Any creature striking the dragon within 5 feet of it deals normal damage, but at the same time the attacker takes 7 (2d6) fire damage. The pan lung can dispel the water fire at any time, but it is automatically dispelled by any contact with normal or magical fire. Once the shield is dispelled by fire, the pan lung cannot activate it again for 1 minute.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** If the dragon is not constricting a creature with its tail it may use it to make an attack against a target up to 15 feet away. Use the Constrict attack but the dragon cannot grapple when using it this way.
- **Cast a Spell (Costs 3 Actions).** The dragon casts a spell from its list of spells, consuming a use of a spell as normal.

ANCIENT PAN LUNG (COILED DRAGON)

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)

Hit Points 487 (25d20 + 225)

Speed 40 ft., fly 80 ft., swim 60 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

30 (+10) 10 (+0) 29 (+9) 18 (+4) 15 (+2) 23 (+6)

Saving Throws DEX +7, CON +16, WIS +9, CHA +13
Skills Arcana +11, History +11, Perception +16, Stealth +7
Damage Resistance All
Damage Immunities Acid
Condition Immunities Paralysis
Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 26
Languages Aquan, Draconic, Spirit Tongue
Challenge 23 (50,000 XP)

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). Where applicable, all the dragons spells are cast at 9th level. It can innately cast the following spells, requiring no material components:

- At will: detect thoughts, divination, invisibility, minor illusion, plane shift (Any Spirit Realm/Ningen-Do only)
- 3/day each: bane, bless, charm monster, major image, polymorph (self only, humanoid form only), silent image
- 1/day each: mirage arcana, phantasmal killer

Amphibious. The dragon can breathe air and water.

Fey. The dragon has advantage on saving throws against being charmed, and magic can't put the dragon to sleep.

Fly. Though wingless, lung dragons can fly magically due to a magic blue pearl embedded in their brains. If removed from the dragon, this pearl loses its magic but is still worth 1,000 ¥. The dragon can cease or resume flight as a free action.

Keen Senses. The dragon has advantage on Wisdom (Perception) checks.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Minion. Greater spirits often punish the spirits of unfaithful human husbands and wives by binding them to the servitude of a pan lung for a number of years — traditionally equal to the number of tears they caused their spouse to shed. A pan lung has a 25% chance of having 4d4 minions per age category under its command. Though they are the spirits of dead humans, they have fully traveled from the Spirit World to the Material Plane with the pan lung and are neither spirits nor undead. The pan lung controls them as if via dominate person spell. An individual minions CR is not higher than the dragon's CR. Any NPC could be found serving its time with a pan lung.

Scaly Command (3/Day). As a bonus action, the dragon commands scaled animals (reptiles and fish) to do its bidding. It operates as an animal friendship spell with the following changes:

- The dragon may target up to 23 animals not just 1.
- The dragon can communicate with any charmed animal as though they shared a language.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. **Hit:** 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. **Hit:** 17 (2d6 + 10) slashing damage.

Constrict. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. **Hit:** 19 (2d8 + 10) bludgeoning damage, and the target is grappled (Escape DC 25) if it is at least one size smaller than the dragon. Until this grapple ends, the creature is restrained, and the dragon can't constrict another target. A creature that starts its turn grappled by the dragon automatically takes 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Water Fire. Whenever the dragon is touching or submerged in water, a pan lung can surround itself in an aura of ghostly, flickering, multicolored flames that cause damage to any creature touching it. Any creature striking the dragon within 5 feet of it deals normal damage, but at the same time the attacker takes 10 (3d6) fire damage. The pan lung can dispel the water fire at any time, but it is automatically dispelled by any contact with normal or magical fire. Once the shield is dispelled by fire, the pan lung cannot activate it again for 1 minute.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** If the dragon is not constricting a creature with its tail it may use it to make an attack against a target up to 15 feet away. Use the Constrict attack but the dragon cannot grapple when using it this way.
- **Cast a Spell (Costs 3 Actions).** The dragon casts a spell from its list of spells, consuming a use of a spell as normal.

LAIR ACTIONS & REGIONAL EFFECTS

Both the adult and the ancient lung dragon have access to the same lair actions and regional effects

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon creates fog as if it had cast the fog cloud spell. The fog lasts until initiative count 20 on the next round.
- A blisteringly cold wind blows through the lair near the dragon. Each creature within 120 feet of the dragon must succeed on a DC 15 Constitution saving throw or take 5 (1d10) cold damage. Gases and vapors are dispersed

by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.

REGIONAL EFFECTS

The region containing a legendary dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Once per day, the dragon can alter the weather in a 6-mile radius centered on its lair. The dragon doesn't need to be outdoors; otherwise, the effect is identical to the control weather spell.
- Within 1 mile of the lair, winds buoy non-evil creatures that fall due to no act of the dragon's or its allies. Such creatures descend at a rate of 60 feet per round and take no falling damage.
- Given days or longer to work, the dragon can make clouds and fog within its lair as solid as stone, forming structures and other objects as it wishes.

If the dragon dies, changed weather reverts to normal, as described in the spell, and the other effects fade in 1d10 days.

DRAGON, SHEN LUNG (SPIRIT DRAGON)

Shen lungs are the courtiers of dragonkind, assigned by the tails, ridged backs, and two sharp horns rising from the tops of their heads. Golden whiskers grow from their long snouts. As juveniles, their scales are dull shades of red, blue, green, orange, or any combination of these colors, but they brighten into brilliant hues as they age.

Shen lungs usually dwell with the chuang lungs they are assigned to accompany. They often have their own modest but well-kept stone mansions not far from the palaces of their chuang lungs. Shen lungs speak Common, Draconic, and the Spirit Tongue. Shen lungs sustain themselves on any type of precious gems, although they also enjoy fish

Celestial Bureaucracy to assist and guard the noble chuang lungs. They are modest, loyal,

and fascinated by humans, often taking human form to mingle in human villages. Humans, in turn, view shen lungs as messengers of the great spirits and bringers of good fortune, constructing ornate shrines and staging elaborate ceremonies to gain their favor.

Shen lungs are slender and bright-eyed, with spiked tails, ridged backs, and two sharp horns rising from the tops of their heads. Golden whiskers grow from their long snouts. As juveniles, their scales are dull shades of red, blue, green, orange, or any combination of these colors, but they brighten into brilliant hues as they age.

Shen lungs usually dwell with the chuang lungs they are assigned to accompany. They often have their own modest but well-kept stone mansions not far from the palaces of their chuang lungs. Shen lungs speak Common, Draconic, and the Spirit Tongue. Shen lungs sustain themselves on any type of precious gems, although they also enjoy fish and rodents.

If forced into combat, Shen lungs usually parley before combat, unless their opponents are openly hostile. When faced with opponents bent on combat, however, they fight viciously.

YOUNG SHEN LUNG (SPIRIT DRAGON)

Large dragon (spirit), lawful neutral

Armor Class 18 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft., fly 80 ft., swim 60 ft.

STR DEX CON INT WIS CHA

23 (+6) 10 (+0) 21 (+5) 14 (+2) 11 (+0) 19 (+4)

Saving Throws DEX +4, CON +9, WIS +4, CHA +8

Skills Arcana +6, History +6, Perception +8, Stealth +4

Damage Vulnerabilities Fire

Condition Immunities Paralysis

Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 18

Languages Draconic, Spirit Tongue

Challenge 8 (3,900 XP)

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: detect thoughts, divination, invisibility, minor illusion, plane shift (Any Spirit Realm/Ningen-Do only)
- 3/day each: control weather, ice storm, polymorph (self only, humanoid form only)
- 1/day each: bane, bless

Amphibious. The dragon can breathe air and water.

Fly. Though wingless, lung dragons can fly magically due to a magic yellow pearl embedded in their brains. If removed from the dragon, this pearl loses its magic but is still worth 1,000 ¥. The dragon can cease or resume flight as a free action.

Keen Senses. The dragon has advantage on Wisdom (Perception) checks.

Scaly Command (1/Day). As a bonus action, the dragon commands scaled animals (reptiles and fish) to do its bidding. It operates as an animal friendship spell with the following changes:

- The dragon may target up to 8 animals not just 1.
- The dragon can communicate with any charmed animal as though they shared a language.

Vermin Barrier. No vermin (DM's judgement), normal or giant, can approach a shen lung within a radius of 60 feet. This power is always in operation.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. **Hit:** 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. **Hit:** 15 (2d8 + 6) bludgeoning damage and the target must make a DC 13 Dexterity saving throw or be knocked prone.

Water Fire. Whenever the dragon is touching or submerged in water, a pan lung can surround itself in an aura of ghostly, flickering, multicoloured flames that cause damage to any creature touching it. Any creature striking the dragon within 5 feet of it deals normal damage, but at the same time the attacker takes 3 (1d6) fire damage. The shen lung can dispel the water fire at any time, but it is automatically dispelled by any contact with normal or magical fire. Once the shield is dispelled by fire, the pan lung cannot activate it again for 1 minute.

ADULT SHEN LUNG (SPIRIT DRAGON)

Huge dragon, lawful neutral

Armor Class 19 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., fly 80 ft., swim 60 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

27 (+8) 10 (+0) 25 (+7) 16 (+3) 13 (+1) 21 (+5)

Saving Throws DEX +5, CON +12, WIS +6, CHA +10

Skills Arcana +8, History +8, Perception +11, Stealth +5

Damage Resistance bludgeoning, piercing and slashing from nonmagical attacks

Damage Vulnerabilities Fire

Condition Immunities Paralysis

Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 22

Languages Aquan, Draconic, Spirit Tongue

Challenge 16 (15,000 XP)

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: detect thoughts, divination, invisibility, minor illusion, plane shift (Any Spirit Realm/Ningen-Do only)
- 3/day each: cone of cold, control weather, ice storm, polymorph (self only, humanoid form only)
- 1/day each: bane, bless

Amphibious. The dragon can breathe air and water.

Keen Senses. The dragon has advantage on Wisdom (Perception) checks.

Fly. Though wingless, lung dragons can fly magically due to a magic yellow pearl embedded in their brains. If removed from the dragon, this pearl loses its magic but is still worth 1,000 ¥. The dragon can cease or resume flight as a free action.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Scaly Command (2/Day). As a bonus action, the dragon commands scaled animals (reptiles and fish) to do its bidding. It operates as an animal friendship spell with the following changes:

- The dragon may target up to 16 animals not just 1.
- The dragon can communicate with any charmed animal as though they shared a language.

Vermin Barrier. No vermin (DM's judgement), normal or giant, can approach a shen lung within a radius of 60 feet. This power is always in operation.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. **Hit:** 19 (2d10 + 8) piercing damage.

Claw. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. **Hit:** 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. **Hit:** 21 (3d8 + 8) bludgeoning damage and the target must make a DC 13 Dexterity saving throw or be knocked prone.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Water Fire. Whenever the dragon is touching or submerged in water, a pan lung can surround itself in an aura of ghostly, flickering, multicoloured flames that cause damage to any creature touching it. Any creature striking the dragon within 5 feet of it deals normal damage, but at the same time the attacker takes 7 (2d6) fire damage. The shen lung can dispel the water fire at any time, but it is automatically dispelled by any contact with normal or magical fire. Once the shield is dispelled by fire, the pan lung cannot activate it again for 1 minute.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon uses its tail attack and then flies up to half its speed.
- **Cast a Spell (Costs 3 Actions).** The dragon casts a spell from its list of spells, consuming a use of a spell as normal.

ANCIENT SHEN LUNG (SPIRIT DRAGON)

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)

Hit Points 487 (25d20 + 225)

Speed 40 ft., fly 80 ft., swim 60 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

30 (+10) 10 (+0) 29 (+9) 18 (+4) 15 (+2) 23 (+6)

Saving Throws DEX +7, CON +16, WIS +9, CHA +13

Skills *Arcana* +11, *History* +11, *Perception* +16, *Stealth* +7

Damage Resistance All

Damage Vulnerabilities Fire

Condition Immunities Paralysis

Senses *Blindsight* 60 ft., *Darkvision* 120 ft., passive *Perception* 26

Languages Aquan, Draconic, Spirit Tongue

Challenge 23 (50,000 XP)

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). Where applicable, all the dragons spells are cast at 9th level. It can innately cast the following spells, requiring no material components:

- At will: *detect thoughts*, *divination*, *invisibility*, *minor illusion*, *plane shift* (Any Spirit Realm/Ningen-Do only)
- 3/day each: *cone of cold*, *control weather*, *ice storm*, *polymorph* (self only, humanoid form only)
- 1/day each: *bane*, *bless*, *horrid wilting*

Amphibious. The dragon can breathe air and water.

Fey. The dragon has advantage on saving throws against being *charmed*, and magic can't put the dragon to sleep.

Fly. Though wingless, lung dragons can fly magically due to a magic yellow pearl embedded in their brains. If removed from the dragon, this pearl loses its magic but is still worth 1,000 ¥. The dragon can cease or resume flight as a free action.

Keen Senses. The dragon has advantage on Wisdom (*Perception*) checks.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Scaly Command (3/Day). As a bonus action, the dragon commands scaled animals (reptiles and fish) to do its bidding. It operates as an *animal friendship* spell with the following changes:

- The dragon may target up to 23 animals not just 1.
- The dragon can communicate with any charmed animal as though they shared a language.

Vermin Barrier. No vermin (DM's judgement), normal or giant, can approach a shen lung within a radius of 60 feet. This power is always in operation.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage and the target must make a DC 17 Dexterity saving throw or be knocked prone.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become *frightened* for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Water Fire. Whenever the dragon is touching or submerged in water, a pan lung can surround itself in an aura of ghostly, flickering, multicoloured flames that cause damage to any creature touching it. Any creature striking the dragon within 5 feet of it deals normal damage, but at the same time the attacker takes 10 (3d6) fire damage. The shen lung can dispel the water fire at any time, but it is automatically dispelled by any contact with normal or magical fire. Once the shield is dispelled by fire, the pan lung cannot activate it again for 1 minute.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (*Perception*) check.
- **Tail Attack.** The dragon uses its tail attack and then flies up to half its speed.
- **Cast a Spell (Costs 3 Actions).** The dragon casts a spell from its list of spells, consuming a use of a spell as normal.

LAIR ACTIONS & REGIONAL EFFECTS

Both the adult and the ancient lung dragon have access to the same lair actions and regional effects

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon creates fog as if it had cast the *fog cloud* spell. The fog lasts until initiative count 20 on the next round.

- A blisteringly cold wind blows through the lair near the dragon. Each creature within 120 feet of the dragon must succeed on a DC 15 Constitution saving throw or take 5 (1d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.

REGIONAL EFFECTS

The region containing a legendary dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Once per day, the dragon can alter the weather in a 6-mile radius centered on its lair. The dragon doesn't need to be outdoors; otherwise, the effect is identical to the control weather spell.
- Within 1 mile of the lair, winds buoy non-evil creatures that fall due to no act of the dragon's or its allies. Such creatures descend at a rate of 60 feet per round and take no falling damage.
- Given days or longer to work, the dragon can make clouds and fog within its lair as solid as stone, forming structures and other objects as it wishes.

If the dragon dies, changed weather reverts to normal, as described in the spell, and the other effects fade in 1d10 days.

DRAGON, T'IENT LUNG (CELESTIAL DRAGON)

A t'ien lung's scales are dull gold at birth but brighten to a brilliant yellow when it reaches the young adult age; orange and light green varieties have also been seen. Multi-hued manes surround their necks, and similarly colorful whiskers branch from their snouts and rise over the tops of their heads like antlers. Wispy golden beards dangle beneath their chins. From the age of young adult and up, their scales give off a sweet aroma resembling that of cherry blossoms. Though wingless, t'ien lung can fly through the power of a magical yellow pearl imbedded in their brains; the pearl is similar to that of the shen lung. This is a gold dragon as outlined in the Monster Manual with some minor tweaking.

T'ien lung speak their own tongue, the languages of air elementals and the Celestial Court, and all human languages.

Habitat/Society: T'ien lung live in resplendent castles in cloud banks and on high mountain peaks. Male t'ien lung never remain with their mates, and females banish their offspring as soon as they reach the age of young. Adult and older t'ien lung have a 50% chance of being accompanied by 1d4 air elementals (they are CR 8 and are lawful good) that act as their servants and bodyguards; these elementals unquestioningly obey their masters, defending them to the death if necessary.

Ecology: T'ien lung enjoy eating opals and pearls and look kindly on any mortal who gives them such delicacies. Farmers who rely on the good will of t'ien lung for good weather often make sizeable offerings of these precious gems. T'ien lung are thought to be among the most favored officials of the Celestial Bureaucracy; true or not, t'ien lung do little to discourage their reputation. Pan lung in particular resent the power and position of t'ien lung and have been known to attack them in jealous frenzies. Though such battles can last for weeks, the powerful t'ien lung usually triumph in the end.

YOUNG T'IENT LUNG (CELESTIAL DRAGON)

A young t'ien lung is statistically identical to a young gold dragon. In fact, the two species are most likely closely related. Though very similar, there are differences:

Type The dragon has the spirit subtype.

Alignment lawful neutral

It gains the following additional traits:

- **Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:
 - At will: detect thoughts, divination, invisibility, plane shift (Any Spirit Realm/Ningen-Do only)
 - 3/day each: control weather, pyrotechnics
- **Amphibious.** The dragon can breathe air and water.
- **Fly.** Though wingless, lung dragons can fly magically due to a magic blue pearl embedded in their brains. If removed from the dragon, this pearl loses its magic but is still worth 1,000 ¥. The dragon can cease or resume flight as a free action.
- **Keen Senses.** The dragon has advantage on Wisdom (Perception) checks.

Finally, it gains additional spells of the DM's choice using the "Dragons As Innate Spellcasters Variant". Specifically, a t'ien lung can innately cast a number of spells equal to its Charisma modifier. Each spell can be cast once per day, requiring no material components, and the spell's level can be no higher than one-third the dragon's challenge rating (rounded down).

ADULT T'IENT LUNG (CELESTIAL DRAGON)

An adult t'ien lung is statistically identical to an adult gold dragon. In fact, the two species are most likely very closely related. Though very similar, there are differences:

Type The dragon has the spirit subtype.

Alignment lawful neutral.

Damage Resistance bludgeoning, piercing, slashing from nonmagical attacks.

It gains the following additional traits:

- **Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no material components:
 - At will: detect thoughts, divination, invisibility, plane shift (Any Spirit Realm/Ningen-Do only)
 - 3/day each: control weather, fire storm, pyrotechnics, suggestion
- **Amphibious.** The dragon can breathe air and water.
- **Fly.** Though wingless, lung dragons can fly magically due to a magic blue pearl embedded in their brains. If removed from the dragon, this pearl loses its magic but is still worth 1,000 ¥. The dragon can cease or resume flight as a free action.
- **Keen Senses.** The dragon has advantage on Wisdom (Perception) checks.

The dragon also gains an additional legendary action option:

- **Cast a Spell (Costs 3 Actions).** The dragon casts a spell from its list of spells, consuming a use of a spell as normal.

Finally, it gains additional spells of the DM's choice using the "**Dragons As Innate Spellcasters Variant**". Specifically, a t'ien lung can innately cast a number of spells equal to its Charisma modifier. Each spell can be cast once per day, requiring no material components, and the spell's level can be no higher than one-third the dragon's challenge rating (rounded down).

ANCIENT T'IENT LUNG (CELESTIAL DRAGON)

An ancient t'ien lung is statistically identical to an ancient gold dragon. In fact, the two species are most likely very closely related. Though very similar, there are differences:

Type The dragon has the spirit subtype.

Alignment lawful neutral

Damage Resistance All

It gains the following additional traits:

- **Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). Where applicable, all the dragons spells are cast at 9th level. It can innately cast the following spells, requiring no material components:
 - At will: detect thoughts, divination, invisibility, plane shift (Any Spirit Realm/Ningen-Do only)
 - 3/day each: control weather, fire storm, pyrotechnics, suggestion
 - 1/day each: meteor swarm, sunburst
- **Amphibious.** The dragon can breathe air and water.
- **Fly.** Though wingless, lung dragons can fly magically due to a magic blue pearl embedded in their brains. If removed from the dragon, this pearl loses its magic but is still worth 1,000 ¥. The dragon can cease or resume flight as a free action.
- **Keen Senses.** The dragon has advantage on Wisdom (Perception) checks.

The dragon also gains an additional legendary action option:

- **Cast a Spell (Costs 3 Actions).** The dragon casts a spell from its list of spells, consuming a use of a spell as normal.

Finally, it gains additional spells of the DM's choice using the "**Dragons As Innate Spellcasters Variant**". Specifically, a t'ien lung can innately cast a number of spells equal to its Charisma modifier. Each spell can be cast once per day, requiring no material components, and the spell's level can be no higher than one-third the dragon's challenge rating (rounded down).

DRAGON, TUN MI LUNG (TYPHOON DRAGON)

Tun mi lung, also known as typhoon dragons, have been charged by the Celestial Emperor to dispense destructive hurricanes and typhoons, a task they greatly enjoy. Though tun mi lung are only supposed to cause storms when directed to do so by the Celestial Bureaucracy, they often ignore their orders, launching into rampages of destruction to ravage the coasts of warmer lands out of sheer maliciousness. Such is the power of the tun mi lung that the Celestial Emperor must send t'ien lung to rein them in.

The largest of the oriental dragons, tun mi lung have long, sinuous bodies covered with thick scales in a variety of colors, with blue-green, dark red, and violet among the most common. They have dark beady eyes, stringy beards dangling from their chins, and enormous jaws lined with hooked teeth as sharp as razors. Though wingless, tun mi lung can fly from the power of a magical black pearl imbedded in their brains.

Tun mi lung speak their own language, the languages of all sea creatures, the Sea Lords, and the Celestial Court, and all human languages.

Habitat/Society: Nothing conclusive is known of tun mi lung lairs, though it is believed that they maintain lavish palaces on the ocean floor. Because they are disliked by the more peaceful and cultured creatures of the sea, their lairs presumably are located in remote areas of the ocean. Tun mi lung spend most of their time roaming up and down the seacoasts or circling in the skies above the open ocean, usually in the centers of divine winds of their own creation, which move with them as they travel. Tun mi lung shun the company of other creatures, including other tun mi lung. Female tun mi lung abandon their offspring as soon as they hatch; infant mortality is high, accounting for the relative scarcity of this subspecies.

Ecology: When it comes to food, tun mi lung are the least choosy of all oriental dragons, equally fond of fish, precious gems, and capsized ships. Oblivious to the territorial claims of other dragons, tun mi lung are particularly disliked by the seafaring.

YOUNG TUN MI LUNG (TYPHOON DRAGON)

A young tun mi lung is statistically identical to a young bronze dragon. In fact, the two species are most likely closely related. Though very similar, there are differences:

Type The dragon has the spirit subtype.

Alignment neutral evil

It gains the following additional traits:

- **Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 17, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:
 - At will: detect thoughts, divination, invisibility, plane shift (Any Spirit Realm/Ningen-Do only)
 - 3/day each: darkness,
- **Air and Water Immunity.** Tun mi lungs are immune to all air- or water-based attacks (DM's judgment as to exactly what this means, at a minimum it would include all wu-jen spells with these tags).
- **Fly.** Though wingless, lung dragons can fly magically due to a magic blue pearl embedded in their brains. If removed from the dragon, this pearl loses its magic but is still worth 1,000 ¥. The dragon can cease or resume flight as a free action.
- **Keen Senses.** The dragon has advantage on Wisdom (Perception) checks.

It gains the following additional action:

Divine Wind (1/Week). A tun mi lung can summon a divine wind equivalent to a hurricane-force wind (see Weather in the DUNGEON MASTER's Guide, at a minimum it should be strong winds with heavy rains). The wind blows in an area with a radius of 1 mile per CR of the dragon, centered on the tun mi lung. It lasts for 6d4 hours.

ADULT TUN MI LUNG (TYPHOON DRAGON)

An adult tun me lung is statistically identical to an adult bronze dragon. In fact, the two species are most likely very closely related. Though very similar, there are differences:

Type The dragon has the spirit subtype.

Alignment neutral evil

Damage Resistance bludgeoning, piercing, slashing from nonmagical attacks.

It gains the following additional traits:

- **Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:
 - At will: detect thoughts, divination, invisibility, plane shift (Any Spirit Realm/Ningen-Do only)
 - 3/day each: darkness, lightning bolt
- **Air and Water Immunity.** Tun mi lungs are immune to all air- or water-based attacks (DM's judgment as to exactly what this means, at a minimum it would include all wu-jen spells with these tags).
- **Fly.** Though wingless, lung dragons can fly magically due to a magic blue pearl embedded in their brains. If removed from the dragon, this pearl loses its magic but is still worth 1,000 ¥. The dragon can cease or resume flight as a free action.
- **Keen Senses.** The dragon has advantage on Wisdom (Perception) checks.

It gains the following additional action:

Divine Wind (1/Week). A tun mi lung can summon a divine wind equivalent to a hurricane-force wind (see Weather in the DUNGEON MASTER's Guide, at a minimum it should be strong winds with heavy rains). The wind blows in an area with a radius of 1 mile per CR of the dragon, centered on the tun mi lung. It lasts for 6d4 hours.

The dragon also gains an additional legendary action option:

- **Cast a Spell (Costs 3 Actions).** The dragon casts a spell from its list of spells, consuming a use of a spell as normal.

ANCIENT TUN MI LUNG (TYPHOON DRAGON)

An ancient tun mi lung is statistically identical to an ancient bronze dragon. In fact, the two species are most likely very closely related. Though very similar, there are differences:

Type The dragon has the spirit subtype.

Alignment neutral evil

Damage Resistance All

It gains the following additional traits:

- **Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). Where applicable, all the dragon's spells are cast at 9th level. It can innately cast the following spells, requiring no material components:
 - At will: detect thoughts, divination, invisibility, plane shift (Any Spirit Realm/Ningen-Do only)
 - 3/day each: darkness, lightning bolt
 - 1/day each: call lightning, chain lightning, power word stun,
- **Air and Water Immunity.** Tun mi lungs are immune to all air- or water-based attacks (DM's judgment as to exactly what this means, at a minimum it would include all wu-jen spells with these tags).
- **Fly.** Though wingless, lung dragons can fly magically due to a magic blue pearl embedded in their brains. If removed from the dragon, this pearl loses its magic but is still worth 1,000 ¥. The dragon can cease or resume flight as a free action.
- **Keen Senses.** The dragon has advantage on Wisdom (Perception) checks.

It gains the following additional action:

Divine Wind (1/Week). A tun mi lung can summon a divine wind equivalent to a hurricane-force wind (see Weather in the DUNGEON MASTER's Guide, at a minimum it should be strong winds with heavy rains). The wind blows in an area with a radius of 1 mile per CR of the dragon, centered on the tun mi lung. It lasts for 6d4 hours.

The dragon also gains an additional legendary action option:

- **Cast a Spell (Costs 3 Actions).** The dragon casts a spell from its list of spells, consuming a use of a spell as normal.

Finally, it gains additional spells of the DM's choice using the "Dragons As Innate Spellcasters

Variant". Specifically, a tun mi lung can innately cast a number of spells equal to its Charisma modifier. Each spell can be cast once per day, requiring no material components, and the spell's level can be no higher than one-third the dragon's challenge rating (rounded down).

DRAGON, VOID

The Dragon of Void was a great Elemental Dragon from Tengoku. It represented the element of Void and was the most mysterious of all Dragons. It appeared in the dreams of heroes, but none could remember in what form. They have no known lifecycle and cannot be permanently killed. They are always neutral, though the law/chaos axis can be different from one void dragon to another. They are fearsome opponents. An example void dragon follows.

HUYANWO OF THE STARS

Gargantuan dragon (elemental, mythic), chaotic neutral

Armor Class 22 (natural armor)

Hit Points 812 (28d20 + 252)

Speed 40 ft., climb 40 ft., fly 80 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (10)	10 (0)	29 (9)	18 (4)	15 (2)	23 (6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Perception +16, Stealth +7

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 24

Amphibious. The dragon can breathe air and water.

Chaos Gem. Whenever a creature within the battlemat casts a spell (or uses a magic like ability like an Oiran's song) the embedded chaos gem glows red. The caster must roll on the wild magic table.

Gravity. As a creature of the void, Huyanwo cannot be moved, pushed or otherwise knocked off his feet so long as he is on the ground. He may also move through other creatures' areas pushing them out of the way if they are of Large size or smaller.

Infinity Gem (1/Day). The dragon may always go first in a round or interject partway through a creatures turn and take an action of its choice. This is the dragons turn for this round. This consumes a legendary action for that particular round.

Legendary Magic Resistance. Huyanwo adds 1d6 when making saving throws against magical effects. Divide spell damage by 10 for the number of hits. He may also cancel one spell per round.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Mark of Calamity. When Huyanwo uses mark of calamity as an attack he imposes the calamity status on the target, and it becomes cursed. The target is vulnerable to all damage for the next 1 minute or until it takes damage at which point the creature can discard the calamity token.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. It may replace one of these attacks with a tail attack.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. **Hit:** 21 (2d10 + 10) piercing damage + 14 (4d6) fire damage. The target is also grappled if the dragon so chooses (Escape DC 24). A grappled target automatically takes bite damage at the start of its turn.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. **Hit:** 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. **Hit:** 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Hellfire Blast (Recharge 5-6). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 45 (13d6) fire damage and 45 (13d6) necrotic damage on a failed save, or half as much damage on a successful one.

Swooping Charge (1/Day, Recharges when Bloodied or after a Long Rest). Huyanwo lowers his head and charges forward up to 80 feet and then does a 180 turn. Creatures occupying spaces he moves through are pushed away from Huyanwo 10 feet (target's choice), knocked prone and take 35 (2d10 + 4d6 + 10) piercing damage or half as much on a DC 25 Dexterity saving throw. A creature that takes fails its saving throw must use its action to stand from the prone position as the target is dazed from the brutality of the charge.

Sweeping Flame (Natural 15+ on his bite attack). Huyanwo rears up on his hind legs and faces the nearest character with his black flames. All creatures within 30 feet of him takes 9 fire damage and 9 necrotic damage.

REACTION

Bloodied Breath. Hellfire Blast recharges when the dragon is bloodied, and it uses it.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Move.** The dragon moves up to its speed (of its choice).
- **Mark of Calamity.** The chaos gem glows a malignant red and fills your mind with static. All creatures within 30 feet of Huyanwo's front arc take 12 psychic damage. The target must then make a DC 18 Intelligence saving throw or gain a mark of calamity. This attack also pushes creatures back 30 feet if they take any psychic damage.
- **Evasive Tail Sweep.** The dragon makes a tail attack. This attack also pushes target's back 30 feet and knocks them prone on a failed DC 25 Dexterity saving throw.

- **Wing Attack (Costs 2 ACTIONS).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

LAIR

Huyanwo's lair is in an underwater cave some 100 feet below sea level just off the coast of Xielan Island. Xielan Island is famous for the Ruby Phoenix Tournament held every 10 years. Huyanwo's treasure hoard is protected by a hoard golem. The treasure consists of the following items:

The chaos gem can be pried loose and crafted into a calamity ring. A calamity ring makes the wearer vulnerable to all damage but adds +10 damage to attacks made by the wearer so long as those attacks require an attack roll. The chaos gem itself continues to shed a wild magic aura out to 10 feet until it is cut and placed in a ring. Upon defeating the dragon, the PCs may locate his lair in a small grotto under the cliffs on the south side of the Ridge of Graves. The entrance rests 20 feet below the waterline even at low tide and cannot be seen from the surface. Within lies Huyanwo's hoard, amassed over the last 2 centuries:

- Art objects worth ¥2500: – Old masterpiece painting, Old masterpiece painting, Fine gold chain set with a fire opal, Fine gold chain set with a fire opal, Gold circlet set with four aquamarines, A necklace string of small pink pearls, A necklace string of small pink pearls,
- 2 vials of elixir of vision (advantage on Perception and Investigation checks for 1 hour),
- a black bag of tricks (roll 1d24 and choose from the appropriate table),
- an incandescent blue sphere ioun stone (insight),
- a gourd seed,
- Each PC may pick 1 magic item up to legendary quality OR Each PC may pick 1 magic item up to rare quality and 1 artifact.
- a divine dragon tear (these forms when the dragon is killed). This pink gemstone when presented at the blue-green dragon shrine along with the aromatic branch of the Everblossom and the shelter stone summon The Blue-Green Dragon (青龍) – a kaiju robot lung dragon – but only by a rightful heir of the Chrysanthemum Throne.
- and coins worth ¥43,600.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- **Tricky Pools.** Pools of water that the dragon can see within 120 feet of it surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 15 Strength saving throw or be pulled up to 20 feet into the water and knocked prone.
- **Earth Tremor.** A tremor shakes the lair in a 60-foot radius around the dragon. Each creature other than the dragon on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- **Grasping Roots.** Grasping roots and vines erupt in a 20-foot radius centered on a point on the ground that the dragon can see within 120 feet of it. That area becomes difficult terrain, and each creature there must succeed on a DC 15 Strength saving throw or be restrained by the roots and vines. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The roots and vines wilt away when the dragon uses this lair action again or when the dragon dies.

REGIONAL EFFECTS

Huyanwo counts the entire island chain of Xielan as a region he effects. Intelligent creatures of Huyanwo's choice who sleep on Xielan Island dream of an opulent party with a charming host to whom they willingly and happily reveal their deepest secrets. This effect ends instantly if Huyanwo is slain.

DESCRIPTION

The Dragon of Void was a great Elemental Dragon from Tengoku. It represented the element of Void and was the most mysterious of all Dragons. It appeared in the dreams of heroes, but none could remember in what form. Void dragons can be of any alignment though they tend towards chaos and neutrality.

DRAGON, YAMATA-NO-OROCHI

Gargantuan fiend (dragon, mythic, oni), lawful evil

Armor Class 20 (natural armor)

Hit Points 900 (30d20 + 300)

Speed 60 ft., fly 120 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

30 (+10) 10 (+0) 30 (+10) 26 (+8) 26 (+8) 28 (+9)

Saving Throws Strength +19, Dexterity+9, Wisdom +17

Skills Arcana +17, Perception +26, Religion +17

Damage Immunities acid, cold, fire, lightning, necrotic, poison, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, charmed, deafened, frightened, poisoned

Senses darkvision 240 ft., truesight 120 ft., passive Perception 36

Languages Common, Draconic, Infernal

Challenge 30 (155,000 XP)

Discorporation. When Orochi drops to 0 hit points or dies, her body is destroyed but her essence travels back to her domain in the Jigoku, and she is unable to take physical form for a time.

Elemental Fury. Whenever Orochi has less than 450 hit points she does an additional two dice of damage on all her elemental attacks, gains an extra legendary action but loses her regeneration trait.

Innate Spellcasting (3/Day). Orochi can innately cast divine word (spell save DC 26). Her spellcasting ability is Charisma.

LEGENDARY RESISTANCE (5/Day). If Orochi fails a saving throw, she can choose to succeed instead.

Limited Magic Immunity. Unless she wishes to be affected, Orochi is immune to spells of 6th level or lower. She has advantage on saving throws against all other spells and magical effects.

Magic Weapons. Orochi's weapon attacks are magical.

Multiple Heads. Orochi has eight heads and grant's the following benefits:

- While she has more than one head, she has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. If she fails a saving throw against an effect that would stun a creature, one of her unspent legendary actions is spent.
- Orochi does not roll initiative. Her heads have set initiative counts of 35, 30, 25, 20, 15, 10, 5 and 1 (Orochi chooses the order each round). She cannot delay or ready actions. Each head can activate once per round on its initiative count to take an action. Orochi's legendary actions are shared between all heads and do not refresh at each initiative count. If she loses a head for any reason she loses her highest initiative count first.
- Whenever Orochi takes 120 or more damage in a single turn, one of her heads dies. If all her heads die, she discorporates.
- For each head Orochi has beyond one, she gets an extra reaction that can be used only for opportunity attacks.
- While the Orochi sleeps, at least one of her heads is awake.

Regeneration. Orochi regains 30 hit points at the start of her turn.

Orochi's Glory. All creatures that start their turn within 50 feet of Orochi take 5 acid, cold, fire, lightning, necrotic, poison, radiant, and thunder damage.

ACTIONS

Multiattack. Orochi can use her Frightful Majesty. She then chooses one option from her list of actions. Some actions are only available depending on which head is active at the time.

Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. **Hit:** 24 (4d6 + 10) piercing damage.

Head Slam. *Melee Weapon Attack:* +19 to hit, reach 25 ft., one target. **Hit:** 28 (4d8 + 10) bludgeoning damage.

Chromatic Breath (Recharge 6). Orochi's heads combines her breath weapons to obliterate a target breathing a 90-foot cone of acid, cold, fire, lightning, necrotic, poison, radiant, and thunder. Each creature in that cone must make a DC 27 Dexterity saving throw, taking 45 (10d8) acid, cold, fire, lightning, necrotic, poison, radiant, and thunder damage on a failed save, or half as much damage on a successful one. Even on a successful save creatures hit by this attack take double damage from Orochi's Glory until the end of its next round.

Frightful Majesty. Each creature of Orochi's choice that is within 240 feet of Orochi and aware of her must succeed on a DC 26 Wisdom saving throw or become frightened for 1 minute. While frightened the creature is stunned. If the creature rolls a 1 on its saving throw when failing it is dominated (as the spell). A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Orochi's Frightful Presence for the next 24 hours but still has a –2 penalty to attack rolls until the end of the next round.

Black Dragon. The black dragon head may use one of the following actions on its turn. These options are in addition to Orochi's standard list of actions. She may not use her *corrosion* the same round that she used *chromatic breath*.

- **Bite.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. **Hit:** 32 (4d10 + 10) slashing damage plus 14 (4d6) acid damage.
- **Corrosion.** Orochi breathes acid in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 27 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one. In addition, if the target took any damage from this breath weapon armour worn by the target is partly dissolved and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. This effect both magical and nonmagical armour. Only artifacts are immune to this effect.
- **Vitriolic Spray.** Orochi's black dragon head spits a ball of acid at a target within a 120-feet of her. The target and each adjacent creature (within 5 feet) must make a DC 27 Dexterity saving throw, taking 19 (2d8 + 10) acid

damage and is blinded for 1 minute on a failed save, or takes half as much damage and not blinded on a successful one. The blinded creature may spend an action to remove the stinging goop from its eyes.

Blue Dragon. The blue dragon head may use one of the following actions on its turn. These options are in addition to Orochi's standard list of actions. She may not use her *discharge* the same round that she used *chromatic breath*.

- **Gore.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. **Hit:** 32 (4d10 + 10) piercing damage plus 14 (4d6) lightning damage. The target is pushed back 15 feet and knocked prone. Orochi determines the exact direction of this movement.
- **Discharge.** Orochi expels lightning from her body in all directions in a 60-foot sphere. Each creature in that sphere must make a DC 27 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one. Any target that failed its saving throw has one of its energy immunities or resistances reduced by 1 step - immunity becoming resistance, resistance is cancelled. Any creature that has neither immunity or resistance becomes vulnerable to an energy type of Orochi's choice - acid, cold, fire, lightning, necrotic, poison, radiant, or thunder damage. This effect lasts for 1 minute and the target may make a DC 27 Constitution saving throw to end the effect at the start of its turn.

Green Dragon. The green dragon head may use one of the following actions on its turn. These options are in addition to Orochi's standard list of actions. She may not use *cloying malignancy* in the same round that she used *chromatic breath*.

- **Dominating Gaze.** Orochi uses *dominate monster* on the target with a Wisdom DC of 25.
- **Cloying Malignancy.** Orochi breathes poisonous gas in a 90-foot cone. Each creature in that area must make a DC 27 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one. A target that is damaged by this attack is slowed (as the *spell*) for 1 minute. A creature may end this effect on itself by making a DC 25 Wisdom saving throw at the start of its turn.

Red Dragon. The red dragon head may use one of the following actions on its turn. These options are in addition to Orochi's standard list of actions. She may not use *flamethrower* the same round that she used *chromatic breath*.

- **Bite.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. **Hit:** 32 (4d10 + 10) slashing damage plus 14 (4d6) fire damage. The target also loses 1d6 HD.
- **Flamethrower.** Orochi breathes fire in a 90-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

White Dragon. The white dragon head may use one of the following actions on its turn. These options are in addition to Orochi's standard list of actions. She may not use *subzero* the same round that she used *chromatic breath*.

- **Bite.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. **Hit:** 32 (4d10 + 10) slashing damage plus 14 (4d6) cold damage.
- **Subzero.** Orochi breathes an icy blast in a 90-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one. A target that is damaged by this attack has disadvantage on attack rolls until the end of the next round.

Purple Dragon. The purple dragon head may use one of the following actions on its turn. These options are in addition to Orochi's standard list of actions. She may not use *subzero* the same round that she used *chromatic breath*.

- **Bite.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. **Hit:** 32 (4d10 + 10) slashing damage plus 14 (4d6) necrotic damage.
- **Necrotic Ice.** Orochi breathes an icy necrotic blast in a 90-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw, taking 72 (16d8) necrotic damage on a failed save, or half as much damage on a successful one. A target that is damaged by this attack has disadvantage on attack rolls until the end of the next round.

Yellow Dragon. The yellow dragon head may use one of the following actions on its turn. These options are in addition to Orochi's standard list of actions. She may not use *subzero* the same round that she used *chromatic breath*.

- **Bite.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. **Hit:** 32 (4d10 + 10) slashing damage plus 14 (4d6) radiant damage.
- **Laser Sweep.** Orochi breathes a radiant line of energy in a 90-foot line that is 5 feet wide. Each creature in that area must make a DC 27 Dexterity saving throw, taking 72 (16d8) radiant damage on a failed save, or half as much damage on a successful one. A target that is damaged by this attack has disadvantage on attack rolls until the end of the next round.

Skyblue Dragon. The sky-blue dragon head may use one of the following actions on its turn. These options are in addition to Orochi's standard list of actions. She may not use *subzero* the same round that she used *chromatic breath*.

- **Bite.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. **Hit:** 32 (4d10 + 10) slashing damage plus 14 (4d6) thunder damage.
- **Destructive Wall.** Orochi strikes the ground with her head, creating a burst of divine energy that ripples outward from her. Each creature she chooses within 30 feet of her must succeed on a DC 27 Constitution saving throw or take 35 (10d6) thunder damage and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

REACTION

Bloodied Breath. When first reduced to half her hit points Orochi's chromatic breath recharges, and she uses it immediately as a reaction.

LEGENDARY ACTIONS

Orochi has 1 legendary action for each enemy she faces in combat (minimum of 3), choosing from her normal Actions. However, if she uses one of her Actions as a Legendary Action they are not available to her until the start of her next round.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Orochi takes a random lair action to cause one of the following effects:

1. Magma erupts from a point on the ground Orochi can see within 120 feet of her, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
2. A tremor shakes the lair in a 60-foot radius around Orochi. Each creature other than her on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
3. Volcanic gases form a cloud in a 20-foot-radius sphere centred on a point Orochi can see within 120 feet of her. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.
4. Freezing fog fills a 20-foot-radius sphere centred on a point Orochi can see within 120 feet of her. The fog spreads around corners, and its area is heavily obscured. Each creature in the fog when it appears must make a DC 10 Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the fog takes 10 (3d6) cold damage. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until Orochi uses this lair action again or until she dies.
5. Jagged ice shards fall from the ceiling, striking up to three creatures underneath that Orochi can see within 120 feet of her. Orochi makes one ranged attack roll (+7 to hit) against each target. On a hit, the target takes 10 (3d6) piercing damage.
6. Orochi creates an opaque wall of ice on a solid surface it can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. The wall disappears when the dragon uses this lair action again or when the dragon dies.
7. A cloud of swarming insects fills a 20-foot-radius sphere centred on a point Orochi chooses within 120 feet of it. The cloud spreads around corners and remains until the Orochi dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make on a DC 15 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.
8. Magical darkness spreads from a point Orochi chooses within 60 feet of her, filling a 15-foot-radius sphere until Orochi dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.
9. A cloud of sand swirls about in a 20-foot-radius sphere centred on a point Orochi can see within 120 feet of it. The cloud spreads around corners. Each creature in the cloud must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
10. Lightning arcs, forming a 5-foot-wide line between two of the lair's solid surfaces that Orochi can see. They must be within 120 feet of Orochi and 120 feet of each other. Each creature in that line must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) lightning damage.
11. Grasping roots and vines erupt in a 20-foot radius centred on a point on the ground that Orochi can see within 120 feet of it. That area becomes difficult terrain, and each creature there must succeed on a DC 15 Strength saving throw or be restrained by the roots and vines. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The roots and vines wilt away when Orochi uses this lair action again or when Orochi dies.
12. Magical fog billows around one creature Orochi can see within 120 feet of her. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by Orochi until initiative count 20 on the next round.

DRAGON, YU LUNG (CARP DRAGON)

Yu lung, also known as carp dragons, live in all types of fresh water rivers and lakes. They have no positions in the Celestial Bureaucracy; instead, they metamorphose into other subspecies upon reaching the age of adult and are then relocated and charged with specific duties as determined by the Celestial Emperor. Many scholars believe the yu lung is the juvenile form of the Lung Dragon kind. Reclusive and shy, yu lung are the smallest of the oriental dragons and the most docile.

Yu lung have dragons' heads and the bodies and tails of giant carp. Their scales are blue-gray with variously colored markings. They have two arms, long wispy beards, and bright yellow eyes resembling those of cats. They cannot fly and are able to move on land only by dragging themselves along the ground with their claws.

Combat

The timid yu lung shun combat. If provoked or threatened, yu lung attack with their bite; if their opponents withdraw, yu lung seldom pursue. The yu lung's tail is too flaccid for tail slap attacks, and they are physically unable to perform kicks or snatches.

A yu lung can unhinge its jaw like a serpent and swallow a victim whole (the victim can be no larger than a Small). This is part of the dragons bite attack.

Lifecycle

When yu lung reach the age of young, they metamorphose into a young dragon of another oriental dragon subspecies, determined randomly as follows (roll percentile dice):

Roll	Result
01-30	Shen lung
31-50	Pan lung
51-65	Chiang lung
66-80	Li lung
81-90	Lung wang
91-95	Tun mi lung
96-00	T'ien lung

This transformation, which occurs exactly at midnight on the dragon's 101st birthday, is instantaneous and accompanied by a loud crack of thunder. The newly transformed dragon is then relocated to a new domain and given an assignment by the Celestial Bureaucracy befitting its new status.

Habitat/Society

Yu lung lair in small mansions made of mud and stone located deep in the murkiest waters of the lake or river they inhabit. Though neat and well-built, yu lung mansions are crude by oriental dragon standards. They are also relatively barren, as yu lung do not collect treasure.

Ecology

Yu lung are scavengers, eating the organic and inorganic matter dug from the ooze at the bottom of their lake or river. They peacefully co-exist with all forms of aquatic life. Yu lung occasionally befriend humans, and these friendships are notable for their longevity; a yu lung's bond with a human persists even after its transformation into another subspecies.

YU LUNG (CARP DRAGON, WYRMLING)

Medium dragon, neutral

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 20 ft., swim 90 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

19 (+4) 10 (+0) 17 (+3) 12 (+1) 11 (+0) 15 (+2)

Saving Throws DEX +2, CON +5, WIS +2, CHA +4

Skills Perception +4, Stealth +2

Senses Blindsight 10 ft., Darkvision 60 ft., passive Perception 14

Languages Draconic, Spirit Tongue

Challenge 4 (1,100 XP)

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

- 1/day each: bless, bane

Hold Breath. While out of water, the dragon can hold its breath for 1 hour.

Water Breathing. The dragon can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 9 (1d10 + 4) piercing damage plus 3 (1d6) water (bludgeoning) damage. If the target is a Small or smaller creature, it must succeed on a DC 14 Dexterity saving throw or be swallowed by the dragon. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 11 (3d6) acid damage at the start of each of the dragon's turns. If the dragon takes 15 damage or more on a single turn from a creature inside it, the dragon must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the dragon. If the dragon dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Healing Breath (Recharge 5–6). The dragon exhales glittering cloud of healing in a 15-foot cone. Each creature in that area may make a DC 11 Constitution saving throw – they can also voluntarily fail – and be healed for 21 (6d6) points of damage. Undead creatures who fail the save take the healing as radiant damage instead.

ELEMENTALS

Elementals can have any alignment not just neutral in the land of Kara-Tur. Apart from this they are statistically identical though each elemental will have a subtype based on its alignment – oni for evil, kami for good and yokai for neutral. For example, an evil earth elemental maybe colloquially called Chikyū no Oni and have the type Elemental (oni) with an alignment of neutral evil. A lesser version of the same element, like a dust mephit is called a Kansen, though this tends to be for evil elemental spirits as well. For example, Chikyū no Kansen.

The unique elemental for the setting is the void elemental – or the elemental of thought. Presented here are the evil incarnation of these elementals though their good counterparts are almost identical except they tend to take a draconic form.

The elemental princes of good are (for all these creatures replace their evil alignment axis with good and change their type to elemental (kami) and apply the kami template):

- Shiroy, the good elemental prince of air (ancient blue dragon)
- Aoi, the good elemental prince of water (ancient black dragon)
- Midori, the good elemental prince of earth (ancient green dragon)
- Aka, the good elemental prince of fire (ancient red dragon)

ELEMENTAL, LIGHTNING

RAICHU

Medium beast, unaligned

Armor Class 12

Hit Points 45 (7d8 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	4 (-3)	12 (+1)	10 (+0)

Skills Perception+3, Stealth+6

Damage Resistances lightning

Senses passive Perception 13

Languages Understands common but does not speak except to say its name - which it does so repeatedly

Challenge2 (450 XP)

Keen Smell. The raichu has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the raichu moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the raichu can make one bite attack against it as a bonus action.

Reactive Pack Tactics. When there is another pika, pikachu or raichu within line of sight both creatures gain advantage on their initiative and attack rolls and do double their lightening damage.

ACTIONS

Multiattack. The raichu makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 10 (1d10 + 5) piercing damage and 4 lightning damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) slashing damage.

Lightning Streak (1/Day). The raichu's physical form momentarily shifts into pure elemental energy as it bursts forward with immense speed, moving 80 feet in a straight line. Each creature in the raichu's path must succeed a DC 12 Dexterity saving throw or take 11 (3d6) lightning damage and be knocked prone. It screeches its name as it uses this action.

REACTION

Run Away! Raichu's are cankerous but ultimately, it's a smart animal. When it is bloodied its lightning streak recharges and it uses it to get away.

PIKACHU

Small beast, unaligned

Armor Class 13

Hit Points 32 (5d6 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	4 (-3)	14 (+2)	10 (+0)

Skills Perception+4, Stealth+7

Damage Resistances lightning

Senses passive Perception 14

Languages Understands common but does not speak except to say its name - which it does so repeatedly

Challenge 1 (200 XP)

Keen Smell. The pikachu has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the pikachu moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the pikachu can make one bite attack against it as a bonus action.

Reactive Pack Tactics. When there is another pika, pikachu or raichu within line of sight both creatures gain advantage on their initiative and attack rolls and do double their lightening damage.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 8 (1d10 + 3) piercing damage and 4 lightning damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) slashing damage.

Thunder Shock (Recharge 5-6). The pikachu's body releases an electrical field around itself out to a 10 feet sphere. All creatures not resistant or immune to lightning take 11 (3d6) lightning damage. It angrily yells its name as it uses this action.

REACTION

Fade Away. Pikachu's are generally friendly to humans but ultimately, it's just a smart animal. When it is bloodied it takes the Disengage action and then uses Hide at the end of its movement.

RAIJU

Large elemental, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	21 (+5)	17 (+3)	4 (-3)	10 (+0)	7 (-2)

Saving Throws CON +6

Skills Perception+4, Stealth+7

Damage Resistances lightning

Senses darkvision 60 ft; passive Perception 10

Languages Understands common but does not speak except to say its name - which it does so repeatedly

Challenge 5 (1,800 XP)

Keen Smell. The raiju has advantage on Wisdom (*Perception*) checks that rely on smell.

Pounce. If the raiju moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked *prone*. If the target is *prone*, the raiju can make one bite attack against it as a bonus action.

Reactive Pack Tactics. When there is another creature of its kind within line of sight both creatures gain advantage on their initiative and attack rolls and do double their lightning damage.

Incorporeal Movement (Electric Body). The raiju can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 27 (5d8 + 5) piercing damage and 6 lightning damage.

Tail Slap. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 32 (6d8 + 5) bludgeoning damage and 6 lightning damage.

Call Lightning (1/Day). A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centred on the raiju directly above it that lasts 10 minutes and moves with it. The raiju may choose a point it can see under the cloud. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a DC 15 Dexterity saving throw. A creature takes 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one. On each of the raiju's turns until the effect ends, it can use its action to call down lightning in this way again, targeting the same point or a different one. If you are outdoors in stormy conditions when the raiju uses this ability, the action gives the raiju control over the existing storm instead of creating a new one. Under such conditions, the storm's damage increases by 5 (1d10).

Control Weather (1/Day). The raiju takes control of the weather within 5 miles of it for 8 hours. It must be outdoors to use this ability. Moving to a place where it doesn't have a clear path to the sky ends the effect early. The raiju changes the current weather conditions to a thunderstorm. It takes 1d4 × 10 minutes for the new conditions to take effect. After 8 hours, the weather gradually returns to normal.

Change Shape. On the Material Plane, a raiju typically assumes the form of a badger, cat, giant rat, monkey, weasel, wolf, or a very large yellow hare to blend in with native wildlife. Even in these forms, however, it typically has pale coloration and lightning-like patterns.

REACTION

Electric Body. As a reaction to being hit or the first time it is bloodied, a raiju can transform itself into a ball of living lightning. While in this form, the raiju gains the incorporeal movement trait. It also only takes half damage from corporeal sources if they are magical (it takes no damage from non-magical weapons and objects). Additionally, it sparks with electricity while it is in this form. Any creature that attacks the raiju within 5 feet of it or who's square the raiju passes through during its movement must succeed at a DC 15 Dexterity saving throw or take 7 (2d6) points of lightning damage. In normal weather, a raiju can remain in this form for 1 minute, though it can remain in this form for as long as it pleases during a thunderstorm.

ELEMENTAL, OCHIMO

Ochimo of Air is an air myrmidon with the following changes:

- **Alignment** chaotic evil
- **Special Equipment** the blades of excellent damage (see description).
- **Spirit Capture.** When a creature that can see the ochimo's eyes starts its turn within 30 feet of the ochimo, the ochimo can force it to make a DC 13 Constitution saving throw if the ochimo isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save. A creature killed by this attack is absorbed by the ochimo (see individual description for details). Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the ochimo in the meantime, it must immediately make the saving throw.

Ochimo of Earth is an earth myrmidon with the following changes:

- **Alignment** chaotic evil
- **Special Equipment** the Ebon Hunt (see description).
- **Spirit Capture.** When a creature that can see the ochimo's eyes starts its turn within 30 feet of the ochimo, the ochimo can force it to make a DC 13 Constitution saving throw if the ochimo isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save. A creature killed by this attack is absorbed by the ochimo (see individual description for details). Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the ochimo in the meantime, it must immediately make the saving throw.

Ochimo of Fire is an fire myrmidon with the following changes:

- **Alignment** chaotic evil
- **Special Equipment** a ring of spell storing (see description).
- **Spirit Capture.** When a creature that can see the ochimo's eyes starts its turn within 30 feet of the ochimo, the ochimo can force it to make a DC 13 Constitution saving throw if the ochimo isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save. A creature killed by this attack is absorbed by the ochimo (see individual description for details). Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the ochimo in the meantime, it must immediately make the saving throw.

Ochimo of Water is an water myrmidon with the following changes:

- **Alignment** chaotic evil
- **Special Equipment** the talisman of the restless dead (see description).
- **Spirit Capture.** When a creature that can see the ochimo's eyes starts its turn within 30 feet of the ochimo, the ochimo can force it to make a DC 13 Constitution saving throw if the ochimo isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save. A creature killed by this attack is absorbed by the ochimo (see individual description for details). Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the ochimo in the meantime, it must immediately make the saving throw.

DESCRIPTION

The Ochimo are the quasi-spirit creations of the Opawang, the Dead Spirit King, and act as his messengers, servants, and warriors. Each appears identical to his brethren — a masked samurai warrior in full regalia. Each Ochimo has the power of spirit capture. It may suck the life force of a spirit or physical entity into its body. The spirit is saved for later use by the Opawang (who prolongs his life by consuming these spirits). The range of this form of gaze attack is 30 feet. Any character who meets the gaze of an Ochimo must roll a successful saving throw or have his spirit sucked into the Ochimo. The visible effects of spirit capture depend upon the type of Ochimo encountered:

- The Earth Ochimo seems to convert its target into fine sand, which is then drained into the Ochimo's eyes.
- The Water Ochimo converts its target into a human-shaped vessel of water, which is then sucked through the eye-holes of the mask.
- The Air Ochimo blows a blast of air from the mouth of its mask. This reduces the target to fine dust, which it inhales.
- The Fire Ochimo fires beams of flame from the eyehole of its mask, converting the target to a fine ash that is blown away.

In all cases, the Ochimo has captured the spirit of the target. The Ochimo retains the spirit until it returns to Opawangchicheng, where it turns the spirit over to the Opawang. If the Ochimo is slain, all captive spirits are returned to their original forms unharmed.

An Ochimo may hold no more than 10 CR/Levels of spirits. It may not absorb more than this without returning to its master. (An Ochimo that has absorbed 5 CR of creatures may not absorb the spirit of a 6th-level character without first dispensing of the levels within it. It may, however, absorb the spirit of a 5th-level character.)

The Ochimo have been ensorcelled by the Opawang to attack until they have captured at least 8 CR of spirits. Until that time the Ochimo fight without fear. While the Ochimo prefer to capture spirits, they slay those they cannot capture.

The four Ochimo are identical in appearance, save for the magical items they carry and a colored disk on each mask's forehead. The color of the disk identifies the elemental type of the Ochimo. The Earth Ochimo has a purple disc, the Fire Ochimo red, the Water Ochimo green, and the Air Ochimo blue. The elemental type of Ochimo affects its vulnerabilities and the visible effects of its spirit capture.

The tie between the Ochimo and the Opawang is very strong. The first 15 points of damage each day to an Ochimo inflicts no damage (weapons and magical damage have no visible effects). This damage is passed on to the Opawang, who heals at sunrise. (If all four Ochimo suffer damage in a single day, the Opawang takes 60 points of damage, which is healed at the next sunrise). If an Ochimo is slain, any spirits captured by the Ochimo and not yet presented to the Opawang are restored to their original state. The armor of the ghostly samurai falls to the ground with its weapons. The spirit of the Ochimo can be seen briefly as a black tiger-shaped form as it flees this plane.

The **Earth Ochimo** possesses the ebon hunt, a set of six magical figurines that, once cast on the ground, become a jet-black stallion (war horse) and five black leopards (as panther but with a movement speed of 60 ft), all of maximum hit points. If slain, the figures become broken and non-magical. If the bearer is slain, the creatures return to their original magical state. The ebon hunt maybe cast once per night.

The **Fire Ochimo** wears a ring of spell storing. This particular ring hold's eight levels of spells at any one time. It is currently filled with one 7th level *magic missile* spell placed there by the Opawang and a *blight* spell.

The **Water Ochimo** wears a talisman of the restless dead. This device looks like a small birds-foot charm on a leather thong. It forces spirits to animate the bones of any long-dead humans and humanoids that are available (these are similar to western skeletons, and may be turned, though they are also affected by spells that deal with spirits). Up to 20 such skeletons may be animated in a single day.

The **Air Ochimo** wields the blades of excellent damage. These blades are a katana and wakizashi that are +2 to on attack rolls, are unbreakable, and always inflict maximum damage. These blades were used by the Black Leopard Priest's best warrior in the battle against the Shou Lung, but their origin predates that time. They radiate a strong sense of evil, and those of good alignment feel a need to destroy the blades and their wielder.

These items are found among the armor of the Ochimo if these creatures are slain. The armor of an Ochimo are masterwork o-yoro (plate) granting an AC of 20. Their katana and wakizashi are always unbreakable. These weapons are also nonaligned, save for those carried by the Air Ochimo.

KARURA (HARPY)

Medium monstrosity, chaotic evil

Armor Class 15 (brigandine)

Hit Points 88 (16d8 + 16)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Saving Throws WIS +4, CHA +6

Skills Deception +5, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 11

Languages Common, Draconic, Oni

Challenge 5 (1,800 XP)

Spellcasting. Nara is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She regains its expended spell slots when she finishes a short or long rest. She knows the following warlock spells:

- Cantrips (at will): eldritch blast (range 300 ft., +3 bonus to each damage roll), friends, guidance, mage hand, message, poison spray
- 1st–3rd level (2 3rd-level slots): command, counterspell, cure wounds, darkness, hellish rebuke, invisibility, misty step, vampiric touch

Dive Attack. If Nara is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

Magic Resistance. Nara has advantage on saving throws against spells and other magical effects.

Mute. Nara's oracle curse renders her mute—she can't speak, use verbal spell components, or use her captivating song as a result. This same curse, though, grants her the ability to cast all spells as if using the Silent Spell metamagic trait without modifying that spell's actual level. In addition, Nara can communicate telepathically with any creature she is in physical contact with. She can also maintain a *telepathic bond* with one specific creature at a time by taking a full-round action to link her mind to that creature during telepathic communication. Currently, she shares this link with Kikonu, even though, ironically, the two are not speaking. Nara can change the target of her *telepathic link* once per day.

Wind Mystery (2/Day). The first time Nara hits with a melee attack on her turn, she can deal an extra 16 (3d10) cold damage to the target.

ACTIONS

Multiattack. Nara makes two attacks with her flaming arrows.

Flaming Arrows. *Range Weapon Attack:* +4 to hit, range 300/600 ft., one target. **Hit:** 6 (1d8 + 2) piercing damage plus 7 (2d6) fire damage.

Poisoned Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 6 (2d4 + 3) slashing damage plus 7 (2d6) poison damage.

FALLEN SAMURAI

Minor Toshigoku Spirit

Medium undead (yokai), neutral evil

Armor Class 14 (tattered lamellar)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't crystal

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 3 (700 XP)

Soul Rot. The fallen samurai carries an infectious disease called Soul Rot. If a living creature infected, it becomes poisoned for the duration of the disease. If the disease hasn't been cured within 48 hours, the carrier dies an agonizing death and rises again as a taint zombie within 1d4 hours unless the remains are burned or cleansed of the disease. All creatures native to the Shadowlands are immune to Soul Rot. A creature is exposed to infection every time it takes necrotic damage from the fallen samurai. The target must make a DC 13 Constitution saving throw against disease. On a failure, the creature is infected by Soul Rot.

Tainted Undeath. If the fallen samurai is reduced to 0 hit points, roll a d10 at the end of each of its turns. On a 10, the fallen samurai returns to life with a 14 hit. This trait does not work if the fallen samurai's remains are burned, or if the fallen samurai dies from fire or radiant damage.

Sunlight Sensitivity. While in sunlight, the fallen samurai has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The fallen samurai makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Soul Rotting Katana. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. **Hit:** 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands plus 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a taint **zombie** under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Daikyu. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. **Hit:** 6 (1d8 + 2) piercing damage.

DESCRIPTION

Dressed as a crane warrior, one of the former defenders of Ashina.

THE BLAZING BULL

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 84 (8d12 + 32)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	5 (-3)

Damage Resistance bludgeoning, piercing and slashing from the front

Senses passive Perception 11

Languages --

Challenge 4 (1,100 XP)

Blazing. The bull's horns have a log strapped to it which is dipped in oil. This not only drives the bull crazy it burns anyone who attacks the bull within 5 feet of it with 9 (2d8) fire damage. A creature that takes fire damage must make a DC 12 Dexterity saving throw or catch fire. A burning target takes 4 (1d8) fire damage at the start of their turn. They can spend an action putting the fire out.

Charge. If the blazing bull moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the blazing bull can make one hooves attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 10 ft., all targets in a 10 ft. cone. **Hit:** 19 (3d8 + 6) piercing damage and 9 (2d8) fire damage. A creature that takes fire damage must make a DC 12 Dexterity saving throw or catch fire.

REACTION

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. **Hit:** 22 (3d10 + 6) bludgeoning damage.

LEGENDARY ACTION

Gore. *Melee Weapon Attack:* +8 to hit, reach 10 ft., all targets in a 10 ft. cone. **Hit:** 19 (3d8 + 6) piercing damage and 9 (2d8) fire damage. A creature that takes fire damage must make a DC 12 Dexterity saving throw or catch fire.

TACTICS

If the PCs put out the fire the bull calms down. If they play dead or move more than 60 feet away it continues to rampage until the fire is put out but otherwise ignores them.

TREASURE

The barn contains Kikonu's merchant cart which has four elegant, locked chests (DC 15). Each contains 1,000 + 11d6 ¥.

FLYING BLOODY KATANA

Small construct (yokai), unaligned

Armor Class 17 (natural armor)

Hit Points 96 (27d6)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws DEX +6

Damage Resistance necrotic

Damage Immunities poison, psychic

Condition Immunities Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 7

Languages --

Challenge 9 (5,000 XP)

Antimagic Susceptibility. The sword is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

Necromantic Flight. A flying bloody katana that takes radiant damage cannot fly until the end of its next turn; if in the air, it falls.

Necrotic Miasma. When the flying bloody katana drops to 0 hit points it releases a cloying black gas out to 10 feet. All living creatures in the area must make a DC 17 Constitution saving throw or take 5 (1d6 + 2) necrotic damage, and the target is weakened until the end of its next turn.

ACTIONS

Lifedrinking Thrust. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 8 (2d6 + 1) necrotic damage, and the flying bloody katana recharges spray of blood.

Spray of Blood (1/Day). All hostile creatures in a 15-foot cone must make a DC 17 Dex saving throw or take 15 (2d6 + 8) psychic and necrotic damage, and the target is blinded until the end of the katana's next turn, or half as much damage and not be blinded on a success. Undead and constructs in the blast can move up to 10 feet as a free action.

FLYING DAGGER SWARM

Medium swarm of Tiny constructs (yokai), unaligned

Armor Class 10

Hit Points 44 (8d8 + 8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	12 (+1)	3 (-4)	10 (+0)	3 (-4)

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 120 ft., passive Perception 10

Languages --

Challenge 3 (700 XP)

Swarm 2.0. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny construct. The swarm can't regain hit points or gain temporary hit points. A swarm takes half damage from attacks that use an attack roll and double damage from effects that require it to make a saving roll. Creatures that are not swarms are impaired while they remain in the swarm's space or within 5 feet of it and have disadvantage on attack rolls and Constitution saving throws to maintain concentration. The area of the swarm is considered difficult terrain.

ACTIONS

Swarm of Daggers. The swarm attacks all creatures that share a space with it and automatically do 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. The target also takes 1 necrotic damage at the start of its turn until it makes a DC 10 Constitution saving throw. This necrotic damage is accumulative and persists even after leaving the swarms space.

REACTIONS

Thirsting Flight. When an enemy in the swarm moves away from it the swarm may use its reaction to move up to its speed to the triggering enemies space (or as close as possible). This movement does not provoke attacks of opportunity.

FLYING DAGGERS

Small construct (yokai, minion), unaligned

Armor Class 17 (natural armor)

Hit Points 1; a missed attack never damages a minion

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws DEX +4

Damage Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 7

Languages --

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The dagger is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the dagger must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the dagger remains motionless and isn't flying, it is indistinguishable from a normal dagger.

Nimble Blade. While the flying dagger has a creature pinned, the flying dagger gains a +2 bonus to AC and Dexterity saving throws.

ACTIONS

Pinning Thrust. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 piercing damage and the target is pinned and immobilised (Escape DC 16). Until the target is no longer pinned by any daggers, it takes damage at the start of its turn equal to the number of flying daggers pinning it. The target takes this damage once each turn, regardless of how many daggers are pinning it.

GAKI

Gaki are minor undead spirits, the spirits of wicked mortals who return to the world of the living in the form of horrible monsters as punishment for their sins. Gaki come in four distinct varieties: the vampiric jiki-ketsu-gaki, the ghoulish jiki-niku-gaki, the disease-ridden shikki-gaki, and the fiery shinen-gaki. Although they differ in appearance and abilities, they are all dangerously hateful and share a monstrous appetite.

All gaki speak the languages they knew in life (at least Common). With the exception of the jiki-ketsu-gaki, however, gaki generally communicate only in grunts and moans.

For all their differences, gaki have certain qualities in common.

GAKI

Medium undead (yokai, shapechanger), chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft., fly (hover) 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	10 (+0)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Any language known in life, at a minimum Common

Challenge 2 (450 XP)

Alternate Form. All gaki can transform themselves into the form of an insect.

Innate Spellcasting. The gaki's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components.

- at will—*invisibility*;
- 3/day—*passwall*.

Regeneration. The gaki regains 5 hit points at the start of its turn so long as it has at least 1 hit point.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. **Hit:** 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) slashing damage.

JIKI-NIKU-GAKI

Jiki-niku-gaki are the corrupted spirits of humanoids who were guilty of excessive avarice in their former lives. Greedy merchants and miserly moneylenders often become these ghoulish, repulsive monsters. A jiki-niku-gaki resembles a jiki-ketsu-gaki, but its skin is pallid, dry, and flaking. These ghoulish creatures feed on humanoid flesh.

Jiki-niku-gaki attack with their slashing claws and teeth, attempting to slay their victims as quickly as possible. They carry slain victims into the wilderness to eat them, often retreating from combat with their kills if possible. These foul creatures prefer to ambush victims under the cover of darkness, but their obsessive hunger compels them to attack virtually any opponent they encounter, regardless of circumstances.

SHIKKI-GAKI

Most shikki-gaki are the corrupted spirits of irresponsible healers or negligent servants. A few were once Small nature spirits that inhabited mushrooms or other fungi sprouting from the trunks of decaying trees. These nature spirits completely succumbed to their evil aspects, developing a taste for bluebirds or butterflies. A shikki-gaki is a bony humanoid with pitted and decayed skin, the ghoulish facial features of a jiki-niku-gaki, and blunt, rotted teeth.

Mushroom Form. Shikki-gaki that are transformed nature spirits spend daylight hours in the form of an oversize (1-foot-tall) mushroom. The mushroom conceals itself in a cave or other dark place where it sleeps all day, snoring loudly. In mushroom form, the shikki-gaki cannot move, attack, or respond in any other way, and it is vulnerable to all attacks that normally affect gaki. Additionally, it can be destroyed in this form by being doused with a dipper of hot soup or saltwater.

SHINEN-GAKI

Often created from the spirit of a traitorous or cowardly soldier, a shinen-gaki is the spirit of a wicked humanoid. It resembles a hovering ball of flame, usually bright red, blue, white, or yellow. A dark spot near the center of the fiery ball's surface serves as its eyes, but no other features distinguish it. The gaki burns and consumes any living creature it encounters. Shinen-gaki are most commonly encountered at night, on lonely roads or in woods. The strange light they give off attracts curious victims. When a victim draws close, the shinen-gaki ignites the surrounding area, attempting to trap the character in a circle of flame.

Burn. Those hit by a shinen-gaki's tendril take an additional 1d6 fire damage and must succeed at a Dexterity save (DC 13) or catch fire. The flame burns for 1d4 rounds. A burning creature can take a move-equivalent action to put out the flame. Creatures hitting a shinen-gaki with natural weapons or unarmed attacks take fire damage as though hit by the gaki's attack, and also catch fire unless they succeed at a Dexterity save.

Fire Subtype. Fire immunity, cold vulnerability.

JIKI-KETSU-GAKI

Jiki-ketsu-gaki are the spirits of corrupted shamans, monks, or other holy individuals who were guilty of heresy in life. They are gaunt humanoids with dark and greasy flesh, sharp yellow fangs, clawed hands, and deep-set, bloodshot eyes. They are the most intelligent of all gaki, as well as the most talkative—they actually communicate in normal speech. They feed on humanoid blood. Jiki-ketsu-gaki attack with clawed hands and sharp teeth, hoping to suck the blood from as many victims as possible.

Musical. The jiki-ketsu-gaki is a gifted performer it has double proficiency bonus granting a +4 to its Performance skill.

Vampiric Bite. In addition to its normal bite damage the jiki-ketsu-gaki does an additional 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the jiki-ketsu-gaki regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Hypnotism. A jiki-ketsu-gaki often carries a biwa, a stringed instrument resembling a lute. It can use this instrument to cause creatures within 30 feet to become fascinated by the music. The creatures to be fascinated must be able to hear the gaki's music, though they need not be able to see the gaki (a gaki often plays while invisible). The gaki makes a Perform check, and the target can negate the effect with a Wisdom saving throw equal to or greater than the check result. If any creature makes a successful saving throw, the gaki cannot attempt to hypnotise that creature again for 24 hours. Creatures that fail their saving throws stop, stare blankly, and listen to the song for as long as the gaki plays and concentrates, plus 2 additional rounds after the music stops. While hypnotised, the target's disadvantage on Perception checks. Any potential threat allows the hypnotised creature a second saving throw against a new Perform check result. Any obvious threat automatically breaks the effect. This is a spell-like, mind-affecting compulsion ability.

GAKIMUSHI

Large undead (yokai), chaotic evil

Armor Class 11 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	19 (+4)	4 (-4)	3 (-4)	5 (-3)

Skills Perception +2, Stealth +4, Survival +2

Damage Resistance bludgeoning, piercing and slashing from nonmagical attacks that are not crystal

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Darkvision 60 ft., passive Perception 6

Languages --

Challenge 8 (3,900 XP)

Innate Spellcasting. The gaki's spellcasting ability is Charisma (spell save DC 8). It can innately cast the following spells, requiring no material components:

- At will: invisibility (self only), polymorph self (normal insects only)
- 3/day: passwall

Hungry Ghost. When a target is grappled by a gakimushi it automatically takes necrotic damage at the start of the gakimushi's turn equal to the related attacks normal damage amount as it tears at the creature to enjoy its pain and suffering. It heals for half the necrotic damage it inflicts.

Immortality. A gakimushi that is slain returns to Gaki-do for a random amount of time, only by sating its infernal hunger for an indefinite amount of time can a gakimushi find true peace.

Yokai. As a spirit, gakimushi has advantage on saving throws against all enchantment effects except those of other spirits. Gakimushi can sense any passages to Gaki-do within one mile.

ACTIONS

Multiattack. The gakimushi makes three attacks: one with its claw, one with its bite and one with its sting.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. **Hit:** 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The gakimushi has two claws, each of which can grapple only one target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. **Hit:** 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained and the gakimushi can't bite another target.

Sting. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. **Hit:** 20 (3d8 + 7) piercing damage and the target is poisoned for 1 minute on a failed DC 17 Constitution saving throw. While poisoned the target is paralyzed (save ends).

DESCRIPTION

The Gakimushi is one of the most feared of hungry ghosts. Only those whose lives were consumed with mindless, violent evil become gakimushi. These creatures are created close to Jigoku's dark reaches, and thus can draw upon the power of the Shadowlands. They resemble enormous ant lions with curved scorpion tails and dark black armor.

Gakimushi feed upon pain; they delight in paralyzing the living, then slowly torturing them to death. Unlike other ghosts, they have no use for subtlety, killing and destroying everything in their path. If killed, a gakimushi is banished from the mortal world for twenty years.

GASHA-DOKURO

Gargantuan undead (titan, yokai), chaotic evil

Armor Class 25 (natural armor)

Hit Points 676 (33d20 + 330)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	11 (+0)	11 (+0)	11 (+0)

Saving Throws INT +9, WIS +9, CHA +9

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks that are not crystal or jade

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 120 ft., Passive Perception 10

Languages Understands common, but does not speak

Challenge 30 (155,000 XP)

Aura: Yokai Pollution. The gasha-dokuro gives off an aura out to 50 feet from it. All hostile living creatures in this area have disadvantage on attack rolls to hit the gasha-dokuro as its unholy pollution saps living creatures vigour. This aura also re-animates corpses as skeletal soldiers. It automatically animates 2d6 skeleton warriors at the start of its turn.

Legendary Resistance (3/Day). If the gasha-dokuro fails a saving throw, it can choose to succeed instead.

Magic Resistance. The gasha-dokuro has advantage on saving throws against spells and other magical effects.

Siege Monster. The gasha-dokuro deals double damage to objects and structures.

Turn Resistance. The gasha-dokuro has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the gasha-dokuro to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, it drops to 1 hit point instead.

ACTIONS

Multiattack. The gasha-dokuro can use its Frightful Presence. It then makes four attacks selecting from its foot stomp and hand slam action. It may replace one of these attacks with heavy spin or defilement orb.

Foot Stomp. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. **Hit:** 36 (4d12 + 10) bludgeoning damage and 11 (2d10) necrotic damage.

Hand Slam. *Melee Weapon Attack:* +19 to hit, reach 15ft., one target. **Hit:** 28 (4d8 + 10) bludgeoning damage and 11 (2d10) necrotic damage.

Heavy Spin. *Melee Weapon Attack:* +19 to hit, reach 20ft., all targets. **Hit:** 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Defilement Orb. The gasha-dokuro spits 1d3 orbs at a point it can see within 120 feet. Each orb is a 20-foot sphere and land adjacent to each other with a 5-foot gap between each and do 56 (16d6) necrotic damage to a creature that fails a DC 17 Dexterity saving throw, or half as much on a success. This is a permanent reduction in the creatures hit point total and can only be healed by magic (*greater restoration*, *heal*, *wish* or divine intervention). This attack has a minimum range of 20 feet, it cannot use it against creature

Frightful Presence. Each creature of the gasha-dokuro's choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the gasha-dokuro's Frightful Presence for the next 24 hours.

REACTION

Defiled Retribution. As a reaction to being targeted by a range attack the gasha-dokuro may use **defilement orb** against the triggering attack.

LEGENDARY ACTIONS

The gasha-dokuro can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gasha-dokuro regains spent legendary actions at the start of its turn.

- **Attack.** The gasha-dokuro makes one claw attack or tail attack.
- **Move.** The gasha-dokuro moves up to half its speed.
- **Stomp (Costs 2 Actions).** The gasha-dokuro makes one stomp attack.

GEISHA BUSHI

Medium humanoid (human), neutral

Armor Class 13 (kimono)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	11 (+0)	12 (+1)	12 (+1)

Saving Throws DEX +6, CHA +4

Skills Stealth +6

Damage Resistances Necrotic

Condition Immunities Charmed, Exhaustion

Senses Darkvision 60 ft., Passive Perception 11

Languages Common

Challenge 7 (2,900 XP)

Fey Ancestry. The shadow dancer has advantage on saving throws against being charmed, and magic can't put it to sleep.

Shadow Jump. As a bonus action, the shadow dancer can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The shadow dancer can use this ability between the weapon attacks of another action it takes.

ACTIONS

Wakizashi. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage, and the target is marked until the end of the bushi's next turn.

Shuriken to the Gut (1/Encounter). Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. **Hit:** 5 (1d4 + 3) piercing damage, and the target is immobilized and takes ongoing 5 necrotic damage (DC 14 STR/CON save ends both). On a miss the target is immobilized until the end of its next turn.

REACTION

Stand, You Coward! If enemy within 25 feet of the geisha bushi and marked by her makes an attack that doesn't include her as a target, the geisha bushi may use her reaction to recharge shuriken to the gut and uses it against the triggering enemy.

GHOST, ORIENTAL

In Oriental Adventures, ghosts (yorei) have the spirit subtype. A ghost — whether ethereal or manifested — cannot pass through jade or crystal, nor can it lift objects made of these substances. The Monster Manual describes many common powers of ghosts, including corrupting touch, frightful moan, and corrupting gaze. Certain ghosts in Oriental Adventures have unusual powers not listed in that book. Additional ghostly powers are described below.

SPECIAL ATTACKS

If a special attack allows a saving throw, the dc is 8 + proficiency bonus + the ghost's charisma modifier.

Disease. Many possessing spirits cause disease in the people they possess. Ghosts with this ability have the Possession power, but when they possess a character, they do not exercise control. Instead, they inflict a disease (any disease described in the DUNGEON MASTER's Guide) that cannot be cured until the spirit is cast out of the victim's body.

Energy Drain. Some ghosts drain life energy, just like other undead such as vampires or wraiths. Replace the withering touch attack with an energy drain attack:

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. **Hit:** 17 (4d6 + 3) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Laughter of Madness. The ghost can laugh as an action. All living creatures within a 20-foot sphere must succeed at a Wisdom save or take 2d6 points of temporary Intelligence damage and 2d6 points of temporary Wisdom damage. A creature who has their wisdom score dropped to 0 falls in to a coma. An character who has an intelligence score reduced to 0 becomes a mindless creature and will act purely on instinct (but is not necessarily aggressive). The creature regains 1 lost ability point per long rest.

Vampiric Touch. The ghost's touch acts as a *vampiric touch* spell, dealing 17 (4d6 + 3) necrotic damage and giving the ghost temporary hit points equal to the damage it inflicts. The temporary hit points last for 1 hour.

Withering. The ghost's touch diminishes the targets ki in addition to its other affects, dealing 1 level of exhaustion if the target fails a Constitution saving throw (normally DC 13).

SPECIAL QUALITIES

Some ghosts in Oriental Adventures have additional defenses beyond those common to undead and incorporeal creatures and the additional defences listed in the Monster Manual. These might include one or more of the following:

Magic Resistance. Certain ghosts have advantage on saving throws against spells and other magical effects.

Resistance or Immunity. Ghosts are sometimes immune or resistant to one or more forms of energy, including acid, cold, fire, and lightning.

COMMON GHOSTS OF ORIENTAL ADVENTURES

Akikage: An akikage is the undead spirit of a ninja assassin who died while stalking an important victim. In life, the ninja was obsessed with duty and discipline, and this obsession prevents it from resting in death until it has completed its last mission. It retains its ninja class abilities and may also know martial arts per the feat. In addition, it has the additional ghost special attacks of **vampiric touch**, and the special quality of **cold immunity**. The only way to destroy an akikage permanently is to kill or permit the death of its intended victim, or to trick the spirit into believing its victim is dead.

Chu-u: A chu-u, or legless ghost, is the restless spirit of a mortal who was neither virtuous enough to be rewarded nor wicked enough to be punished in the afterlife. As a result, it wanders the earth, pulling itself along with its arms in terrible agony, hoping to convince someone to testify to the judges of the dead on its behalf, persuading the judges to let it enter the afterlife. When it encounters likely prospects, it begs them to listen to its life story. If they refuse to listen, interrupt the story (which typically lasts 2d4 hours), attack the chu-u, or refuse to intercede with the judges on its behalf once the story is told, the chu-u swears vengeance on them and disappears. Vengeance may take years to arrive, but a chu-u never forgets a person who has wronged it. A chu-u can use **ghost light** as an innate spell-like ability at will. In addition, it has the **vampiric touch** ability, as described above.

Jkiryo: The ski-ryo are undead in spirit form who possess creatures and attempt to drive them to the point of suicidal fury. An ski-ryo forms when a person dies during an act of anger. The fort of the spirit is too strong to allow it passage from this world as a ghost. The ski-ryo tries to possess the newest living humanoid closest to its own former race, then unless the hostility it has been unable to vent since its death. This ghost possesses by touch and must make a successful melee attack against the target before it can trigger its possession ability. Once it possesses a creature the target is under the effect of a permanent rage (as the barbarian ability) until the jki-ryo is exorcised or the host falls dead. The jki-ryo seeks out any and all targets to attack and beat unconscious.

Hanging Ghost: Those who commit suicide are doomed to become ghosts, their spirits lingering in the Material Plane until they convince another person to kill themselves. Hanging ghosts use powers of illusion to tantalize people who are already imbalanced, showing them how a quick death solves their problems. A hanging ghost can use the following innate spelllike abilities at will: silent image, nightmare, and programmed illusion. It has no ability to compel another creature to commit suicide even if it possesses a victim. It is otherwise identical to its Monster Manual counterpart.

Kuei: A kuei, or phii ha, is the spirit of a humanoid that died by violence unavenged or with a purpose unfulfilled. It is actually a revenant with the spirit subtype.

Shiryo: Is the ghost of the dead who don't realize they are dead and tend to loiter around where they use to live. Each day they go through the pantomime of their previous lives before returning to their graves at night. Usually, they are harmless unless provoked and are not normally evil in alignment.

Ubume: The "mourning ones" are the spirits of women who have died in childbirth or while pregnant. The mother and child cannot pass into the afterlife until the child is "born." An ubume appears as a weeping woman dressed in white, its hair long and unbound, usually flapping as if in a strong wind. It is often encountered haunting a roadside, asking passers-by to hold its child. If a character refuses to hold the child, the ubume screams and its appearance transforms into a vision of horror. If a character agrees to hold the child, it grows increasingly heavy, forcing the character to make three successful Strength checks (DC 10, 15, and 20). A failed check means the character drops the unnaturally heavy child, again provoking the ubume's scream and horrific transformation. If the character succeeds at all three checks, he finds himself with a newborn child in his hands, while the ubume passes on to the afterlife. An ubume usually gives a successful character some reward.

White-Haired Ghosts: Spurned brides and jilted grooms, abandoned apprentices, powerful wizards, and lovers who have slain themselves in a love suited, any soul with a tragic story and a young death may refuse to enter the Kingdom of the Dead. These spirits become white-haired ghosts, refusing to accept their fate and ignoring the demands – at least temporarily – of the Celestial Order. Instead, they flout Heaven and Earth, returning to the world of the living to avenge themselves on their tormenters, and indeed, all living things. White haired ghosts resemble their human forms, with long claw like fingernails and snow-white hair. They wear long robes and scarves, and often carry the marks of nobility: wakizashi, fans or mirrors. Only their cold skin betrays the fact that they are no longer among the living. A white-haired ghost is implacable in pursuit of those it feels have wronged or betrayed it, especially former lovers, traitors' husbands and sorcerous rivals. They fight only by night returning to darkened haunts by daylight, though they never sleep. A white-haired ghost is a 9th-level wizard specializing in necromancy. Its spell casting ability is Intelligence. They may use their cloths or hair as rope of entanglement. It also has an additional trait:

Determination. If it has a phylactery, a destroyed white-haired ghost gains a new body the next night, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

GHOST, CHATTERING GHOST

Small undead (yokai), chaotic evil

Armor Class 12

Hit Points 13 (3d6 + 3)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+1)	4 (-3)	12 (+1)	7 (-2)

Skills Stealth +6

Damage Resistances Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

Condition

Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 11

Languages Spirit Tongue (Kami, Oni) and any languages it knew in life

Challenge 1 (200 XP)

Ethereal Sight. The chattering ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Ghostly Quickness (Recharge after a Short or Long Rest). The chattering ghost can take an extra action on its turn.

Incorporeal Movement. The chattering ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The chattering ghost makes two tentacle attacks.

Ethereal Hair. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. **Hit:** 5 (1d4 + 3) bludgeoning damage plus 3 (1d6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the chattering ghost can't use this ethereal hair on another target. The chattering ghost has two ethereal hair attacks. If this attack is a critical hit, the target also can't breathe or speak until the grapple ends.

DESCRIPTION

In the far corner of the room, a low chattering sound drifts out of the shadows. Straining to see what lies in the dark you catch a fleeting glimpse of movement and the chattering teeth grow ever louder.

As you are about to give up your search for the source of the chattering the gaunt form of a ghostly child erupts from the darkness, its flowing black hair wraps around your throat, threatening to squeeze the life from you.

GHOST, HOWLING SPIRIT

Medium undead (minion, yokai), neutral evil

Armor Class 13

Hit Points 1; the minion never takes half damage.

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical

Attacks that aren't Silvered

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 12

Languages Oni

Challenge 5 (1,800 XP)

Choir of Madness. Any enemy within 5 feet of a howling spirit that takes damage from an attack that does necrotic or psychic damage takes 5 extra psychic damage.

Incorporeal Movement. The howling spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the howling spirit has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Spectral Strafe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. **Hit:** 7 cold damage; the howling spirit moves up to 5 feet before or after using spectral strafe.

GHOSTLY NINJA, KENZO

Medium undead, neutral good

Armor Class 16 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	16 (+3)	13 (+1)	19 (+4)

Saving Throws DEX +7, CON +6, WIS +4

Skills Intimidation +7, Perception +4, Stealth +7

Damage Resistances necrotic

Damage Vulnerabilities radiant

Condition Immunity frightened

Senses Darkvision 60 ft., passive Perception 14

Languages Common but cannot speak

Challenge 8 (3,900 XP)

Nimble REACTION. Kenzo gains a +2 bonus to AC against opportunity attacks.

Share Agony (1/Day). When Kenzo hits with an attack, the triggering attack also deals ongoing 5 psychic damage (DC 12 Wisdom save ends).

ACTIONS

Vanishing Strike. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, or 14 (3d6 + 4) if Kenzo has advantage against the target, and Kenzo becomes invisible until the start of his next turn.

REACTION

Swift Rebuke (1/Day). When an enemy adjacent to Kenzo hits or misses him, he may use his reaction to use vanishing strike against the triggering enemy and has advantage against it for that attack.

GHOSTLY RONIN, HIRO YUN

Medium undead, neutral good

Armor Class 18 (Breastplate, Shield)

Hit Points 127 (15d8 + 60)

Speed 0., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Skills Perception +4

Damage Resistances Insubstantial (see Traits)

Damage Immunities Poison

Condition Immunities Exhaustion, Frightened, Poisoned, Unconscious

Senses Darkvision 60 ft., Passive Perception 14

Languages Common

Challenge 8 (3,900 XP)

Insubstantial. Hiro takes half damage from any damage source, except those that deal force damage or radiant damage. In addition, if Hiro takes radiant damage, he loses the insubstantial trait until the end of his next turn.

Martial Fury. As a bonus action, the sword wraith can make one weapon attack, which deals an extra 9 (2d8) necrotic damage on a hit. If it does so, attack rolls against it have advantage until the start of its next turn.

Turning Defiance. The sword wraith and any other sword wraiths within 30 feet of it have advantage on saving throws against effects that turn undead.

Weeping Aura. Living creatures within 50 feet of Hiro take a -2 penalty to AC and Saving Throws.

Gaze of Sadness. When a creature that can see Hiro's eyes starts its turn within 50 feet of him, he can force it to make a DC 14 Intelligence saving throw if Hiro can see the creature. On a failed saving throw the target takes 9 (2d8) psychic damage and takes -2 penalty to attack rolls until the end of the targets next turn, or half damage and no penalty to attack rolls on a success.

ACTIONS

Sorrowful Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) psychic damage, and the target is grief-stricken (DC 14 Wisdom saving throw at the end of the targets turn). While grief-stricken, the target gains vulnerability to psychic damage and is dazed.

Gaze of Sadness. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. **Hit:** 6 (1d8 + 2) psychic damage.

REACTION

Woeful Shriek (1/Day). When Hiro is bloodied, he gives off a ghostly shout. All creatures that can hear him and are within 20 feet of Hiro must make a DC 14 Wisdom saving throw or take 9 (2d8) psychic damage, and the target is grief-stricken (DC 14 Wisdom saving throw at the end of the targets turn to end this condition). While grief-stricken, the target gains vulnerability to psychic damage and is dazed.

GIANT GUARD ROOSTER

Medium beast, unaligned

Armor Class 11

Hit Points 33 (6d8 + 6)

Speed 20 ft., fly 40 ft. (drift)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

Skill Perception +5

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Drift. A guard rooster flies in short bursts and can't use its fly speed to hover. When it flies, it must end its move action by landing or perching on a solid surface.

Unpredictable. The guard rooster moves in unpredictable ways – people are not used to fighting giant chickens – and has advantage on initiative rolls.

ACTIONS

Peck. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. **Hit:** 6 (2d4 + 1) piercing damage.

Steel Spurs. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. **Hit:** 11 (5d4 + 1) slashing damage and 2 (1d4) necrotic damage.

REACTION

Call. When the giant guard rooster sees a non-familiar creature, it crows loudly alerting all allies within 120 feet of it.

SPRITE, ORIENTAL

"Shukenja of Amaterasu-Ō-Mi-Kami"

Tiny fey (yokai), lawful good

Armor Class 16 (masterwork studded leather)

Hit Points 6 (1d6)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA

3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception+3, Stealth+8

Senses passive Perception 13

Languages Common, Kami, Sylvan

Challenge 1/4 (50 XP)

Agile Feet. If the sprite is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Spellcasting. The sprite is a 1st-level shukenja. Her spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). She has following cleric spells prepared:

- Cantrips (at will): light, sacred flame, thaumaturgy
- 1st level (3 slots): animal friendship*, bless, cure wounds, detect taint*, protection from taint*, sanctuary, speak with animals*

*Kami domain

ACTIONS

Sutānaifu (Starknife). *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target. **Hit:** 5 (1+4) slashing damage.

Hankyu. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. **Hit:** 15 (1+4) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment she wears, or carries is invisible with it.

KAMAITACHI

Medium fey (yokai), neutral evil

Armor Class 16

Hit Points 10 (3d4 + 3)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	23 (+6)	13 (+1)	10 (+0)	12 (+1)	7 (-2)

Skills Acrobatics +8, Perception +5, Sleight of Hand +8, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't crystal

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 1 (200 XP)

Evasion. If the kamaitachi is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Keen Hearing and Smell. The kamaitachi has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Spider Venom. The kamaitachi have envenomed their sickles with spider poison. The target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake. Otherwise, a creature that fails the save begins to become paralyzed and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming paralyzed on a failure or ending the effect on success.

ACTIONS

Multiattack (1/Day). The kamaitachi makes three sickle claw attacks.

Sickle Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. **Hit:** 7 (1d2 + 6) piercing damage and 2 (1d4) necrotic damage. The creature takes 2 (1d4) necrotic damage at the start of their turn unless they make a DC 10 Wisdom (Medicine) skill check or are healed by magic.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 5 (1d4 + 6) piercing damage.

NOTES

The kamaitachi always appears in threes.

GOBLIN RAT

Goblin rats live on the fringes of human settlements, stealing food and livestock and occasionally preying on lone travelers. Their lair is typically a deserted temple or abandoned hut in the forest, the inhabitants slain or driven off. They do not have a language of their own but speak the trade language and the language of humans common to the area.

This creature is identical to the gaijin wererat but is different enough it gets its own stat block.

GOBLIN RAT

Small humanoid (goblinoid, shapechanger, yokai), lawful evil

Armor Class 12

Hit Points 21 (6d4 + 6)

Speed 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 15 (+2) 12 (+1) 11 (+0) 10 (+0) 8 (-1)

Skills *Perception* +2, *Stealth* +4

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Crystal

Senses *Darkvision* 60 ft., *Passive Perception* 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Ailurophobia. Goblin rats have a great fear of all types of feline creatures and must make a DC 10 Wisdom saving throw when faced by such a creature. Those which fail the saving throw are frightened and flee in panic, while a successful saving throw leaves the goblin rat unaffected. Cat-like creatures gain a +1 on all attack rolls and ignore the goblin rats resistances when fighting goblin rats, because of the antipathy between the two and the superstitious fear of the goblin rats. Indeed, even life-like paintings of cats are sufficient to protect a household from goblin rats.

Shapechanger. The goblin rat can use its action to polymorph between its two forms – a rat-humanoid hybrid or into a diseased giant rat. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true hybrid form if it dies.

Keen Smell. The goblin rat has advantage on Wisdom (*Perception*) checks that rely on smell.

ACTIONS

Multiattack (Hybrid Form Only). The goblin rat makes two attacks, only one of which can be a bite.

Bite (Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or contract a random disease.

Ninja-To (Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage.

Shudo (Hand Crossbow) (Hybrid Form Only). Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage.

DESCRIPTION

The goblin rat is a repulsive, disease-ridden shapechanger and a cousin of the hengeyokai.

Unlike the hengeyokai, the goblin rat can assume only two forms: animal and humanoid. In its animal form, it looks like a diseased giant rat, about 3 feet from nose to rump with a lean body and black or brown fur. Its hairless tail is nearly as long as its body. It has pointed ears, beady red or black eyes, and a mouth filled with sharp fangs. In its humanoid form, it appears as a ratman — a short human with a wiry body, thin moustache, greasy skin, and darting eyes.

Goblin rats do not have their own language, but they speak the trade language (common) as well as any languages common to their immediate area. They can speak only in humanoid form.

COMBAT

Goblin rats almost always prefer flight to combat, even when their lairs are threatened. However, when cornered or hungry, goblin rats will fight ferociously.

In either form, the goblin rat retains all its hit points and abilities. Changing forms requires an action. Armor and equipment do not change form along with the goblin rat. When changing from humanoid to animal form, all weapons and armor fall from its body to the ground.

While in animal form, a goblin rat cannot use weapons or armor. It attacks with its bite instead. Each successful hit inflicts has a chance of transmitting a disease to the victim. Cholera, plague, and fevers are the diseases most commonly transmitted.

In its ratman (humanoid) form, a goblin rat cannot inflict damage with its bite. It can use weapons and armor, however. It favors spears, naginata, and two-handed swords. For armor, it prefers studded leather and ring mail. When 10 or more goblin rats are encountered, one of the creatures serves as king of the group. The king has maximum hit points and 15 Strength. In humanoid form, the king typically wields a two-handed sword. The goblin rat is terrified of all cats and catlike creatures. When facing such felines, it must make a saving throw or run in fear.

HABITAT/SOCIETY

Goblin rats live on the fringes of human settlements. They usually dwell in abandoned huts, deserted temples, or other buildings from which they have driven the former owners. A typical rat pack is an extended family of 1-10 adult

males, an equal number of adult females (as dangerous as males), and a number of young equal to the total number of adults.

The largest male adult is the self-declared king. He maintains absolute authority over the pack. If the king is challenged by another male rat in the pack, they duel to the death in their animal forms, with the winner assuming the kingly duties.

Under the cover of night, goblin rat packs make raids into human villages to steal food and livestock. Occasionally, they also prey on lone travelers. Goblin rats hoard sizeable treasure, including coins, gems, and other shiny trinkets, which they usually bury in deep holes behind their lairs.

ECOLOGY

Goblin rats eat whatever morsels they can scrounge. Hunting is not their forte, so they prefer easy, domesticated prey such as pigs, sheep, and horses. They also enjoy fruits and grains.

Goblin rats are symbols of cowardice and deviousness. Because of the diseases they carry, they are not considered desirable company by other creatures. Oni have been known to employ them as servants, however. The flesh of this creature is inedible. Some folks consider the whiskers to be an effective cure for baldness and create a tonic by boiling the whiskers in water.

GOBLIN SPIDER

Large monstrosity (yokai), neutral evil

Armor Class 13 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 15 (+2) 12 (+1) 8 (-1) 10 (+0) 6 (-2)

Skills Stealth +6

Senses Darkvision 60 ft., Tremorsense 30 ft., passive Perception 10

Languages Common, Spirit Tongue

Challenge 3 (700 XP)

Ambusher. In the first round of a combat, the goblin spider has advantage on attack rolls against any creature it surprised.

Mimicry. The goblin spider can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Spider Climb. The goblin spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The goblin spider makes two grasping bite attacks.

Grasping Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. **Hit:** 7 (1d10 + 2) piercing damage, and the target is grappled (Escape DC 15). While the goblin spider is grappling a victim, it cannot make any other attacks though the target takes 7 necrotic damage at the start of its turn and whenever it makes an Escape attempt.

DESCRIPTION

The goblin spider, or earth spider, looks like a huge furry spider of particularly evil cast. They dwell far from human habitations in the rough wooded mountains common to Kara-Tur. Once they dominated large sections of the land now controlled by humans and view humans and their allies as invaders to their homelands. As such, they take every opportunity to cause harm to human travelers and settlers on the edges of their territories.

Goblin spiders do not spin webs, instead making their lairs in tunnels underground. The entrances to these tunnels are carefully concealed by trapdoor openings. The goblin spiders are able to detect the vibrations of creatures passing overhead and attack by springing suddenly from their lairs. Once in combat, they attempt to grab their victim and drag him back into the lair, closing the door behind them.

Goblin spiders are excellent mimics, able to imitate any voice or animal sound they hear, although when imitating languages, they do not understand they can only repeat words they have heard spoken. Although not exceptionally intelligent, they are clever and devious, often using their mimicry to lure victims to their doom. They speak their own language, the language of spiders, the trade language, and the language common to the human inhabitants near their lair.

There is a 30% chance that there are 2d4 giant spiders in the immediate vicinity of any goblin spider lair. These creatures serve as guards for the goblin spiders and assist them in any battle.

HAI NU

Medium humanoid (ningyo), lawful neutral

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Damage Resistances bludgeoning (water based)

Damage Vulnerabilities fire

Senses Passive Perception 12

Languages Aquan, Common

Challenge 1/8 (25 XP)

Freeze. A hai nu is more severely affected by cold damage than other humanoids. If it takes cold damage, its speed is reduced by 20 feet until the end of its next turn.

Hold Breath. While out of water, the hai nu can hold its breath for 1 hour.

Pack Tactics. The hai nu has advantage on an attack rolls against a creature if at least one of the ningyo's allies is within 5 feet of the creature and the ally isn't *incapacitated*.

Speak with Beasts and Plants. The hai nu can communicate with all sea life as if they shared a language.

Water Breathing. The hai nu can breathe only underwater.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

DESCRIPTION

The hai nu are a race of intelligent aquatic creatures. Though passive by nature, their close relationship with the Lord of the Sea can make them formidable enemies. Hai nu are humanoids. Their lean, solidly muscled bodies are covered with soft fur in shades of green, blue, and yellow. They have webbed hands and feet, with short, blunt claws extending from their fingers and toes. Bony ridges encircle their sunken black eyes. Rows of thin gill slits extend the lengths of their necks. Hai nu can breathe underwater as well in the air above, but they cannot tolerate long periods on land. Hai nu can speak the language of their own race and the court language of the Sea Lord.

COMBAT

Peaceful by nature, hai nu prefer solitude. They seldom attack surface vessels. However, they vigorously defend their hunting grounds and homes, fighting to the death if cornered or threatened.

When encountered, a school of hai nu bears the following arms: trident and speargun (treat as spear), 50%; short sword, 20%; trident and dagger, 20%; short sword and net, 10%. The humanoids have excellent relationships with sharks, porpoises, and whales; there is a 40% chance that 3-12 (3d4) of such creatures accompany any school of hai nu. In addition, 2-12 (2d6) tame sharks always defend a hai hu community.

When combat is required, hai nu fight as a team, coordinating their efforts for maximum effect. This typically means surrounding their enemies and attacking from all sides. Their sharks and other aquatic animal allies then attack stray opponents, while distracting and weakening others. Should the opponents surrender, hai nu typically allow them to leave — but not before securing a promise that the opponents will never come back. A hai nu's memory is long. If these opponents violate their promise and return, the hai nu will attack them mercilessly, pursuing them if need be, until the last enemy is destroyed.

Ordinarily, hai nu avoid direct confrontations. They prefer to discourage trespassers and other potential enemies by subtle means. For example, fishermen who ply the waters of the hai nu may find their lines cut and their nets fouled. Sailors may find small leaks in the bottom of their ships. Undersea explorers may find themselves trailed by a school of huge sharks. Should such actions fail, the hai nu may petition the Sea Lord for help, which can result in massive storms or the appearance of a *typhoon dragon* (tan mi lung), which drive away the hai nu's foes.

Hai nu are immune to all forms of water-based attacks (reflected in their respect to bludgeoning - exactly what a water-based spell is at the DM's discretion), including water-based spells. They suffer twice the normal damage from fire-based attacks, including fire-based spells. From cold-based attacks, they lose 1 additional hit point per die of damage. In addition, they suffer 1 hit point of damage for each round spent totally out of water (reflected by their freeze trait).

HABITAT/SOCIETY

Hai nu live in the warm, shallow seas of subtropical and tropical regions. They spend their days gathering fish and attending the court of the Sea Lord. They make their simple communities in the hulls of sunken ships and amid strands of thick seaweed on the ocean floor.

A hai nu school typically consists of 4-40 adults. Their society is matriarchal, and 75% of any school is female. Each school is led by a matron with 6 HD and an **Armor Class** of 15. The school's female adults make decisions by consensus, but the matron reserves the right to veto any judgement with which she disagrees.

A female hai nu spawns about once every two years, laying 2-12 (2d6) eggs at a time, of which only 50% are fertile. Hatchling hai nu are virtually defenseless, as they are less than 6 inches long with 1-2 hit points and an AC of 8. The hatchlings reach maturity in about three years. Until then, they never stray from their mother's side; she will fight to the death to defend them.

Hai nu love bright treasures and have a particular affinity for gems and statuary. Half of all acquired treasure is deposited in crevasses in the ocean floor as a tribute to the Sea Lord. Hai nu gather their treasure from sunken ships, but when a tribute to the Sea Lord is overdue, they have been known to attack passing ships with the express purpose of stealing cargo.

ECOLOGY

Hai nu eat nearly all types of sea life, favoring oysters, crabs, fish, and seaweed.

HARINOBO

Medium undead (yokai), neutral evil

Armor Class 13

Hit Points 40 (9d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	17 (+3)	15 (+2)	16 (+3)

Saving Throws INT +6, WIS +5

Skills Perception +5, Stealth +6

Damage Resistances Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft, Passive Perception 15

Languages Spirit Tongue but does not speak

Challenge 5 (1,800 XP)

Incorporeal Movement. The harinobo can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Maddening Slash. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 17 (4d6 + 3) psychic damage.

Sword Catapult. The harinobo chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 15 Dexterity saving throw, or it takes 7 (1d8 + 3) piercing damage.

Pincushion (Recharge 6). Each creature within 30 feet of the harinobo must make a DC 15 Dexterity saving throw. On a failed save, a target takes 12 (2d8 + 3) piercing damage it spirit ejects thousands of old and rusty needles from its body, and it is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned.

DESCRIPTION

“A Yokai which emerged from thrown away needles”

The Harinobo is a Yokai formed by worn-out needles and broken blades. People in Japan believed that objects used for long periods of time housed a soul within them and called them "tsukumogami". While these tsukumogami are not necessarily intent on harming humans, it is said that some tools harbored a grudge for being permanently discarded or being used in an improper manner, which caused them to transform into Yokai. Among them, it is thought that objects such as needles and blades are especially susceptible to becoming Yokai, so needles and blades that can no longer be used are often blessed at shrines. This ceremony is known as either hari-kuyo for needles or hamono-kuyo for blades.

HEBI-NO-ONNA

Medium monstrosity (yokai), lawful evil

Armor Class 15 (*mage armor*)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	16 (+3)	21 (+5)	20 (+5)

Saving Throws CON +7, WIS +10, CHA +10

Skills Deception +10, Insight +10, Intimidation +10, Persuasion +10, Perception +10

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 20

Languages Common, Draconic

Challenge 14 (11,500 XP)

Spellcasting. The hebi-no-onna is a 14th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She has the following sorcerer spells prepared:

- Cantrip (at will): dancing lights, minor illusion, prestidigitation, ray of frost
- 1st level (4 slots): mage armor, magic missile, shield
- 2nd level (3 slots): alter self, blur, detect thoughts, hold person, see invisibility
- 3rd level (3 slots): counterspell, dispel magic, fireball
- 4th level (3 slots): confusion, dominate beast
- 5th level (2 slots): dominate person, hold monster
- 6th level (1 slot): globe of invulnerability
- 7th level (1 slot): *teleport*

Hypnotic Gaze. When a creature that can see the hebi-no-onna's eyes starts its turn within 30 feet of the hebi-no-onna, the hebi-no-onna can force it to make a DC 18 Wisdom saving throw if the hebi-no-onna isn't incapacitated and can see the creature. If the saving throw fails, they become charmed. While charmed by this spell, the creature is incapacitated and has a speed of 0. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the hebi-no-onna until the start of its next turn, when it can avert its eyes again. If the creature looks at the hebi-no-onna in the meantime, it must immediately make the save. When using this ability, a hebi-no-onna's eyes take on the yellow, slit-pupiled appearance of a snakes.

Magic Resistance. The drow has advantage on saving throws against spells and other magical effects.

Snake Command. Normal snakes (only those that have the Beast type) always obey the commands of a hebi-no-onna, even to the death.

Serpent Immunity. A hebi-no-onna is immune to the gaze attack of any reptilian creature, including creatures like the yuan-ti and naga.

Sorcery Points. The hebi-no-onna has 14 sorcery points. She regains all her spent sorcery points when she finishes a long rest. She can spend her sorcery points on the following options:

- **Empowered Spell:** When she rolls damage for a spell, the hebi-no-onna can spend 1 sorcery point to reroll a number of the damage dice up to her Charisma modifier (minimum of one). She must use the new rolls. The hebi-no-onna can use Empowered Spell even if she has already used a different Metamagic option during the casting of the spell.
- **Heightened Spell:** When she casts a spell that forces a creature to make a saving throw to resist its effects, the hebi-no-onna can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.
- **Quickened Spell:** When she casts a spell that has a casting time of 1 action, the hebi-no-onna can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

ACTIONS

Multiattack. The hebi-no-onna casts a spell and then makes three Flurry of Bites attacks or she casts two spells, one of which must be a cantrip.

Flurry of Bites. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. **Hit:** 27 (6d6 + 6) piercing damage plus 14 (4d6) poison damage. The target must also make a DC 15 Constitution saving throw or become poisoned for 1 minute. While poisoned the target is stunned as they suffer vivid and horrifying hallucinations, frozen in fear.

DESCRIPTION

Hebi-no-onnas are vain creatures who delight in the adoration or even worship of warped and deluded humanoids. Whether found as solitary murderers, powerful spellcasters with an entourage of slaves, or at the center of an entire cult network, hebi-no-onnas are dangerous foes whose evil knows no bounds. A hebi-no-onna appears as an ordinary human woman, generally very attractive and attired like a wealthy noblewoman, in a kimono of the finest silk or linen. Her voluminous sleeves, however, hide arms that are writhing serpents, complete with venomous bites. Hebi-no-onnas love precious stones and drape themselves in jewelry beyond the limits of good taste.

Hebi-no-onnas prefer to use their hypnotic gaze on opponents, and cast spells if they are able, before entering into melee. They are more in love with themselves than with any of their plans or goals, so they never hesitate to flee from a fight that is going poorly for them, even if it means leaving valuable slaves to their deaths as they cover her retreat.

HSING-SING

Medium humanoid, neutral

Armor Class 12

Hit Points 19 (3d8 + 6)

Speed 30 ft., climb 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

16 (+3) 14 (+2) 14 (+2) 10 (+2) 12 (+1) 7 (-2)

Skills Athletics +5, Perception +3

Senses passive Perception 13

Languages Common, Hsing-Sing

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The hsing-sing makes two attacks choking from fist or parang.

Blowgun. *Ranged Weapon Attack:* +5 to hit, range 10/20 ft., one target. **Hit:** 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one. A target who fails the saving throw by 5 or more is paralyzed for 1 minute.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) bludgeoning damage.

Parang. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage.

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. **Hit:** 6 (1d6 + 3) bludgeoning damage.

DESCRIPTION

The hsing-sing are a race of reclusive ape-like humanoids. Many scholars consider the hsing-sing to personify the principles of pacifism and harmony with nature.

Hsing-sing have bulky bodies covered with thick white fur. As they age, their fur darkens to rich, golden tones. Their long arms extend nearly to the ground. When swimming, their large, flat feet propel them through the water with ease. Their hairless faces look almost human, with bright blue or brown eyes, small noses, and smooth skin. However, their teeth are much longer and sharper than human teeth, resembling the fangs of carnivorous apes. Their long fur offers natural protection against the elements, and hsing-sing do not wear clothing. However, tribal leaders sometimes wear armbands made of intricately woven vines as a symbol of authority. Females sometimes weave wildflowers into the fur of their arms and legs.

Hsing-sing speak the trade language (Common) and the language of their own race.

HABITAT/SOCIETY

A hsing-sing tribe consists of 2-20 (2d10) males, an equal number of females, and a number of children equal to 150% of the total number of adults. Females have 1 hit die and fight from the branches, hurling clubs and stones at attackers. Children have 1-2 hit points and cannot make attacks. The oldest male member of the tribe serves as its leader.

A hsing-sing lair is a simple sleeping platform perched in the highest branches of a tall tree. A thatched roof offers some protection from the elements. Each family shares a single platform. Because of their love of nature, hsing-sing often keep rabbits, parrots, and other small creatures as pets.

Hsing-sing lead a simple existence. They spend most waking hours hunting for food, frolicking in the trees, and telling stories. Aside from making wicker shields, weapons, and simple tools, they practice no crafts. Though hsing-sing have no desire for material wealth, they collect small amounts of treasure, which they use for trade with humans. They usually stash their treasure in a hollowed-out branch near their sleeping platforms.

ECOLOGY

Hsing-sing eat fruits and grains indigenous to the areas they inhabit, supplemented with small amounts of fish, deer, and other wild game. Because of their weakness for strong drink, they occasionally come to human villages to trade. On these trips, they bring rare treasure from the hidden enclaves of the forest, such as parrots, rare bird feathers, scented roots, and exotic fruits. In exchange, they take forged metal, pottery, rice, and wine. Human hunters sometimes track down and kill hsing-sing for their fur. The golden fur of an elder hsing-sing is especially prized.

HU HSIEN

Medium fey (shapechanger, yokai), chaotic evil

Armor Class 12

Hit Points 120 (16d8 + 48)

Speed 30 ft., 40 ft. in tiger form

STR **DEX** **CON** **INT** **WIS** **CHA**

17 (+3) 15 (+2) 16 (+3) 10 (+0) 13 (+1) 18 (+4)

Skills Arcana +4, Deception +6, Perception +5, Stealth +4

Damage Resistance cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't crystal

Damage Immunities fire

Damage Vulnerabilities lightning

Senses darkvision 60 ft., passive Perception 15

Languages Common, Spirit Tongue

Challenge 4 (1,100 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

- At will: druidcraft (with the additional ability to throw her voice as a ventriloquist) invisibility, alter self (fox tail persists), chameleon, know history, comprehend languages, apparition, detect thoughts, hypnotic pattern
- 3/day each: possess, servant horde, creation
- 1/day each: ancient curse (as bestow curse except duration is permanent and it affects an entire family), mirage arcana

Ethereal Sight. The hu hsien can see 60 feet into the Ethereal Plane when she is on the Material Plane, and vice versa.

Keen Hearing and Smell. The hu hsien has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce (Hybrid Form Only). If the hu hsien moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the hu hsien can make one bite attack against it as a bonus action.

Shapechanger. The hu hsien can use its action to polymorph into a Medium fox-humanoid hybrid, or into a Medium humanoid, or back into her true form, that of a Small fox. All forms are always female and her fox persists through each form. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form – a fox – if she dies.

Speak with Beasts and Plants. The hu hsien can communicate with beasts and plants as if they shared a language.

Yokai. As a spirit, hu hsien has advantage on saving throws against all enchantment effects except those of other yokai. Yokai can sense any passages to Gaki-do and the Ethereal plane within one mile.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the hu hsien makes two wakizashi attacks or two yumi attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

Bite (Fox or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 8 (1d10 + 3) piercing damage.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) slashing damage.

Wakizashi (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) slashing damage.

Longbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. **Hit:** 6 (1d8 + 2) piercing damage.

Fatal Charm. One male humanoid the hu hsien can see within 30 feet of her must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the hu hsien's verbal commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this hu hsien's Charm for the next 24 hours. The hu hsien can have only one target charmed at a time. If she charms another, the effect on the previous target ends.

Draining Kiss. The hu hsien kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

DESCRIPTION

Lesser spirits who are cousins of the hengeyokai, the hu hsien are a race of shapeshifting foxes — cunning, clever, and capable of endless mischief.

A hu hsien has two basic forms and can shapechange freely between them. Its primary form looks like a normal fox with rust-colored or silver fur. Unlike a normal fox, however, a hu hsien fox can walk on its hind legs and hold items in its front paws. The hu hsien's second form is that of a human maiden. She has exceptional beauty and grace. Her hair is long and flowing, and she wears long, silken robes. But unlike a normal maiden, the hu hsien's human form has a foxlike tail. The lovely hu hsien usually takes care to hide the tail beneath her robe. The hu hsien can speak all languages common to the area she inhabits, as well as the language of animals.

HABITAT/TERRAIN

Hu hsien typically make their lairs near the outskirts of human villages. They sometimes occupy abandoned houses, using their magical powers to create the illusion of great wealth and luxury. Occasionally, their lair is a normal fox

den, but the enchanted interior looks like a great mansion. Many times, an unfortunate traveler has dined and slept in a grand hall, only to awaken in the cramped space under the floors of an old house, the guest of a hu hsien.

Hu hsien are not entirely cruel and ungrateful. They have been known to reward people who show them generosity or treat them kindly. Such rewards usually involve success at examinations, good fortune, or rescue in a moment of great danger.

Hu hsien are particularly attracted to scholars, both as allies and victims. A scholar who befriends a hu hsien, usually with regular tributes of gems and coins, may sometimes petition the lovely fox-creature's help in matters of academic research. The scholar lights sticks of incense in his study, then leaves the room for the night. When he later returns, the scholar will discover a particular volume protruding from the stacks on his shelves, or a particular document displayed on his desk. This volume or page contains the information he sought, courtesy of the hu hsien.

Hu hsien value wealth, and frequently acquire great treasure caches. Because of this, some wealthy people attribute their own material success to the worship of this lesser spirit. Near their mansions, they construct clay shrines in honor of the hu hsien, bearing the image of a fox embracing an ornately dressed human. Tributes of gems, coins, and prayer are offered daily at these shrines.

ECOLOGY

Though hu hsien obtain all sustenance from human victims, they have a weakness for wine of any type. Once intoxicated, they revert to their primary fox form.

HYAKUHEI

"Tsutamu the Vigilant"

Medium undead (yokai), lawful evil

Armor Class 16 (ashigaru armor)

Hit Points 45 (6d8 + 18)

Speed 20 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

18 (+4) 12 (+1) 17 (+3) 6 (-2) 9 (-1) 10 (+0)

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that are not crystal

Damage Immunities cold, poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages Common

Challenge 3 (700 XP)

Command Skeletons. Tsutamu has a unique bond to the skeletons found in Omikura Swamp. He can command their actions as a free action via telepathy as long as they're within line of sight. If Tsutamu is destroyed, the other skeletons immediately collapse to the ground as well, for it is the samurai's will that keeps them animated.

Martial Fury. As a bonus action, Tsutamu can make one weapon attack. If he does so, attack rolls against it have advantage until the start of its next turn.

Order. Tsutamu's order is ronin. Whenever Tsutamu is the target of a challenge by another samurai and he issues a challenge against that character in return, he receives a +1 bonus on attack rolls made against the target of his challenge and a +1 bonus to AC against attacks made by the target of his challenge.

Resolve (1/Day). Tsutamu has advantage on Constitution and Wisdom saving throws.

Self-Reliant. Whenever Tsutamu fails a Wisdom save against an effect with a duration greater than 1 round, he can attempt another saving throw at the end of the second round of the effect. If he makes this saving throw, it has the same effect as if he had made the original save.

Fear Aura. Anyone within 5ft. of a hyakuhei is affected by the aura of fear that surrounds it. Anyone within the area of effect must make a DC 10 Wisdom saving throw or freeze in place frightened.

ACTIONS

Multiattack. Tsutamu makes a whispering shriek and tearing claw attack.

Whispering Shrike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d6 + 5) slashing damage.

Tearing Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) slashing damage.

Daikyu. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. **Hit:** 5 (1d8 + 1) piercing damage.

Poison Breath (1/Day). Tsutamu exhales shadowland tainted gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

REACTION

Deflect. Tsutamu may deflect an attack that hits and damages him. He rolls 1d10+1 and subtracts that from the damage taken. If he fully cancels the damage from a melee weapon attack, he may make a counterattack as well with whispering shriek.

IKIRYO

A projection of the evil thoughts of a living person, the ikiryo is a lesser spirit that obsessively pursues its victim until either it or the victim is destroyed.

An ikiryo springs into existence as a manifestation of intense jealousy, envy or hatred, which is directed toward a specific person. Only a human or humanoid can create this spirit; monsters cannot. No one can intentionally create an ikiryo. The person who generates this deadly spirit is seldom, if ever, aware of its existence. Once created, the ikiryo has a will of its own. It seeks out the object of its creator's dark emotions and attempts to erode the victim's abilities until he dies. The ikiryo's creator cannot negate, command, or control the spirit in any way. An ikiryo never does what it does on behalf of the person who created it.

The ikiryo has no physical form of any kind; it is only experienced as a presence of psychic energy. As such, it cannot be seen or detected by *detect invisibility* or *detect life*. A *detect evil* spell reveals an aura of evil surrounding the victim it is trying to destroy. A *detect harmony* spell reveals that something about the victim and his surroundings is out of place, but it does not specifically reveal the ikiryo's presence.

Only a *true sight* spell (or its equivalent spirit like ability like a shaman's see spirits trait) causes the ikiryo to appear. In this case, it looks like a shimmering, ghostly image of the person who created it.

COMBAT

An ikiryo always has a specific living character as its target. After its creation, the ikiryo travels unerringly in the direction of that victim, moving at 120 feet per round. The ikiryo can locate its victim anywhere in the world, although it cannot seek him out on other planes of existence. Should its victim be on another plane at the time of the ikiryo's creation, the ikiryo dissipates within 24 hours, unless the victim returns to the Prime Material Plane during that time.

When an ikiryo finds its victim, it stays with him until either it or the victim is destroyed. Once an ikiryo has contacted its victim, it can follow him anywhere, including other planes of existence. Each day the ikiryo stays with the victim, the victim loses 1 point from every ability score. The loss occurs at the end of each 24-hour period. The victim also loses the use of any attributes that depend upon those scores. (For instance, if a wu jen's Intelligence drops from 15 to 14 cannot cast 5th level spells.)

Unless the victim has detected the presence of the ikiryo by one of the methods described above, he probably won't realize exactly what is happening to him. He will feel disturbed and restless, and even the freshest air will seem stagnant. He will tire easily and feel exhausted. But he may not realize his ability scores are dropping, or how much. If any ability score is reduced to 0, the victim dies, and the ikiryo blinks out of existence. If a victim survives the drain, he only can recover ability points when the ikiryo is banished or destroyed. At that time, lost ability points return at the rate of 1 point per ability, per day.

An ikiryo is extremely difficult to thwart. A *protection from evil* or *spirits* spell temporarily keeps the ikiryo at bay, but the spell does not harm it. *Invisibility to spirits* prevents the ikiryo from locating its victim, but as soon as the magical effects fade, the ikiryo is back on track. *Summon spirit* causes the ikiryo to instantly take the form of the person who created it, complete with all of the creator's strengths, weaknesses, and other attributes. If this summoned form is destroyed, the ikiryo is likewise dispelled. An *exorcism*, if successful, banishes the ikiryo, forbidding it from ever returning.

Perhaps the easiest way to destroy an ikiryo is to seek out the person who generated it. If this person is confronted with the existence of the ikiryo, the creature vanishes forever, regardless of whether the person accepts responsibility for the spirit's creation.

In game play, either an NPC or PC may create an ikiryo, and either may be its victim. The DM determines when the formation of the spirit is appropriate. As DM, you may know of an NPC who harbors secret resentments against a PC; the ikiryo can attack that PC.

HABITAT/SOCIETY

Ikiryo have no lairs. They do not collect treasure or organize themselves into formal groups.

ECOLOGY

Primitive villagers shun those who have been attacked by an ikiryo, believing them to be harbingers of bad fortune.

IKIRYO STAND

Some martial specialists, in particular monks, are able to master the psychic energy that creates an ikiryo and create a spirit entity that they control. These are called Stands. A Stand is an entity psychically generated by its owner, referred to as a **Stand User** (スタンド使い *Sutando Tsukai*). It generally presents itself as a figure hovering over or near the user and possesses abilities beyond that of an ordinary human, which, depending on the Stand User, can be wielded for good or evil.

JIANGSHI

"Hopping vampire"

Medium undead (yokai), chaotic evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 20 ft.

STR DEX CON INT WIS CHA

16 (+3) 16(+3) 16(+3) 11(+0) 10(+0) 12(+1)

Saving Throws DEX +6, WIS +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that are not crystal

Senses darkvision 60 ft., passive Perception 13

Languages Understand the languages it knew in life but never speaks

Challenge 5 (1,800 XP)

Breath Sense. The vampire can detect living creatures that are breathing without seeing them including invisible creatures and creatures that use other tricks to fool sight. This trait works similar to blindsight out to 120 feet. A living creature that is not breathing (including holding its breath) is invisible to the jiangshi. The jiangshi can see undead and constructs normally.

Curse of Vampirism. Any humanoid hit by a vampire's attacks must succeed at a DC 13 Constitution saving throw or contract a curse that turns it into a hopping vampire. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse as the creature grows fangs and becomes more bestial. If the curse reduces the target's hit point maximum to 0, the target dies, and it raises as a hopping vampire. The curse lasts until removed by the *remove curse* spell or other magic.

Each hour spent hopping or dancing on pure sticky rice delays the curse's onset by 1 day. (As with any physical exertion, a character can only dance on sticky rice for so long before tiring). Once the transformation has run its course, it cannot be reversed by any means short of a *wish* or divine intervention.

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Vampire Weaknesses. The vampire has the following flaws:

- **Forbiddance.** The vampire can't enter a residence without an invitation from one of the occupants.
- **Harmed by Running Water.** The vampire takes 20 acid damage when it ends its turn in running water.
- **Stake to the Heart.** The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
- **Sunlight Hypersensitivity.** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. **Hit:** 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. **Hit:** 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

DESCRIPTION

When a body is buried improperly or in an inauspicious location, it often returns to activity as a hopping vampire, hungry to kill living creatures. The body is animated by the *po* soul (evil portion of the soul) of the deceased; the *hun* soul (good portion) is departed. Without the *hun* soul, the body is not truly alive, so it retains some of the rigidity of death. The spectacle of these creatures hopping around looking for victims would be ridiculous if they were not such deadly opponents.

The return from death gives the hopping vampires a greenish tint to their skin, fangs in their mouths, and razor-sharp claws. They are usually dressed in funerary wear—either fresh and new or moldering with decay. Hopping vampires are not the sophisticated, intelligent opponents that standard D&D vampires are – this ecological niche is filled by the *oni* in *Oriental Adventures*. They behave much like rabid animals, attacking with their claws and fangs, giving little thought to strategy or tactics.

JISHIN MUSHI

Gargantuan monstrosity (titan), unaligned

Armor Class 13 (natural armor)

Hit Points 217 (15d20 + 60)

Speed 40 ft., burrow 10 ft., climb 40 ft., fly 20 ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Senses passive Perception 14

Languages --

Challenge 10 (5,900 XP)

Jishin. The creature's most dangerous weapon is its ability to create tremors in the earth. By striking its abdomen on the ground, the jishin mushi generates a small tremor, which grows in intensity with repeated blows. The effects of these tremors over successive rounds are as follows:

- Round 1: Any creature within 5 feet of the earthquake beetle must make a successful DC 17 Escape saving throw or be knocked to the ground becoming prone.
- Round 2: Any creature within 10 feet must make a successful DC 17 Escape saving throw or be knocked to the ground becoming prone.
- Round 3: The radius of the tremors extends to 15 feet. Those within 5 feet of the creature are thrown violently about, suffering 26 (4d12) bludgeoning damage and losing the opportunity to make an attack that round.
- Round 4: The radius extends to 20 feet. Those within 10 feet suffer 26 (4d12) bludgeoning damage and lose the opportunity to attack.
- Round 5: The radius extends to 25 feet. Those within 15 feet suffer 26 (4d12) bludgeoning damage and lose the opportunity to attack. Cracks in the earth begin to appear within 5 feet of the creature.
- Round 6: The radius extends to 30 feet. Those within 20 feet suffer 26 (4d12) bludgeoning damage and lose the opportunity to attack. The area within 10 feet of the creature suffers the effects of an *earthquake* spell. At this point, the jishin mushi must take to the air to avoid the consequences of its own deeds.
- Round 7: The full effects of the *earthquake* spell manifest and persist for 1 minute.

Legendary Resistance (3/Day). If the earthquake beetle fails a saving throw, it can choose to succeed instead.

Magic Resistance. The earthquake beetle has advantage on saving throws against spells and other magical effects.

Reflective Carapace. Any time the earthquake beetle is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the earthquake beetle is unaffected. On a 6, the earthquake beetle is unaffected, and the effect is reflected back at the caster as though it originated from the earthquake beetle, turning the caster into the target.

Siege Monster. The earthquake beetle deals double damage to objects and structures. This also applies to its jishin trait.

ACTIONS

Multiattack. The earthquake beetle uses Frightful Presence and then makes two mandible attacks.

Mandibles. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. **Hit:** 33 (4d12 + 7) bludgeoning damage. If the target is a Huge or smaller creature, it is *grappled* (escape DC 17). Until this grapple ends, the target is *restrained*, and the earthquake beetle can't use its mandibles on another target.

Frightful Presence. Each non-insect creature that can see of the earthquake beetle within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become *frightened* for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the earthquake beetle is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the earthquake beetle's Frightful Presence for the next 24 hours.

REACTIONS

Ramming Legs. An earthquake beetle may use its reaction to attack any prone creature within 20 ft. of the earthquake beetle that stands up. Use the **mandible** attack action but instead of the target being grappled they are knocked prone again and lose their movement action on a failed Escape check.

LEGENDARY ACTIONS

The earthquake beetle can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The earthquake beetle regains spent legendary actions at the start of its turn.

- **Attack.** The earthquake beetle makes one mandibles attack.
- **Move.** The earthquake beetle moves up to half its speed.

DESCRIPTION

The jishin mushi is a giant carnivorous insect. Also known as the earthquake beetle, it is capable of generating tremors of extraordinary magnitude.

The jishin mushi has six legs and a plump body. A tough, bluegreen carapace covers its back, while thick gray plates protect its underside. Its legs are covered with black bristles and end in flat, bony hooks. These hooks are useless as weapons but helpful for digging.

The earthquake beetle's carapace conceals a pair of wing sheaths. When it takes flight, the beetle raises the sheaths to expose four wings. The two smaller wings near the head help the creature maneuver. The two larger

wings behind propel the insect through the air, beating so rapidly they nearly become invisible. When the beetle lands, it withdraws all four wings beneath the sheaths to keep them protected.

Two antlerlike feelers extend from the top of the creature's head. Both are covered with tiny hairs. The feelers are the beetle's primary sensory organs, providing a powerful sense of smell. With them, a jishin mushi can smell prey up to 100 yards distant.

A pair of bulbous black eyes sit atop the beetle's head, and two strong mandibles curl out from its mouth. The jagged mandibles are well suited for crushing and tearing food, as well as for attacking enemies.

Combat

The jishin mushi is not aggressive by nature, attacking only to defend itself and to kill edible prey. Its powerful mandibles can inflict 33 (4d12 + 7) hit points of damage per bite. The mandibles also are used to grasp and drag victims back to the privacy of the forest. However, the mandibles are poorly designed to clamp objects, and most grasped victims easily can slip free. For this reason, the jishin mushi will ordinarily continue its attacks until its victim is dead or unconscious before dragging him off to eat.

The creature's most dangerous weapon is its ability to create tremors in the earth. By striking its abdomen on the ground, the jishin mushi generates a small tremor, which grows in intensity with repeated blows.

Habitat/Society

Jishin mushi establish lairs in the deep woods, beneath piles of decaying vegetation, in crevasses, or — in especially large forests — in the trunks of rotting trees that have fallen to the ground. Occasionally, the beetles will burrow tunnels if the earth is soft enough. In any case, a jishin mushi's lair is only temporary. The creature spends all waking hours prowling the forests in search of food. After a strenuous night of hunting, it rests in the nearest suitable lair.

Ecology

A jishin mushi eats all types of meat. It is particularly fond of oxen and sometimes attacks these animals as they work in a farmer's fields.

The ichor of the jishin mushi is greatly prized by incense makers, fetching as much as 20 ¥ for a flask. Certain primitive tribes consider larval jishin mushi a delicacy.

Original.

KALA

Medium monstrosity (yokai), chaotic evil

Armor Class 12 (natural armor)

Hit Points 40 (6d8 + 18)

Speed 40 ft., climb 40 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

18 (+4) 13 (+1) 16 (+3) 8 (-1) 12 (+1) 7 (-2)

Skills Perception +3, Stealth +3, Survival +5

Damage Immunities Cold

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Kala

Challenge 3 (700 XP)

Fear of Fire. If the kala takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The kala has advantage on Wisdom (Perception) checks that rely on smell.

Ice Walk. The kala can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

Multiattack. The kala can make one Razor Sharp Talon attack and one Stone Axe attack or two Stone Axe attacks. It may replace one of these attacks with its Painful Bite.

Painful Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 1 piercing damage and the target must make a DC 13 Constitution saving throw or take 10 (3d6) poison damage and become poisoned for 1 minute, or half as much damage on a success. The target may repeat the saving throw at the end of its turn. While the target is poisoned the following effects occur:

- If the target suffers a second bite attack while poisoned the target automatically takes 10 poison damage and the DC to end the poisoned state increases by 1.
- The venom causes progressive pain and on the creature's first failed saving throw it has a headache which imposes a -1d4 on all attack rolls and saving throws.
- On a second failed save the pain spreads and intensifies. Now the target has disadvantage on attack rolls, skill checks and saving throws.
- On a third failed saving throw the target is incapacitated from the pain.

Razor Sharp Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) piercing damage plus 3 (1d6) cold damage.

Stone Axe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 9 (1d8 + 4) slashing damage.

DESCRIPTION

The kala are a primitive spirit race of ferocious flesh-eaters and cannibals found in icy wastelands.

Two varieties exist: the cave kala and the earth kala. The cave kala are slightly more common. Physically similar to humans, cave kala have elongated heads that narrow to points. They're usually bald. Their skin is pale yellow and cold to the touch. They have dull black eyes, big ears, and long snouts that dangle over their upper lips. Razor-sharp talons grow from their fingers. Their feet are broad and flat, enabling them to move easily over snow and ice. Kala are inured to the cold; regardless of weather, they don no more than a loincloth of leather or fur.

Kala speak their own language as well as the language of human and humanoid tribes in the immediate area.

COMBAT

Kala are always hungry, and all warm-blooded creatures are potential meals. The kala attack victims on sight, pursuing relentlessly. On occasion, a ravenous band of kala will raid human camps and villages for food.

All kala are expert trackers and hunters. They can follow any trail that's up to 48 hours old without penalty.

These vicious carnivores attack with their clawed hands or wield primitive stone axes. They hold one axe in each hand, and each weapon inflicts 1-8 hit points of damage. Assume that half a kala band carries these axes.

The bite of a kala (make a normal attack roll) inflicts no damage, but it injects a terrible toxin. The venom causes progressive pain unless the victim makes a successful saving throw. These pains begin slowly and build in intensity until the pain is so great that it incapacitates the victim; he cannot move, attack, or take any other actions.

Kala are immune to all types of cold-based attacks.

HABITAT/SOCIETY

Cave kala make their lairs in mountain caves in the most desolate reaches of frigid wastelands. They live in family groups of 2-8 (2d4) males, an equal number of females, and a number of immature kala equal to 25% of the adults. The largest male serves as the group's leader.

During the yearly mating season, males often engage in fierce battles for the most desirable females. The losing males are banished from the group. Bitter and humiliated, these solitary kala are especially dangerous.

ECOLOGY

Kala eat all types of meat, consuming carrion and occasionally each other in times of scarce game. Villages near kala territory sometimes offer sizeable bounties for the creatures' heads (or similar evidence of their destruction).

EARTH KALA

Earth kala are a smaller and slower species of kala who have no permanent lairs. They are nomads, moving their camps according to the season and the supply of game. Physically, they resemble cave kala, but the earth kala's skin is rosy pink and they have blonde or dark brown hair.

Earth kala share the outlook and abilities of their cave-dwelling cousins. Like the cave kala, they can wield stone axes in each hand. Earth kala cannot inject poison with their bite. Instead, they can use their breath to cause disease to all who fail their saving throw. Replace the cave kala's Painful Bite attack with the following:

Disease Breath (Recharge 6). The earth kala exhales a 15- foot cone of diseased breath. Each creature in that area must succeed on a DC 13 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one and gaining the poison condition. The disease breath slowly weakens its victim, while the target is diseased it loses 1d6 hit points per day. While so diseased, the victim cannot heal or benefit from a *potion of healing* or from *cure light wounds* or similar spells. Only *lesser restoration* or a similar spell can negate the effects.

DESIGN NOTE: TARGET DC

You will notice that the monsters start to have consistent AC and DCs. This is an idea I stole from Index RPG. Each room has a target DC which is the target for everything for the PCs – AC, DCs, Saving throws etc. This significantly streamlines the gameplay as the PCs never ask you the DC of a save or the AC of the monster etc.

KALUK

Large fey (yokai), chaotic evil

Armor Class 18 (avarice)

Hit Points 187 (15d10 + 105)

Speed 30 ft.

STR DEX CON INT WIS CHA

23 (+6) 12 (+1) 24 (+7) 12 (+1) 13 (+1) 14 (+2)

Saving Throws INT +5, WIS +5, CHA +6

Damage Resistance cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't crystal
Condition Immunities charmed, paralysed

Senses darkvision 120 ft., passive Perception 11

Languages Common, Spirit Tongue

Challenge 11 (7,200 XP)

Innate Spellcasting. The kaluk's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: detect thoughts, invisibility,
- 3/day each: suggestion, steam breath, stinking aura (as the stinking cloud spell but the radius is 10-feet and the cloud moves with the kaluk)
- 1/month: stasis (as hold monster but duration is permanent, and the target does not age or need to eat or sleep for the duration)

Elemental Demise. If the kaluk dies, its body disintegrates into crystalline powder, leaving behind only bones and any equipment the kaluk was wearing or carrying.

Ethereal Sight. The kaluk can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Kaluk Yokai. As a spirit, the kaluk has advantage on saving throws against all enchantment effects except those of other yokai and the kaluk is immune to sleep effects. Yokai can sense any passages to Gaki-do and the Ethereal plane within one mile.

Speak with Beasts and Plants. The kaluk can communicate with beasts and plants as if they shared a language.

Sure-Footed. The kaluk has advantage on Strength and Dexterity saving throws made against effects that would knock it prone or otherwise force it to move.

ACTIONS

Multiattack. The kaluk makes two fist attacks and one gore attack.

Fist. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. **Hit:** 15 (2d8 + 6) bludgeoning damage. If the target is a Huge or smaller creature, it must succeed on a DC 18 Strength check or be knocked prone.

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. **Hit:** 20 (4d6 + 6) bludgeoning damage.

DESCRIPTION

A greater spirit, the kaluk is a manifestation of human avarice and a scourge of the greedy. The kaluk resembles an elephant that walks on its hind legs. Its frame is thinner than an elephant's, and it has a huge, protruding belly. A sparse layer of short silver hair covers its thick black hide, which has the texture of leather and smells like rotting meat. The beast has the legs and feet of an elephant, but its arms are those of a human powerhouse. Its fingers are blunt stubs that can- not effectively manipulate tools or weapons. It has ears like a hare, a trunklike snout, and two huge, bulging violet eyes with black pupils. Two crimson tusks extend from its mouth, curving outward to a length of 5 feet. It wears a sparkling cape of golden scales that brushes the ground when it walks.

The kaluk speaks the languages of all animals. It also speaks the trade language, and the languages of any humans common to the area it inhabits.

COMBAT

The kaluk is motivated by an insatiable lust for wealth. It continually seeks out human victims to rob. When a kaluk encounters a victim, it demands that he give up all of his gems, coins, and other treasure. The kaluk has no interest in weapons, unless they are made of precious metals or are encrusted with jewels. The beast has no interest in magical items, either, except enchanted jewelry or gems, such as a pearl of the rising tide. Victims who offer even token resistance are attacked without mercy.

HABITAT/TERRAIN

The kaluk has no permanent lair, roaming the hills and forests that border human settlements in search of victims to rob. Fearful of retaliation, it enters villages or cities only when wilderness victims are especially scarce.

Kaluk are asexual and do not reproduce biologically. When a kaluk nears the end of its 500-year life span, it seeks out a human who has led a life of greed and avarice. Sometimes a representative of the Celestial Bureaucracy will suggest a suitably greedy human to an aging kaluk. The kaluk tracks down its victim, places him in temporal stasis, and carries him to a secluded wooded area. The kaluk chants and dances around the immobile body for a full day. At the end of the day, the kaluk removes its horns and attaches them to the human's head. This triggers a transformation; the human becomes a new kaluk.

When the new kaluk appears, the old kaluk dies. Its aged flesh crumbles from its body, leaving only a pile of black bones. The new kaluk is obliged to bury the bones, digging a deep grave in the earth with its tusks. Humans can bribe a kaluk to leave them alone by presenting an offering of joss-paper. Joss-paper is a piece of parchment about 4 inches square, made from bamboo wood pulp and imbedded with pieces of gold leaf. If a kaluk who has ambushed a human is offered a section of joss-paper, the beast will accept the joss-paper and attach it to his cape. The kaluk then immediately loses all interest in the human and seeks out a stream or other reflective sur-

face so that he can admire the new addition to his cape. Joss-paper is extremely difficult to manufacture; only characters with the pa- per-maker proficiency are able to make joss-paper of a quality that is acceptable to kaluk.

ECOLOGY

The kaluk eats all the treasure it acquires, including coins, gems, jewelry, and magical items. All items are digested immediately. A defeated kaluk's body holds no treasure. Many people consider the kaluk to be symbol of excess and self-indulgence. They sometime engrave a kaluk head on eating utensils, amulets, and pottery as a reminder to avoid gluttony. A kaluk's arm or leg bone can serve as a club +2. If any tree branch is rubbed in the powdered tusk of a kaluk, it will function as a divining rod as per the spell for the next 1-4 days. A kaluk's golden cape may fetch as much as 10,000 ch'ien (¥) from collectors.

KAMI (NATURE SPIRITS)

Nature spirits – kami – embody the essence of certain natural locations, objects, animals, or plants in much the same way as elementals are incarnate elements. Like elementals, they can be wild and dangerous — but they are also generally wise and intelligent, and characters who treat them with respect can win their aid. The life force of a nature spirit is tethered to an object or feature of the natural world — a rock, tree, stream, lake, river, mountain, or island, for example. A nature spirit rarely strays far from this object or place on the Material Plane or the Spirit World. In its natural form, rarely seen except in the Spirit World, a nature spirit looks like the feature it is associated with. These spirits are most commonly encountered polymorphed into an attractive human form. Nature spirits speak Common and the Spirit Tongue.

Kami are generally a peaceable race, cohabitating with friendly fey and other magical beings that reside in natural environments. Dryads and treants alike find the company of kami to be quite favorable, as these noble spirits are willing to defend their lands to the death. Being more destructive, troublesome fey find themselves unwelcome in lands overseen by kami, who use the power of nature itself to obliterate intruders who make a nuisance of themselves. Kami's peaceful nature never vanishes more quickly than when they face oni, however, for no other creature is as hated by the kami as these. Kami view oni as defilers of the natural world and monsters whose goals and actions are in direct conflict with those of the nature spirits. When oni are spotted in areas guarded by kami, all kami alert each other to this intrusion, and band together to root out the dark presence. The fact that when a kami falls from grace it runs the risk of becoming an oni has much to do with this hatred—essentially, kami see oni as physical proof of their race's capacity for failure and shame.

While kami are rarely evil, they place the protection of their wards above all else. Often, this puts them at odds with other creatures, and as a result, many tend to view kami as troublemakers at best and outright monsters at worst. The kami have little care for how they are viewed by non-kami, of course—what matters to them is the safety of their wards.

All kami share certain traits as outlined below.

KAMI TEMPLATE INFORMATION

This template may be applied to any fey, elemental, plant or beast. The original creature retains its statistics except where outlined below. Any fey creature listed in the Monster Manual (or other monster tomes) could be used as a kami with little modification.

- **Type.** All kami are fey (spirit) in addition to the base creatures' original type.
- **Alignment.** Kami can be of any non-evil alignment. Evil kami become oni.
- **Size.** If the base creature is a beast it increases by one size category.
- **Abilities: Intelligence.** If the base creature has an Intelligence score less than 10 its Intelligence becomes 10.
- **Language.** All kami speak common and Spirit Tongue in addition to any local dialect of the area they call home.
- **Innate Spellcasting.** The kami's spellcasting ability is Charisma (spell save DC 8 + CHA modifier + Proficiency bonus). It can innately cast the following spells, requiring no material components:
 - At will: detect evil and good, detect magic, invisibility, plane shift (between the Spirit World and the Material Plane only), polymorph (self only).
- **Local Knowledge.** A nature spirit is intimately familiar with the natural world in the area where it lives. A nature spirit automatically has access to the information learned from the commune with nature spell.
- **Magic Resistance.** The kami has advantage on saving throws against spells and other magical effects.
- **Tree (or Animal) Heart.** Each nature spirit is mystically bound to a natural feature—small spirits to a branch, small stone, or stream, medium spirits to a tree, flower, rock, or bamboo grove, and large spirits to a mountain, boulder, ancient tree, or small island. The nature spirit cannot stray more than 300 yards from its feature. If it does, it becomes ill and dies within 24 hours. If the feature to which it is bound is destroyed, the nature spirit dies. Animal kami can move around freely as they essentially fuse with their animal ward permanently.

SMALL NATURE SPIRIT

Small nature spirits include those of small beasts, twigs, small stones, and streams. They are most commonly encountered in the form of a small child. Their mischievous aspects often lead them to play annoying or mischievous pranks. They have no special attacks or qualities beyond those common to all nature spirits.

MEDIUM-SIZE NATURE SPIRIT

Medium-size nature spirits are the most common variety. They are the manifestations of medium beasts, trees, flowers, rocks, and bamboo groves. They usually take the form of an attractive human, and often marry mortals (producing spirit folk children). They have no special attacks or qualities beyond those common to all nature spirits.

LARGE NATURE SPIRIT

Large nature spirits—those that inhabit large (or larger) beasts, mountains, boulders, ancient trees, and small islands—are the most powerful of their sort. They tend to be haughtier and more irritable than their lesser brethren. Mortals often go to great lengths to avoid upsetting Large nature spirits, presenting them with frequent offerings and consulting shamans before undertaking an enterprise that might anger them. Large nature spirits command greater powers commensurate with their higher status:

Innate Spellcasting. The kami's spellcasting ability is Charisma (spell save DC 8 + CHA modifier + Proficiency bonus). It can innately cast the following spells, requiring no material components:

- At will: detect evil and good, detect magic, invisibility, plane shift (between the Spirit World and the Material Plane only), polymorph (self only).

- 1/day: A Large nature spirit can also use any wu jen spell associated with the element most closely related to the nature spirit's essence. Thus, a mountain spirit can use any earth spell, while an island spirit can use any water spell. A Large nature spirit can use any given spell once per day.
- 5/day: shapechange

Damage Resistances. cold, fire, thunder, acid, poison lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Elemental Immunity. Large nature spirits are immune to magical attacks that rely on their own elemental nature. Each nature spirit is immune to one energy type appropriate to its environment: fire, cold, thunder, acid, poison or lightning. For instance, volcano spirits are immune to fire.

KAMI, BAKU

Huge celestial (kami), neutral good

Armor Class 14 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40ft., fly 60 ft.

STR 24 (+7) **DEX** 11 (+0) **CON** 21 (+5)

INT 17 (+3) **WIS** 17 (+3) **CHA** 16 (+3)

Damage Resistance. acid, fire, lightning; bludgeoning, piercing and slashing from nonmagical weapons.

Damage Immunities necrotic

Condition Immunities charmed

Senses blindsight 10ft., truesight 60ft., passive Perception 10

Languages Celestial, Common, Spirit Tongue

Challenge 6 (2,300 XP)

Innate Spellcasting. The baku's spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

- At will: detect evil and good, detect magic, invisibility, plane shift (between the Realm of Dreams, Spirit World, and Material Plane only), polymorph (self only and only into one of its animal forms – lion, horse, tiger, ox or rhinoceros).

Dream Claws. The baku's natural attacks are considered magical.

Dream Eater. Baku are attracted to human dreamers having nightmares. They feast on the negative energy generated during such an experience, ending the dreams and calming the sleeper. Any honorable person visited thus by a baku will awaken with the effect of a bles spell that lasts until the next time creature takes a long rest.

Dishonorable individuals who are visited by a baku experience a very different effect. The baku, disapproving of their dishonorable natures, devours their hopeful dreams instead and leaves the nightmares behind. Such persons receive an effect similar to that of a bane spell that lasts until the next time creature takes a long rest.

Magic Resistance. The kami has advantage on saving throws against spells and other magical effects.

Trampling Charge. If the baku moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the baku can make one stomp attack against it as a bonus action.

ACTIONS

Multiattack. The baku makes two attacks: one with its Gore or Stomp and one with its claws.

Gore. *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. **Hit:** 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. **Hit:** 29 (4d10 + 7) bludgeoning damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 10 (1d6 + 7) psychic damage plus mental drain – target loses 1d4 intelligence on a failed DC 16 INT saving throw. A creature reduced to 0 Intelligence becomes unconscious.

Probability Travel (1/day). A baku psionically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

DESCRIPTION

Baku are huge elephantine creatures with the tail of a lizard. The Baku's rear feet end in leonine paws complete with claws. The baku's back is covered with dragonlike scales running from their head all the way to the end of their tail. They have a short trunk, usually four feet in length.

An enigmatic native of Yume-do, the Realm of Dreams, the baku is poorly understood by the people of Rokugan. These creatures rarely appear in the mortal world, but often enter the dreams of mortals. Though many fear the baku's strange appearance and mysterious origins, the baku are in fact beneficial creatures, whose presence can ward away night-mares and promote sleepers' health.

The benevolent baku avoid combat, preferring to quietly approach sleeping humans and devour their night-mares. If discovered, a baku flees, often transforming into one of five animals: lion, horse, tiger, ox rhinoceros. If its ruse is uncovered, it will transform into its true form, at which time it will fight to the death.

KAMI, DOSOJIN

"Kami of roads and trails"

Medium celestial (kami), neutral good

Armor Class 17 (natural armor)

Hit Points 114 (12d8 + 60)

Speed 30 ft.

STR DEX CON INT WIS CHA
23 (+6) 14 (+2) 20 (+5) 10 (+0) 15 (+2) 10 (+0)

Skills Athletics +9, Perception +5, Stealth +5

Damage Resistance acid, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, poison, petrification

Senses Darkvision 60 ft., passive Perception 15

Languages Common, Celestial (kami); telepathy 50 ft.

Challenge 7 (2,900 XP)

Innate Spellcasting. The kami's spellcasting ability is Charisma (spell save DC 11, Spell Attack +3). It can innately cast the following spells, requiring no material components:

- At will: commune with nature, meld into stone, stone shape
- 3/day each - locate creature, locate object, dispel magic, fog cloud, longstrider, pass without trace
- 1/day each - find the path, mirage arcana

Local Knowledge. As a nature spirit, a kami is intimately familiar with the natural world in the area where it lives. A nature spirit automatically has access to the information learned from the commune with nature spell.

Magic Resistance. The kami has advantage on saving throws against spells and other magical effects.

Regeneration. As long as a kami is within 120 feet of its ward, it has regeneration 10 so long as it has at least 1 hit point remaining. However, it dies if its ward is killed or destroyed.

Mimic Statue. A dosojin can assume the appearance of any Medium-sized statue, such as a stone marker, a religious icon, or a sculpture carved into the side of a cliff. A dosojin's body is hard and has the texture of rough stone no matter what appearance it takes. While the kami remains motionless, it is indistinguishable from an inanimate statue.

Speak with Beasts and Plants. The kami can communicate with beasts and plants as if they shared a language.

Ward. Each kami is mystically bound to a natural feature — small spirits to a branch, small stone, or stream, medium spirits to a tree, flower, rock, or bamboo grove, and large spirits to a mountain, boulder, ancient tree, or small island. The nature spirit cannot stray more than 300 yards from its feature. If it does, it becomes ill and dies within 24 hours. If the feature to which it is bound is destroyed, the nature spirit dies. Animal kami can move around freely as they essentially fuse with their animal ward permanently. *Exception:* A kami may move anywhere within the same natural feature its ward resides in. For example, a tree kami could move anywhere in the same forest that its tree ward grows even if it is more than 300 yards away.

ACTIONS

Multattack. The kami attacks twice with its slam attack.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. **Hit:** 10 (1d8 + 6) bludgeoning damage. On a critical hit the target is exposed to a Lingering Injury.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/120 ft., one target. **Hit:** 15 (2d8 + 6) bludgeoning damage.

Manipulate Path. A dosojin can alter the structure and stability of its ward, making travel along its road or trail either easier or harder for specific groups of travelers. Helping travelers in this way makes a dosojin's ward sturdier and more straightforward, allowing creatures to reach their destination in half the time they would normally take (though this does not grant a bonus to creatures' movement speeds in combat). If a dosojin instead chooses to hinder travelers, it creates unexpected twists and turns within its ward, turning the path into difficult terrain and so causing travelers to take twice as long as they normally would to reach their destination. These effects last as long as the targets stay within the boundaries of the dosojin's ward.

DESCRIPTION

This ancient, weathered statue of a venerable monk with a shaven head possesses an air of both reverence and patience.

Dosojin are kami that take the form of stone icons and watch over roads and trails. They are often found in statue form at the edges of villages, along mountain passes, at the beginnings of tunnels and other major works of roadway construction, or at simple country crossroads. In urban areas, dosojins can sometimes be found on street corners and near bridges. They serve as the guardians of travelers, keeping the malicious and malevolent off the paths they diligently watch over. Wise travelers know to seek a dosojin's blessing before traveling upon its ward, for falling out of favor with the kami of travel is a sure way to become lost or hampered. Pious mortal couples also seek out dosojin for their own reasons, as the kami are often regarded as patrons of fertility and are known for their habit of choosing mates and standing beside one another for their entire lives. In many regions, the blessing of a dosojin is believed to ensure a long and happy marriage, as well as many healthy children.

The average dosojin stands about 4-1/2 feet tall and weighs upward of 400 pounds.

Ecology

As creatures that symbolize travel and connections, dosojins straddle the line between the lands of the civilized and the wild, often with one foot literally in each. Dosojins spend most of their time guarding their chosen sites in the form of nondescript statues and way markers, meditating motionlessly for seasons at a time. While semi-social dosojins within cities and other settlements are not uncommon, the majority of these kami stand along remote and secluded roads, going to great lengths to ensure that their true identity is not known. It is not uncommon for dosojins to create

false duplicates of themselves using their stone shape ability, and these misleading markers inspire a certain amount of faith among those who look out for the kami of roads, as one can rarely tell if a sculpture is a dosojin by looks alone. A dosojin requires no sustenance, but it is not uncommon for travelers to leave offerings for a silent watcher, usually tributes of fruits, nuts, and potables, gifts that the kami gladly shares with hungry travelers, happy to inspire such good faith among passersby and to foster a system of give-and-take between strangers.

Dosojins are fond of the creatures that traverse their roads and trails, and maintain the roadways they guard to ensure both the ward's survival and the safe travel of the voyagers that traverse it. Though they have an affinity for the creatures that constructed their roadways, dosojins still protect their wards with the aggressive righteousness typical of all kami, and scarcely hesitate when faced with an oni or other evildoer seeking to disrupt the balance. Dosojin have little patience for those who litter on their roadways or unnecessarily obstruct the paths, and they take it upon themselves to discipline those they deem worthy of punishment. Rarely violent in an overt sense, dosojins prefer to use their magic in order to trick travelers into becoming lost, letting the wilds they travel through become the primary instruments of their demise. Dosojins prove quite deadly to those who fail to show kami proper respect, as they use their powers of illusion to lead troublesome caravans into impassible ravines and destructive oni onto unsound, derelict bridges.

Habitat & Society

Dosojins are odd among kami in that they are known to select mates from among their own kind, and it is not uncommon to see two seemingly redundant statues standing next to one another near a trailhead or fork in the road. While they do not reproduce in any typical sense of the word, dosojins are nonetheless sought out by mortal couples hoping to conceive, as many people see the kami as symbols of fertility. However, most scholars agree that dosojins do not collaborate in this way to foster fecundity, but rather act as symbols of camaraderie and companionship for travelers on their roads, encouraging teamwork and cooperation among groups of diverse individuals with a shared goal.

While most dosojins are content to watch over particular highways or roads for their entire existences and act as helpful guardians for most passersby, some choose instead to act as appraisers of travelers' skills and bravery. Cunning individuals that indulge in acts of trickery more often than their tamer brethren, these rogue dosojins craft obstacles and trials for travelers they deem worthy of the challenge. The tests are not meant to substantially impede voyagers, and are simply forms of innocent fun that a dosojin uses to gauge the strength and resolve of various wayfarers. Those who surpass a dosojin's challenges (which usually take the form of puzzles or illusions) earn the kami's respect and the assurance of safe travel throughout the rest of its domain, while those who avoid the obstacle or overcome it through brutish and witless means garner only scorn. Careful travelers know to watch out for the statuelike kami when making their way along potentially protected roads, as the guardians expect voyagers to act honorably and respectfully while travelling upon their paths. Some of the most important mandates to keep in mind when interacting with dosojin and walking through their territories are as follows.

- Mortals who respect the land and its laws shall know no harm.
- Mortals who fail to show proper reverence for tradition shall not pass by a dosojin upon the first attempt.
- Mortals who actively harm the natural world shall be cursed to wander it.
- Mortals who stray from a dosojin's path to do harm should not expect to find that path ever again.

KAMI, FOO LION

Huge celestial (kami), chaotic good

Armor Class 15

Hit Points 76 (8d12 + 12)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+4)	17 (+3)	17 (+3)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +6, Stealth +10

Condition Immunities exhaustion, petrified, poisoned;

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Senses darkvision 60 ft., passive Perception 15

Languages Celestial, Spirit Tongue

Challenge 3 (700 XP)

False Appearance. While the foo lion remains motionless, it is indistinguishable from an inanimate statue.

Roaring Call. The roar/howl of foo creature has a 20% chance each round to summon 1d4 foo creatures to its location. A summoned foo creature appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other foo creatures.

Keen Smell. The foo lion has advantage on Wisdom (Perception) checks that rely on smell.

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

Pounce. If the foo lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the foo lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the foo lion can long jump up to 25 feet.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 9 (1d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) slashing damage.

Fade Out. The foo creature becomes invisible until it hits or misses with an attack or until the end of its next turn.

Ethereal Stride. The foo creature magically enters the Ethereal Plane from the Material Plane, or vice versa.

REACTION

Stony Defense (1/day). A foo lion can harden its skin to unyielding stone as an reaction. It gains a damage threshold of 10 until the end of its next turn, but its speed is reduced by 10 feet for the same duration.

DESCRIPTION

There can be no mistaking this animal-like creature for a mere beast, for its face has an almost supernaturally human look to it.

Foo creatures are powerful extraplanar entities that can sometimes be convinced to serve or guard humans of good alignment. Foo creatures have large, blunt heads with wide set, bulging eyes. Their bodies appear somewhat leonine, with thick fur and large, padded feet. Their forelegs resemble those of lions, while their hind legs are more doglike. The smaller of their kind are named foo dogs, while the larger specimens are named food lions. Apart from size they look almost identical to each other.

Foo dogs are the most frequently encountered species of this creature. They have short, bush-tipped tails, long floppy ears, and broad noses. Their fur is typically golden or black, but also may be white, green, violet, or gray. Each foo creature – dog or lion – speaks its own language as well as the language of other foo creatures. All foo creatures also speak the language of human or humanoid races with whom they have formed relationships.

Habitat/Society: Foo creatures can be encountered in any location in the Prime Material Plane, though they make their homes in the Astral Plane, Ethereal Plane, and various Outer Planes, particularly Olympus and Gladshiem. On occasion, they can be convinced to associate themselves with humans or humanoids of good alignment on the Prime Material Plane, especially if the person requesting assistance impresses the foo creature as being kind and benevolent, or if the cause appeals to the foo creature's sense of justice. However, regardless of circumstance, a foo creature will not voluntarily remain in the Prime Material Plane for extended periods. A stay of more than a few weeks is rare.

Ecology: Foo creatures can consume virtually any inorganic matter in the Prime Material Plane. They enjoy devouring gems and precious metals in particular, especially platinum and silver.

KAMI, FUKUJIN

"Kami of Small Plants"

Tiny celestial (kami), lawful neutral

Armor Class 13 (natural armor)

Hit Points 39 (6d4 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +6, Perception +5

Damage Immunities necrotic, poison

Condition Immunities charmed, poison

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Celestial (kami); telepathy 50 ft.

Challenge 3 (700 XP)

Innate Spellcasting. The kami's spellcasting ability is Charisma (spell save DC 9, Spell Attack +1). It can innately cast the following spells, requiring no material components:

- At will: mending, purify food and drink
- 3/day each - detect snares and pits (as detect traps except it only functions in natural terrain)
- 1/day each - goodberry, lesser restoration, mold earth

Aura of Luck. A fukujin brings good fortune with it wherever it goes. Any allied creature that begins its turn within 15 feet of a fukujin gains a minor boon (+1d4) on skill checks.

Local Knowledge. As a nature spirit, a kami is intimately familiar with the natural world in the area where it lives. A nature spirit automatically has access to the information learned from the commune with nature spell.

Magic Resistance. The kami has advantage on saving throws against spells and other magical effects.

Regeneration. As long as a kami is within 120 feet of its ward, it has regeneration 10 so long as it has at least 1 hit point remaining. However, it dies if its ward is killed or destroyed.

Speak with Beasts and Plants. The kami can communicate with beasts and plants as if they shared a language.

Ward. Each kami is mystically bound to a natural feature — small spirits to a branch, small stone, or stream, medium spirits to a tree, flower, rock, or bamboo grove, and large spirits to a mountain, boulder, ancient tree, or small island. The nature spirit cannot stray more than 300 yards from its feature. If it does, it becomes ill and dies within 24 hours. If the feature to which it is bound is destroyed, the nature spirit dies. Animal kami can move around freely as they essentially fuse with their animal ward permanently. *Exception:* A kami may move anywhere within the same natural feature its ward resides in. For example, a tree kami could move anywhere in the same forest that its tree ward grows even if it is more than 300 yards away.

ACTIONS

Multiattack. The kami makes three attacks with its tiny katana.

Tiny Katana. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 6 (1d4 + 4) slashing damage. This attack scores a critical hit on a 19 or 20.

REACTION

Precise Attacks. A fukujin can detect weak points in a foe's defences as a reaction by succeeding at a DC 15 Perception check. Once these weak points have been determined, a fukujin's tiny katana attack scores a critical hit on a 19 or 20 against that creature for 24 hours. A fukujin can inform a single ally within 30 feet of its findings as a bonus action, granting that ally the same bonus. This bonus cannot be granted to more than one creature, even if a fukujin attempts to point out a weakness to another.

DESCRIPTION

This diminutive humanoid looks like a truly ancient but proud old warrior. A tiny tree branch juts from the top of his head.

Spiritual guardians of ornamental shrubs and miniature trees, fukujin are highly regarded among Tians as bringers of good fortune and sound wisdom. Fukujins are thought to only come to goodhearted and devoted bonsai gardeners, and since bonsai plants are often only cultivated by astute and aesthetically minded humanoids, the kami are usually of a similar nature, speaking to mortals rarely and always cryptically. Regardless of how much of their coveted knowledge they impart upon favored mortals, however, fukujins always bring with them a sense of hope and good luck, and almost all within close proximity of the kami feel an instant sense of relief.

Fukujins resemble humanoids with tree branches protruding from their bodies, most often their heads, and some fukujins possess leafy hair or treelike limbs. A fukujin in its physical form is only as tall as its bonsai ward—usually only a foot or two—and weighs less than 30 pounds.

While many see the art of bonsai gardening as humanoids' attempts at controlling or forming nature, fukujins reflect the practice's virtues of patience and nurturing. Fukujins maintain that a moment of patience and study can reveal multitudes more than years of trial and error, and the diminutive beings spread this knowledge wherever they go. While kami do not reproduce in any typical sense, fukujins are known to sow seeds of bonsai plants in the wake of their footsteps, further delighting communities that appreciate such flora. Though assignment of kami remains up to the mysterious will of the gods, fukujins do their part in creating numerous hosts for these spirits.

The health and strength of the tree branch protruding from a fukujin's head is often said to be a good indicator of the skill of the warded bonsai tree's caretaker. While the aesthetic values of bonsai trees are often completely subjective, the kami spirits are evidence that there is perhaps a series of core doctrines bonsai farmers should adhere to when

taking care of their plants—ideals that a gardener can strive toward to ensure he achieves success in his maintenance of the small tree. A poorly trimmed bonsai plant may sicken the spirit for a time, for instance, while expert grafting can result in a strong or knowledgeable kami. In most cases, however, a kami will almost always leave its ward if a bonsai gardener neglects the plant long enough or effectively ruins the effort, for though fukujins are patient, they have little tolerance for the virtues of negligence and wastefulness.

While nearly all fukujins are calm, collected, and patient spirits, the beings are by no means all the same, as their physical appearances, predispositions, and demeanors are just as often reflections of the particular bonsai plant that they watch over. Fukujins who reside within the hearts of deciduous trees, for example, tend to be of lighter color as well as more airy and spirited than the hardy and resilient fukujins of coniferous shrubs, who take on a red, earthy hue. Plant type can also hint at particular magical qualities the spirit might have—white-trunked trees tend to attract gaunter, more fatalistic individuals, while plants with brown or ebon bark inspire kami that are more attuned to the energies and mysteries of magic. The tree branch that sticks out of a fukujin's head while the spirit is in its physical form is often of the same variety as the bonsai tree that the kami protects, though exceptions have been known to exist among particularly dual-natured spirits.

Habitat & Society

Since their wards are by nature the direct result of humanoid intervention, fukujins are naturally social creatures, and most seek to assist their humanoid partners in not only cultivating beautiful plants, but in all spheres of life. Many bonsai gardeners are often content to live in a permanent home, establish a family, and live a life of tranquility, and fukujins happily provide all manner of advice regarding these domestic issues. In other instances, however, fukujins have been known to travel alongside particularly adventurous cultivators, humanoids who keep the shrubbery and kami spirit in safe and comfortable packs or pouches and consult them for wisdom in circumstances both dire and unusual. The miniature kami's insights and good luck prove as useful in the heat of battle as in the hearthstone, and so humanoids from nearly all walks of life seek the favor of these beings.

Bonsai trees are delicate plants and their kami reflect this fragility. What they lack in physical defenses, however, fukujins make up for in grace and keen insight, using their natural acumen to avoid and deter hazards before they're even encountered. Some might mistakenly see this expert passiveness as a manifestation of fukujins' philanthropic ideals and good intentions, but more often than not their flightiness is simply what they deem to be the wisest course of action. In situations where violence is inevitable, fukujins seek the aid of stronger individuals to help protect them, true to the tradition of their wards' reliance on humanoid intervention and maintenance. Rather than view this reliance on humanoids as a weakness, however, most fukujins accept it as part of a long-lasting transaction between the two forces, each providing unique benefits to the other throughout the relationship. To bolster this partnership, fukujins harness healing powers as well as the strength of their insight, ensuring that their caretakers remain healthy and able to protect the kami and their wards.

While they almost always possess pertinent and useful advice, fukujins are known for being reserved under most circumstances, sharing what knowledge they have only when it is absolutely necessary, and they never share wisdom superfluously. Fukujins are normally individualistic and solitary like the plants they watch over, and when they interact with one another they usually do so telepathically. What people often perceive as the luck of fukujins is often merely the result of wise advice garnered from the spirits, though when asked if the kami really are bringers of fortune, fukujins are known to remain even more tight-lipped than usual.

Occasionally one might encounter a fukujin in the wild, in lands far from the societies and plants where they commonly make their homes. In such cases, these miniature kami often claim shrubs, young plants, and even whimsical-looking mushrooms as their wards, grooming nearby groves and glades into quiet meditation gardens or into artistic shapes, inviting visitors to rest and reflect.

Original.

KAMI, HAROOGA

"Kami of an Island"

Large celestial (kami), neutral good

Armor Class 22 (natural armor)

Hit Points 312 (25d10 + 175)

Speed 50 ft., fly 150 ft.

STR DEX CON INT WIS CHA

26 (+8) 24 (+7) 25 (+7) 17 (+3) 25 (+7) 30 (+10)

Saving Throws DEX +14, CON +14, CHA +17

Skills Insight +14, Perception +14

Damage Resistances acid, fire, lightning; bludgeoning, piercing and slashing from nonmagical weapons.

Damage Immunities Necrotic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Truesight 120 ft., Passive Perception 24

Languages all

Challenge 23 (50,000 XP)

Innate Spellcasting. Harooga's spellcasting ability is Charisma (DC 24, +16 spell attack). She can innately cast the following spells, requiring no material components:

- At will: detect evil and good, detect magic, invisibility, plane shift (between the Spirit World and the Material Plane only), polymorph (self only).
- 1/day: Harooga can use any wu jen spell associated with water (in fact, she can use any water affiliated spell – DM's discretion).

Legendary Resistance (3/Day). If Harooga fails a saving throw, she can choose to succeed instead.

Local Knowledge. Harooga is intimately familiar with Akari Island. She automatically has access to the information learned from the commune with nature spell.

Magic Resistance. Harooga has advantage on saving throws against spells and other magical effects.

Magic Weapons. Harooga's weapon attacks are magical.

Regeneration. As Harooga is within 120 feet of Akari Island, she has regeneration 10 so long as she has at least 1 hit point remaining.

Ward. Harooga is mystically bound to Akari Island. She cannot stray more than 300 yards from the island. If she does, she becomes ill and dies within 24 hours. If the island is destroyed, she dies.

ACTIONS

Multiattack. Harooga makes three longsword attacks and casts a spell. She may also use Power of Akari if available.

Watersword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. **Hit:** 12 (1d8 + 8) bludgeoning damage, or 13 (1d10 + 8) bludgeoning damage when used with two hands, plus 27 (6d8) cold damage.

Power of Akari (Recharge 5–6). *Ranged Spell Attack:* +17 to hit, range 60 ft., one creature. **Hit:** 54 (12d8) cold damage, and Harooga can choose another creature she can see within 10 feet of the target. The second creature regains 27 (6d8) hit points.

REACTION

Parry. Harooga adds 7 to her AC against one melee attack that would hit her. To do so, Harooga must see the attacker and be wielding a melee weapon.

Water by Nature. When Harooga is subjected to an effect that would move her, knock her prone, or both, she can use her reaction to be neither moved nor knocked prone.

LEGENDARY ACTIONS

Harooga can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Harooga regains spent legendary actions at the start of her turn.

- **Cast a Spell.** Harooga casts a spell.
- **Watersword Attack (Costs 2 ACTIONS).** Harooga makes one longsword attack.
- **Whelm (Costs 3 ACTIONS).** Harooga gains water form trait and can move up to her speed, each creature in her space must make a DC 24 Strength saving throw. On a failure, a target takes 27 (6d8) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 24). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. Harooga can grapple one Large creature or up to two Medium or smaller creatures at one time. This grapple does not affect her normal actions. At the start of each of the Harooga's turns, each target grappled by her takes 27 (6d8) bludgeoning damage. A creature within 5 feet of her can pull a creature or object out of her by taking an action to make a DC 24 Strength and succeeding.

DESCRIPTION

Harooga is the nature spirit who controls Akari Island. She is also the greatest of the nature spirits of the Prioto Islands. At the start of this adventure, she is held captive by the Opawang in a large gem. By holding Harooga hostage, the Opawang controls the spirits of Akari Island.

KAMI, JINUSHIGAMI

"Kami of mountains, large lakes, and forests"

Gargantuan celestial (kami), neutral

Armor Class 17

Hit Points 328 (16d20 + 160)

Speed 50 ft., Burrow 40 ft.,

STR	DEX	CON	INT	WIS	CHA
30 (+10)	24 (+7)	30 (+10)	12 (+2)	18 (+4)	17 (+3)

Saving Throws WIS +10, CHA +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, necrotic, poison

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned

Senses Darkvision 60 ft., Tremorsense 60 ft., True Seeing 60 ft., passive Perception 14

Languages Common, Celestial (kami), Terran; telepathy 300 ft.

Challenge 20 (25,000 XP)

Innate Spellcasting. The kami's spellcasting ability is Charisma (spell save DC 17, Spell Attack +7). It can innately cast the following spells, requiring no material components:

- At will: *detect thoughts*, *teleport* (self only, only within the boundaries of its ward)
- 3/day each - *earthquake*, *heal*, *summon elemental* (9th level spell)
- 1/day each - *true resurrection*

Earth Glide. The kami can burrow through nonmagical, unworked earth and stone. While doing so, the kami doesn't disturb the material it moves through.

Infused Quarterstaff. Any quarterstaff a jinushigami wields functions as a +5 magical weapon (included in its mighty bo attack action). If a jinushigami is within its regional ward, it can create a Gargantuan quarterstaff out of the surrounding terrain as a standard action.

Legendary Resistance (3/Day). If the kami fails a saving throw, it can choose to succeed instead.

Local Knowledge. As a nature spirit, a kami is intimately familiar with the natural world in the area where it lives. A nature spirit automatically has access to the information learned from the commune with nature spell.

Magic Resistance. The kami has advantage on saving throws against spells and other magical effects.

Manipulate Terrain. A jinushigami can help any number of creatures travel within its territory. Creatures aided in this way receive a +10 bonus on Survival checks and do not suffer reductions to overland movement from terrain or lack of a highway or other roadway, regardless of the presence of roads or the type of terrain they actually travel through. Alternatively, a jinushigami can make terrain more difficult for any number of creatures to travel through, imparting a -10 penalty on all Survival checks and causing overland movement to be reduced to one-tenth its normal speed. A jinushigami can affect as many creatures as it wishes with this ability, selecting whether it aids or impedes travel for each, as long as it can notice the creature and the creature is within its regional ward. A jinushigami may use this ability while merged with its ward.

Regeneration. As long as a kami is within 120 feet of its ward, it has regeneration 20 so long as it has at least 1 hit point remaining. However, it dies if its ward is killed or destroyed.

Siege Monster. The kami deals double damage to objects and structures.

Speak with Beasts and Plants. The kami can communicate with beasts and plants as if they shared a language.

Ward. A jinushigami treats an entire region as its ward. This region can be a single forest, swamp, mountain, lake, or any other natural feature, with a maximum radius of 5 miles. Most jinushigami have smaller regional wards, since not all regions are large enough to fill this area, but no region with a radius smaller than 1 mile radius can support (or deserves) a jinushigami. As long as it is within its territory (either merged with it or in its physical form), a jinushigami can observe the world from any point within its regional ward as if it were at that point. While merged with its ward, it can observe all points simultaneously in this way. As a standard action, it can convey information about a creature within its ward (effectively imparting a description and exact location) to all kami within its regional ward.

ACTIONS

Multiattack. The kami makes three attacks: two with its slam and one with its quarterstaff.

Trembling Slam. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. **Hit:** 15 (1d10 + 10) bludgeoning damage plus 5 (1d10) force damage.

Mighty Bo (Quarterstaff). *Melee Weapon Attack:* +21 to hit, reach 20 ft., one target. **Hit:** 29 (4d6 + 15) bludgeoning damage plus 6 (1d12) force damage.

Stomp. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. **Hit:** 26 (3d10 + 10) bludgeoning damage.

LEGENDARY ACTIONS

The kami can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kami regains spent legendary actions at the start of its turn.

- **Slam (Costs 2 ACTIONS).** The kami makes one slam attack.
- **Move.** The kami moves up to its speed.

DESCRIPTION

This enormous amalgamation of stone and plant matter takes the shape of an old man leaning on an equally huge staff.

Guardians of significant natural wonders like mountains, large lakes, forests, and so on, jinushigami (known also as land kami) are the most powerful and revered of all kami, commanding the very forces of nature itself to ensure the safety and security of their wards. These potent spirits garner the most respect among other kami, wielding great

influence over both them and the native creatures that dwell within their territories. Jinushigami tend to stay hidden amongst their land, however, knowing that their intimate tie with the environment makes them highly desirable targets among those who would seek to do harm to nature.

Strangers to lands protected by jinushigami are well-advised to take the utmost care to not offend the powerful spirit creatures. When displeased, jinushigami can eradicate trails and warp the contours of their terrain, forcing travelers to endure unreasonable hardship in travel. These goliaths have little patience for those who would defile their efforts, and offenders who fail to listen to a jinushigami's initial hints quickly discover how devastating the kami's powers can be as they are forced from the land either by the lesser kami who serve their superior or by the towering jinushigami itself. Of course, those who respect and honor the jinushigami see the kami's other side, as the kami eases their travel by lessening undergrowth, shifting rivers, and otherwise providing subtle but incredible aid to travelers.

Jinushigami are ancient and wise, and while they are no fools, they prefer to give visitors to their domains the benefit of the doubt. Only when an individual makes known his disruptive intentions toward the structure and cohesion of nature does a jinushigami react with violence. Of course, those who align themselves with naturally opposing forces of the kami, such as the oni, do not receive this friendly grace period, and a jinushigami can perceive most treacherous thoughts, sensing a suspicious visitor through its connection with the land, then tracking it down to stealthily observe it more closely.

A jinushigami is 38 feet tall and weighs over 30,000 pounds. When they manifest physical bodies, they appear as lumbering humanoid forms made of earth and stone and plant matter, sometimes with strange humanoid affectations like hats or jewelry.

Variant - Elder Jinushigami

Of all the kami, land kami are the most ancient and powerful, yet even among these immense celestials there are variations in that power. Newly formed jinushigami have statistics as presented above, but a jinushigami grows more powerful as the legend and fame of the site it guards grows. For example, a jinushigami of part of a mountain range is impressive, but a jinushigami whose region includes the range's tallest mountain is even more so.

When a jinushigami becomes this powerful, it is known as an elder jinushigami. An elder jinushigami is generally a Colossal creature (reach of 30 feet), and rarely below CR 22 —most are between CR 22 and CR 25, although exact details vary. An elder jinushigami's ward can cover a much larger area than that of a typical jinushigami, usually with a radius of 1 mile per CR possessed by the elder jinushigami. An elder jinushigami also gains additional spell-like abilities to more closely reflect its role in the world. Listed below are several examples.

Glacier Kami: An elder jinushigami associated with a vast glacier, be it one that carves mountains or runs along a polar coastline, appears as a humanoid made of blocks of ice. These kami have the gain immunity to cold and vulnerability to fire and can use *cone of cold* and *wall of ice* as spell-like abilities three times per day each.

Great Reef Kami: An elder jinushigami whose domain contains a sizable coral reef of considerable age appears as a humanoid constructed of living coral draped with seaweed. Great reef kami gain a swim speed instead of a burrow speed and the amphibious trait and gain the ability to use *tsunami* once per day as a spell-like ability.

Mountain Kami: When an elder jinushigami's ward includes the tallest peak in a range or region, it gains the use of *flesh to stone* and *wall of stone* three times per day each.

Volcano Kami: An elder jinushigami that includes in its ward an active volcano appears as a humanoid made of equal parts molten rock and solid stone. A volcano kami gains immunity to fire and vulnerability to cold, can use *fireball* three times per day, and can use *wall of fire* once per day.

KAMI, KAMINARI

"Kami of the Storm"

Huge celestial (kami), chaotic neutral

Armor Class 19 (natural armor)

Hit Points 310 (23d12 + 161)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	25 (+7)	12 (+1)	13 (+1)	14 (+2)

Saving Throws STR +13, DEX +6, CON +13, WIS +7

Skills Perception +7

Damage Resistance lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 120 ft., passive Perception 17

Languages Auran, Common, Celestial (kami); telepathy 100 ft.

Challenge 17 (18,000 XP)

Innate Spellcasting. The kami's spellcasting ability is Charisma (spell save DC 16, Spell Attack +8). It can innately cast the following spells, requiring no material components:

- At will: *invisibility* (self only), *shatter*, *thunderclap*
- 3/day each - *control weather*, *summon elemental* (9th level spell, air only)
- 1/day each - *chain lightning* (9th level), *storm of vengeance*

Local Knowledge. As a nature spirit, a kami is intimately familiar with the natural world in the area where it lives. A nature spirit automatically has access to the information learned from the commune with nature spell.

Magic Resistance. The kami has advantage on saving throws against spells and other magical effects.

Regeneration. As long as a kami is within 120 feet of its ward, it has regeneration 20 so long as it has at least 1 hit point remaining. However, it dies if its ward is killed or destroyed.

Speak with Beasts and Plants. The kami can communicate with beasts and plants as if they shared a language.

Storm Ward. A kaminari treats a specific mass of transient storm clouds as its ward. This storm is about 1 mile in diameter, and a kaminari can observe the world from any point within its storm ward, whether merged with it or in its physical form. A kaminari can only control the movement of its ward to a minimal extent, willing it to remain in one place or move in a cardinal direction for up to 2d4 hours every day. After this time, the ward continues on its natural course for 24 hours, after which the kaminari may will it to remain stationary again. When a kaminari is in its physical form and within its ward or within 120 feet of its ward's boundaries, it gains the power to call down bolts of lightning. The kaminari can call up to a total of 15 bolts of lightning each day, each of which deals 5d10 points of electricity damage. This ability is otherwise identical to *call lightning*.

Trampling Air Form. The kami can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. It may also solidify as it moves over a creature forcing the target to make a DC 14 Dexterity saving throw, taking 38 (11d6) thunder damage on a failed save and made permanently deaf, or half as much damage and deaf for 1 minute on a successful one.

Vulnerable to Silence. A kaminari constantly surrounds itself with sound and music and can't stand any form of silence. Whenever a kaminari is affected by a silence spell or effect or is rendered deaf by any means, it loses the secondary effect of cacophonous blow (thunder damage and deafening) and its regeneration for the duration of the effect. But because a kaminari possesses incredible resilience to such effects, any silence or deafening effect lasts only 1 round or as long as the effect's duration states, whichever is shorter.

ACTIONS

Multiattack. The kami makes two attacks with its cacophonous blow and uses Whirlwind if available.

Cacophonous Blow. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. **Hit:** 20 (3d8 + 7) bludgeoning damage, and the target must make a DC 21 Constitution saving throw, taking 38 (11d6) thunder damage on a failed save and made permanently deaf, or half as much damage and deaf for 1 minute on a successful one.

Lightning Strike (Recharge 6). The kami makes cacophonous blow attack. On a hit, the target takes an extra 18 (4d8) lightning damage, and the target must succeed on a DC 21 Constitution saving throw or be *stunned* until the end of the kami's next turn.

Whirlwind (Recharge 4–6). Each creature in the kami's space must make a DC 21 Strength saving throw. On a failure, a target takes 20 (3d8 + 7) bludgeoning damage and is flung up 20 feet away from the kami in a random direction and knocked *prone*. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or take the same damage and be knocked *prone*. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked *prone*.

DESCRIPTION

This enormous humanoid possesses vibrant green skin and equally loud hair and is surrounded by a ring of huge drums and storm clouds.

Kaminaris are robust spirits of enormous size that watch over the balance of weather, taking the form of violent storms wherever they go. More monstrous-looking and boisterous than most kami, kaminaris are often mistaken for oni upon first glance, their unpredictable natures furthering the confusion. Kaminaris care little for most mortals, primarily concerning themselves with the maintenance and protection of their wards— enormous storm clouds that

represent the awesome power of thunder and lightning. In addition to their duties guarding their storm wards and the balance of weather, kaminaris are endlessly fascinated with musical instruments, particularly drums. Kaminaris have vibrant skin and equally colorful features; the specific hues vary from kaminari to kaminari. A kaminari stands roughly 25 feet tall and weighs about 10 tons.

Ecology

Though a kaminari commands the awe-inspiring powers of lightning and thunder as though they were simply extensions of itself, the kami of storms have limited power over their wards. As dictated by the obscure and convoluted Laws of Golden Perfection, a kaminari has only limited ability to will its ward to travel in any particular direction or halt its movement for a modest amount of time per day. Thus it is often merely a passenger upon the clouds of a storm.

Though most storms collect and dissipate with some frequency, a kami-inhabited storm is more permanent than most weather patterns, and as long as both the kami and its ward are neither destroyed nor corrupted, the storm could exist for a potentially infinite amount of time.

Kaminaris despise the use of magic to alter weather patterns, and attempts to disrupt their storm clouds often result in the enormous kami's unabashed and wrathful ire. A kaminari is as volatile as the storm it protects, and the powerful spirit is quick to exterminate any creature—mortal or otherwise—it deems a threat to the natural balance of weather. Whether an evil sorcerer is trying to bring devastation to a seaside town by calling forth powerful hurricanes or a benevolent wizard is summoning rain to save a desert city in the midst of a natural drought, if such manipulation comes to the attention of the watchful and wandering kaminaris, they find little forgiveness. This is not to suggest that the kami of storms are evil—their threshold for nuisances is simply lower than most kami, and their punishments more destructive.

Habitat & Society

Floating thousands of feet above most civilizations, kaminaris are usually isolated from other creatures, and this suits the reclusive kami just fine. A kaminari does not interfere with the matters of mortals beyond the natural destruction caused by its storm clouds, and only aides such diminutive creatures when the task would be required of it because of some stricture of the Laws of Golden Perfection. Once a kaminari has fulfilled its required duty, it is only too happy to continue on its way, where it can remain uninterrupted as it creates its music and fills the air around it with thunder and lightning.

A kaminari is as devoted to its ward as it is to the practice of music, and the intensity of the storm it sits upon usually corresponds to the amount of aggression with which it plays its instrument. While it rarely cares to interact with mortals, tending first and foremost to its ward, a kaminari may entertain the idea of interacting with a fellow virtuoso. Kaminaris thus have a great affection for bards who practice an instrument and will occasionally interrupt their diligent guardianship of their storm if doing so allows them the opportunity to play with a skillful accompanist. Amateurs need not apply, as the immortal kaminaris are often among the best players of their instruments, commanding powers of music so stirring that even the most talented bard might have trouble keeping up.

A kaminari goes to great lengths to surround itself with booming noise and is rarely seen without its instrument of choice. While most kaminaris prefer to use drums and other percussion instruments to fill the air around them with sound, rare individuals also adhere to the use of keyboard, string, and wind instruments. The powers of these kaminaris do not greatly differ, but their choice of instrument is usually a fair indicator of their temperament as well as the kind of storm they travel upon—those who play keyboards are usually found amid desert-quenching storms that wander arid environments, bringing with them the power of tornadoes and dust storms; players of string instruments tend toward oceanic environs, residing within the hearts of devastating hurricanes of incredible magnitude far out at sea; and kaminaris who use wind instruments occupy blizzards, commanding the powers of the ice and snow that constantly whip about them.

KAMI, KIRIN

Large celestial (kami), lawful good

Armor Class 12

Hit Points 67 (9d10 + 18)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Immunities poison

Condition Immunities charmed, paralysed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Sylvan, telepathy 100 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The kirin's innate spellcasting ability is Charisma (spell save DC 14). The kirin can innately cast the following spells, requiring no components:

- **At will:** detect evil, druidcraft, minor illusion, and pass without trace
- **1/day each:** call lightning, control weather, dispel evil, gaseous form, heroes feast, , mirage arcana and wind walk

Charge. If the kirin moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Magic Resistance. The kirin has advantage on saving throws against spells and other magical effects.

Magic Weapons. The kirin's weapon attacks are magical.

Mind Reader. A kirin can continuously detect thoughts as the spell. Its telepathy enables it to read conscious thoughts and are thus cannot be surprised.

ACTIONS

Multiattack. The kirin makes two attacks: one with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) piercing damage.

Healing Touch (3/Day). The kirin touches another creature with its horn. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Astral and Ethereal Stride. The kirin and up to three willing creatures within 5 feet of it magically enter the Astral or Ethereal Plane from the Material Plane, or vice versa.

LEGENDARY ACTIONS

The kirin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kirin regains spent legendary actions at the start of its turn.

- **Hooves.** The kirin makes one attack with its hooves.
- **Shimmering Shield (Costs 2 ACTIONS).** The kirin creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the kirin's next turn.
- **Heal Self (Costs 3 ACTIONS).** The kirin magically regains 11 (2d8 + 2) hit points.

DESCRIPTION

Kirins are noble creatures that roam the sky in search of good deeds to reward or malefactors to punish. A kirin superficially resembles a unicorn: It has the body of a stag, covered with luminous golden scales, a thick mane and tail of darker gold color, deep violet eyes, and a pinkish horn and hooves. Kirins sometimes establish lairs on high mountains or plateaus, simple on the outside but with luxuriant interiors. More often, however, they simply fly with the wind, never settling in any place for long.

Habitat/Society: The kirin are a race of aerial creatures that rarely set hoof on solid ground. Only the males ever approach the ground. No encounter with a female kirin has ever been recorded, although it is certain such beings exist. Likewise, no young kirin has ever been encountered, thus details of their reproduction are unknown. Kirin are reticent about these topics.

Kirin come to the aid of humanoids if asked properly or if such beings are faced with a powerful, extremely evil being. Kirin believe in self-improvement, though, and do not casually come to a humanoid's aid except in the direst of circumstances.

Kirin sustain themselves by creating their own food and drink. They are highly imaginative with their creations. They may establish a lair high atop a mountain or plateau. Such sites are virtually impossible to reach without resort to flight or climbing. The lairs may have an stony exterior crafted from local materials. It is enhanced by magically created wood and stout cloth. The interiors tend to be luxurious. The kirin are able to craft fine cloth, tapestries, pillows, and other comforts. An occupied lair is kept clean by carefully controlled winds that sweep out debris.

Although kirin are generous and not avaricious, they still tend to accumulate treasure. These may be their own creations, gifts from friends and allies, souvenirs of past travels and exploits, fines levied against malefactors, or booty taken from vanquished foes.

Ecology: Kirin spend most of their time pursuing their own affairs. They often monitor the activities of powerful evil creatures and beings. If such beings become too malevolent, the kirin act against them. Kirin may reward allies or

needy individuals by creating food and valuables. The intact skin of a kirin is worth 25,000 ¥. Possession of such a item is dangerous, due to the retribution that may be visited upon the possessor by other kirin, sympathetic humanoids, or intelligent lawful good monsters.

T'UEN-RIN

T'uen-rin are a powerful race of good servants that dwell in the peaceful skies and plains of Arcadia. They're related to the ki-rin of the Prime Material Plane, but they're even more intelligent, capable, and noble than their "lesser" kin. T'uen-rin keep their distance from prime-material affairs, concentrating on the task of battling evil around the Great Wheel. However, from time to time the requirements of their endless war on evil send them to the worlds of the prime.

T'uen-rin resemble their more common counterparts. Their bodies are horselike, but their coats are covered with fine golden scales that scintillate with impossible shades of color. Their thick manes and tails are deep, dark gold, and their hooves and horn are pinkish ivory. The t'uen-rin's face is wise and beautiful, and its eyes are liquid orbs of deep violet. Lots of berks say there's no more beautiful sight in the multiverse than a t'uen-rin galloping across the sky at sunrise, and they might be right.

T'uen-rin can understand and speak any human tongue and can also communicate by telepathy or empathy. No natural, nonevil animal'll ever offer harm to a t'uen-rin. Flowers spring up where their hooves touch the earth.

Combat: Although t'uen-rin are peaceful and good, they'll fearlessly attack evil wherever they encounter it. A t'uen-rin's a match for even a greater baatezu or true tanar'ri, and the noble creature'll never hesitate to engage such an opponent.

The t'uen-rin attacks physically with two blows of its mighty hooves and a thrust of its great horn. T'uen-rin enjoy dealing with evil opponents in a direct, physical approach and often choose this option over the use of spells or their *awe* power.

T'uen-rin can cast arcane spells as a sorcerer. They're especially fond of the schools of illusion and enchantment but won't hesitate to use extremely powerful spells such as *symbols*, *wishes*, or *power words* against very powerful evil entities.

The t'uen-rin's *telepathy* ability enables them to monitor conscious thoughts nearby, making them impossible to surprise. This also allows the t'uen-rin to *know alignment* and *detect lie* without error. Each day, the t'uen-rin can *create* nutritious food and beverage for 10d10 people, as well as 100 cubic feet of soft goods, 50 cubic feet of wood, and 20 cubic feet of stone or metal items. These creations are permanent. T'uen-rin can assume *gaseous form*, become *invisible*, *summon weather*, and *call lightning* at will. They can freely enter the Ethereal or Astral Planes. Creatures of elemental air don't attack a t'uen-rin unless compelled by an evil force at least as powerful as the t'uen-rin.

Once per day, a t'uen-rin may create an aura of divine *awe*. Any being of a nondivine nature within sight must survive a saving throw versus spell at -6 or be *awed*. *Awed* beings stand motionless for a number of rounds equal to 20 minus the creature's Wisdom score. For example, a character with a Wisdom of 12 would be *awed* for 8 rounds. *Awed* creatures recover after a 1-round delay if attacked physically. If the t'uen-rin chooses, it may follow up the *awe* with a special *suggestion* or *emotion* spell that affects every *awed* creature. A t'uen-rin could use this power to inspire an entire army to courage or put a legion of evil creatures to flight. Normally, t'uen-rin don't attack creatures they've *awed* unless the creatures are evil and must be destroyed to deter them from their purpose.

Habitat/Society: T'uen-rin're motivated purely by the pursuit of good. They often use their great powers to aid people of good heart wherever they find 'em. Naturally, a t'uen-rin'll seek out and destroy evil if at all possible. T'uen-rin are superhumanly intelligent, and they've got a good idea of when it's time to back off – they might consider a tanar'ri roaming the Astral to be fair game, but they won't follow that same tanar'ri into the Abyss. Although t'uen-rin travel widely, their true home's the skies above Arcadia. They live among the clouds, and some t'uen-rin go centuries without setting foot on the ground. Unfortunately, this attitude's rubbed off on the t'uen-rin; there's a dark seed of arrogance and superiority in the hearts of many of these noble creatures, and there's some bloods who say that the t'uen-rin may be headed for a fall if they keep distancing themselves from mortal concern.

Ecology: In some prime-material cultures, the t'uen-rin're seen as the ultimate embodiment of good. 'Course, no planar'll ever say that about a t'uen-rin. Any cutter with a clue knows that there are high-ups even more important than a t'uen-rin. All that aside, there's no dark to the fact that t'uen-rin're some of the most gifted creatures in the multiverse, and that nothing short of a power dares face them in a fair fight.

It's said that all the t'uen-rin are female, that no males of the race exist. If this is the case, a body might wonder how more t'uen-rin show up. Some bloods say that there's only a limited number of t'uen-rin – a couple of dozen, no more than that – and that each time one is slain, the universe loses something unique and irreplaceable. Others say that the male t'uen-rin is actually the ki-rin (or vice-versa, depending on how a cutter looks at it), and that the two "races" are actually one divided species. The t'uen-rin themselves avoid questions of this nature.

Mechanically the T'uen-rin is a CR 18 version of the kirin with the abilities noted above as well as the capability of a 20th level sorcerer. Text from the Planescape Compendium Entry.

KAMI, KOCHIYAMA

"Kami of the Mountain"

Huge Celestial (kami), neutral

Armor Class 12

Hit Points 161 (17d12 + 51)

Speed 40 ft., burrow 20 ft (ice and snow only), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic

Damage Vulnerabilities fire

Condition Immunities enchantment

Senses darkvision 60 ft., passive Perception 10

Languages Common, Kami, Telepathy 50 ft.

Challenge 7 (2,900 XP)

Innate Spellcasting. Kochiyama's spellcasting ability is Charisma (spell save DC 10). It can innately cast the following spells, requiring no material components:

- At will: detect evil and good, detect magic, invisibility, plane shift (between the Spirit World and the Material Plane only), polymorph (self only).

Keen Smell. Kochiyama has advantage on Wisdom (Perception) checks that rely on smell.

Local Knowledge. Kochiyama is intimately familiar with the natural world in the area where it lives. It automatically has access to the information learned from the commune with nature spell.

Magic Resistance. Kochiyama has advantage on saving throws against spells and other magical effects.

Numbing Cold. When Kochiyama deals cold damage to a creature, that creature must succeed on a DC 15 Constitution saving throw or be staggered until the end of their next round. A staggered creature may only take one action – Attack, Move, Bonus or **REACTION**.

Regeneration. As long as Kochiyama is within 120 feet of its ward, it has regeneration 10 so long as it has at least 1 hit point remaining. This kami's ward is the monastery and the area around it.

Ward. Each kami is mystically bound to a natural feature — small spirits to a branch, Military Statistics-Block small stone, or stream, medium spirits to a tree, flower, rock, or bamboo grove, and large spirits to a mountain, boulder, ancient tree, or small island. The nature spirit cannot stray more than 300 yards from its feature. If it does, it becomes ill and dies within 24 hours. If the feature to which it is bound is destroyed, the nature spirit dies. Animal kami can move around freely as they essentially fuse with their animal ward permanently. Kochiyama's ward is the monastery and the area around it.

ACTIONS

Multiattack. Kochiyama makes three attacks: one with his bite and two with his claws.

Bite. *Melee or Ranged Weapon Attack:* +7 to hit, reach 10 ft., one target. **Hit:** 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage.

Freezing Strikes (Recharge 6). The avatar uses Multiattack. Each attack that hits deals an extra 5 (1d10) cold damage. A target that is hit by one or more of these attacks has its speed reduced by 10 feet until the end of the myrmidon's next turn.

KAMI, KODAMA

"Small Nature Spirits"

Small celestial (kami), neutral

Armor Class 17 (natural armor)

Hit Points 60 (11d6 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+2)	11 (+0)	14 (+2)	17 (+3)

Skills Nature +3, Perception +5, Stealth +4, Survival +8

Senses Darkvision 60 ft., passive Perception 14

Damage Resistance acid, fire, lightning

Damage Immunities necrotic, poison

Condition Immunities charmed, poison

Languages Common, Celestial (kami); telepathy 50 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The kami's spellcasting ability is Charisma (spell save DC 14, Spell Attack +6). It can innately cast the following spells, requiring no material components:

- At will: druidcraft
- 3/day each - detect evil and good, detect magic, invisibility, plane shift (between the Spirit World and the Material Plane only), tree shape
- 1/day each - animal friendship, entangle, tree stride (self plus 50 lbs. of objects only)

Distracting Gaze. When a creature that can see the kodama's eyes starts its turn within 30 feet of the kodama, the kodama can force it to make a DC 14 Constitution saving throw if the kodama is not incapacitated and can see the creature. On a failure the target is staggered and has disadvantage on all to-hit rolls for the next 1 minute (save ends).

Local Knowledge. As a nature spirit, a kami is intimately familiar with the natural world in the area where it lives. A nature spirit automatically has access to the information learned from the commune with nature spell.

Magic Resistance. The kami has advantage on saving throws against spells and other magical effects.

Regeneration. As long as a kami is within 120 feet of its ward, it has regeneration 10 so long as it has at least 1 hit point remaining. However, it dies if its ward is killed or destroyed.

Speak with Beasts and Plants. The kami can communicate with beasts and plants as if they shared a language.

Tree Strider. Once on its turn, the kami can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Medium or bigger. Alternatively, the kami can hide in the tree becoming undetectable by anything but the most powerful magic - though the tree will radiate transmutation magic.

Ward. Each kami is mystically bound to a natural feature — small spirits to a branch, small stone, or stream, medium spirits to a tree, flower, rock, or bamboo grove, and large spirits to a mountain, boulder, ancient tree, or small island. The nature spirit cannot stray more than 300 yards from its feature. If it does, it becomes ill and dies within 24 hours. If the feature to which it is bound is destroyed, the nature spirit dies. Animal kami can move around freely as they essentially fuse with their animal ward permanently. *Exception:* A kami may move anywhere within the same natural feature its ward resides in. For example, a tree kami could move anywhere in the same forest that its tree ward grows even if it is more than 300 yards away.

ACTIONS

Multattack. The kami attacks twice with its claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d8 + 2) slashing damage and 10 (3d6) poison damage.

DESCRIPTION

Revered by druids and rangers for their attunement with the wilds, kodama, known also as tree kami, are the guardians of the wild trees of the forest—they do not protect trees cultivated and grown in civilized areas. (Those trees are protected by different kami, if at all.) A kodama takes a single tree under its protection; typically, all of the trees in a forest that are protected by kodama are clustered together in one particular area. A kodama in its physical form resembles a barely humanoid creature with only the vaguest of features on its semispherical head. A tree kami is 3 feet tall and weighs 60 pounds. While one might expect the kami of something as large as a tree to itself be larger, the fact that forests are made up of so many trees tend to diminish the singular "presence" any single tree might have.

Kodama are more curious about visitors than most kami, and often manifest their physical bodies simply to watch and observe newcomers to their groves. A kodama usually manifests on the far side of its tree, or in the shadows of the undergrowth, so that it can slowly step out into visibility to quietly observe with its distracting, empty-eyed gaze. This gaze can be particularly unnerving. Those who have fallen under its supernatural effects often have different descriptions of how the gaze made them feel (ashamed, frightened, curious, amused, and nervous being the most common reactions), yet the end result is essentially the same. While under observation by a curious kodama, few are those who can continue their actions without being at least somewhat distracted by the kami's attention.

When a kodama must fight (typically in order to defend its tree or other kami), it moves quickly—kodama work best in groups, and when confronted alone generally use tree stride to travel to another part of the forest to raise a small host of allies to aid it in defending its home.

Variants

In cases where a tree is particularly ancient or immense, however, the kodama associated with it is much larger—statistics for such rare kodama can be generated by advancing the kodama given here by several Hit Dice and increasing its size—theoretically, a Colossal kodama with more than 20 Hit Dice could exist somewhere in the world. Not all kodama increase in power by gaining racial Hit Dice, though, as some instead progress by gaining class levels, particularly levels of druid, though a rare few kodama kami—those possessed of minds more ordered and structured than is normal for their race—take the path of the monk.

Original.

KAMI, MEN-SHEN

"Guardian Kami"

Large celestial (kami), neutral

Armor Class 16 (Chain Mail)

Hit Points 110 (13d10 + 39)

Speed 30 ft., fly 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

19 (+4) 11 (+0) 16 (+3) 14 (+2) 12 (+1) 15 (+2)

Saving Throws DEX +3, CON +6, WIS +4, CHA +5

Skills Arcana +5, Deception +8, Perception +4

Condition Immunities charmed, frightened, paralysed

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Giant, Spirit Tongue

Challenge 7 (2,900 XP)

Innate Spellcasting. The men-shen's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

- At will: darkness, eldritch blast (5th level), invisibility
- 1/day each: astral projection (as the spell except that the men-shen's physical body is transported as well), banishing smite, charm person, gaseous form, greater invisibility, sleep

ESP. The men-shen can sense the presence and location of any creature within 30 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a mind blank spell. Any creature that it detects using ESP cannot surprise it. It otherwise acts as the detect thoughts spell.

Exception: A kami may move anywhere within the same natural feature its ward resides in. For example, a men-shen could move anywhere in the same building that its ward is affixed to or resides in even if it is more than 300 yards away.

Magic Weapons. The men-shen's weapon attacks are magical.

Regeneration. The men-shen regains 10 hit points at the start of its turn if it has at least 1 hit point.

Special Equipment – +4 Nodachi. The men-shen's magical greatsword is +4 on attack and damage rolls but must return daily to the Celestial Court to retain their potency. Each day spent away from these realms causes the sword to lose 1 point from its bonus until it becomes a masterwork weapon (nonmagical weapon that does +1 damage).

Spell Resistance. If the men-shen is subjected to a magical effect that allows him to make a saving throw to take only half damage, the men-shen instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Ward – Doorway. Each kami is mystically bound to a natural feature — small spirits to a branch, small stone, or stream, medium spirits to a tree, flower, rock, or bamboo grove, and large spirits to a mountain, boulder, ancient tree, or small island. The men-shen cannot stray more than 300 yards from the doorway or locale it is guarding. If it does, it becomes ill and dies within 24 hours. If the feature to which it is bound is destroyed, the nature spirit dies. Animal kami can move around freely as they essentially fuse with their animal ward permanently.

ACTIONS

Multiattack. The men-shen may use Terror then makes two attacks with its Nodachi.

+4 Nodachi. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. **Hit:** 19 (2d10 + 8) slashing damage, or 13 (1d10 + 8) slashing damage in Small or Medium form.

Terror. The men-shen targets one creature it can see within 60 feet of it. If the target can see the men-shen, it must succeed on a DC 13 Wisdom saving throw against this magic or become frightened until the end of the men-shen's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. If the target is actually trying to illegally enter a place guarded by the men-shen it has disadvantage on the saving throw. A target that succeeds on the saving throw is immune to the Terror of all men-shen (but not men-shen lords) for the next 24 hours.

Change Shape. The men-shen magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its +4 nodachi, which shrinks so that it can be wielded in humanoid form. If the men-shen dies, it reverts to its true form, and its nodachi reverts to its normal size.

DESCRIPTION

Men-shen are guardian spirits, assigned by those they serve to protect a place or person against intruders, evil spirits, or whatever else is named. They appear as florid-faced humans of great size, dressed in the regalia of an army general. Each carries a large red sword. They are able to speak the languages of all men and the language of the Celestial Court. They are sometimes assigned by the Celestial Emperor to specific tasks but are more often invoked or summoned by mortals. Their guardian duties normally only extend from dusk to dawn. They will faithfully discharge their duties unto death.

The first men-shen were originally famous generals of a good emperor. When he fell ill due to the nightly visits of an evil dragon, these generals volunteered to stand watch at his door. For several nights nothing happened, yet they never deserted their posts or slept. Finally, the emperor, concerned for his generals, ordered paintings of the two done on the door posts. So effective had been their vigilance that even the paintings served to frighten the dragon away. Now the two reside in the Celestial Palace, supervising the activities of all men-shen. So were they rewarded for their loyalty and faithfulness. Since that time, mortals have painted the images of men-shen on the doorposts of houses in hopes of frightening away evil spirits. There is a 5% chance that any painted image of a men-shen will be occupied by a men-shen.

STONE SPIRIT

Sometimes, men-shen will go bad or become corrupt turning into stone spirits - evil spirits that inhabit stone statues and can animate them when they desire. The animating spirits have Intelligence scores of 8 to 10 and always have neutral evil alignment. They have the yokai subtype, so they are susceptible to spells that target spirits. A stone spirit can be confronted in the Spirit Realm (Ethereal in this case) and defeated permanently there - use the wraith statblock for its spirit form.

The stone spirit otherwise functions as an animate object spell with the following additions:

ACTION

Possess statue. The stone spirit assumes the form of a possessed statue. Use animate object for the possessed statue's stat block instead.

REACTION

Flee the Form. As a reaction when a possessed statue drops to 0 hit points the stone spirit may leave and move to another statue within 30 feet. If none exists it becomes disembodied and is effectively defeated as it will not be able to possess another statue for 24 hours.

NEW ATTACK

Petrifying Touch (Recharge 6). *Melee Weapon Attack:* to hit as *statue*, reach as *statue*, one target. *Hit:* As *statue* damage, and the target must succeed on a DC 15 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours. Petrified creatures may become targets of the stone spirits **possess statue** ability.

KAMI, SHIKIGAMI

"Kami of minor works of civilization"

Tiny celestial (kami), chaotic neutral

Armor Class 13 (plus *stoneskin*)

Hit Points 17 (5d4 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Skills Acrobatics +5, Deception +3, Perception +6, Stealth +7

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks

Senses Blindsight 30 ft., Darkvision 120 ft., passive Perception 16

Languages Elvish, Spirit Tongue (Kami)

Challenge 2 (450 XP)

Innate Spellcasting. The kami's spellcasting ability is Charisma (spell save DC 16, Spell Attack +8). It can innately cast the following spells, requiring no material components:

- At will: *invisibility* (self only), *stoneskin* (self only)
- 3/day each - *purify food and drink*
- 1/week - *commune with nature*

False Appearance. While the kami has *stoneskin* active and remains motionless, it is indistinguishable from an inanimate statue.

Local Knowledge. As a nature spirit, a kami is intimately familiar with the natural world in the area where it lives. A nature spirit automatically has access to the information learned from the commune with nature spell.

Magic Resistance. The kami has advantage on saving throws against spells and other magical effects.

Regeneration. As long as a kami is within 120 feet of its ward, it has regeneration 2 so long as it has at least 1 hit point remaining. However, it dies if its ward is killed or destroyed.

Speak with Beasts and Plants. The kami can communicate with beasts and plants as if they shared a language.

Ward. Each kami is mystically bound to a natural feature — small spirits to a branch, small stone, or stream, medium spirits to a tree, flower, rock, or bamboo grove, and large spirits to a mountain, boulder, ancient tree, or small island. The nature spirit cannot stray more than 300 yards from its feature. If it does, it becomes ill and dies within 24 hours. If the feature to which it is bound is destroyed, the nature spirit dies. Animal kami can move around freely as they essentially fuse with their animal ward permanently. *Exception:* A kami may move anywhere within the same natural feature its ward resides in. For example, a tree kami could move anywhere in the same forest that its tree ward grows even if it is more than 300 yards away.

ACTIONS

Multiattack. The kami makes two improvised weapon attacks.

Improvised Weapon. *Melee or Range Weapon Attack:* +5 to hit, reach 5 ft. or 20/40 ft range, one target. *Hit:* 6 (1d6 + 3) piercing, slashing or bludgeoning damage. If the kami had advantage on the attack roll, the attack deals an extra 10 (3d6) piercing damage.

DESCRIPTION

This tiny, crudely carved statue of a robed man has glowing runes running across its surface.

KAMI, SUIJIN

"Kami of lakes, ponds, springs, and wells"

Huge celestial (kami), neutral

Armor Class 18 (natural armor)

Hit Points 229 (27d12 + 54)

Speed 30 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	19 (+4)	20 (+5)	23 (+6)

Saving Throws INT +9, WIS +10, CHA +11

Skills Insight +10, Intimidation +11, Perception +10, Persuasion +11

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened

Senses Truesight 120 ft., Passive Perception 20

Languages Aquan, Common, Spirit Tongue (Kami); telepathy 100 ft.

Challenge 14 (11,500 XP)

Innate Spellcasting. The kami's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The kami can innately cast the following spells, requiring no material components:

- At will: command (as a 2nd-level spell), control water, detect evil and good
- 3/day each: aqueous orb (as fireball but the damage type is bludgeoning), telekinesis
- 1/day: dispel magic (7th level)

Amphibious. The kami can breathe air and water.

Flyby. The kami doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Freedom of Movement. The kami ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Local Knowledge. As a nature spirit, a kami is intimately familiar with the natural world in the area where it lives. A nature spirit automatically has access to the information learned from the commune with nature spell.

Magic Resistance. The kami has advantage on saving throws against spells and other magical effects.

Regeneration. As long as a kami is within 120 feet of its ward, it has regeneration 10 so long as it has at least 1 hit point remaining. However, it dies if its ward is killed or destroyed.

Speak with Beasts and Plants. The kami can communicate with beasts and plants as if they shared a language.

Ward. Each kami is mystically bound to a natural feature — small spirits to a branch, small stone, or stream, medium spirits to a tree, flower, rock, or bamboo grove, and large spirits to a mountain, boulder, ancient tree, or small island. The nature spirit cannot stray more than 300 yards from its feature. If it does, it becomes ill and dies within 24 hours. If the feature to which it is bound is destroyed, the nature spirit dies. Animal kami can move around freely as they essentially fuse with their animal ward permanently.

Exception: A kami may move anywhere within the same natural feature its ward resides in. For example a tree kami could move anywhere in the same forest that its tree ward grows even if it is more than 300 yards away.

ACTIONS

Multiattack. The kami makes two melee attacks and use Whitewater Barrier if it so chooses.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. **Hit:** 14 (2d10 + 3) piercing damage plus 4 (1d8) cold damage.

Tail Slap. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. **Hit:** 12 (2d8 + 3) bludgeoning damage.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. **Hit:** 16 (3d8 + 3) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the creature is restrained, and the kami can't constrict another target. While restrained the target takes 16 (3d8 + 3) bludgeoning damage at the start of its turn.

Hydro Pump (Recharge 5–6). The kami exhales cold water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one. Any creature that is struck by the blast and fails its saving throw is pushed back 10 feet. For every 5 by which a creature fails its saving throw, it is pushed back an additional 5 feet. This effect also extinguishes any normal fires within the line of effect, as well as magical fires, which are dispelled as though by *dispel magic*. A suijin can choose to have its breath weapon deal nonlethal damage instead of lethal damage before using this ability. Essentially if the attack would kill a target it instead inflicts the unconscious condition.

Whitewater Barrier (3/Day). A suijin can create a wall of turbulent water. A suijin can make this barrier however long it wishes, up to a maximum length of 180 feet, and the wall is 20 feet tall. A whitewater barrier acts as a sheet of stormy water, and any Large or smaller creature that attempts to pass through the barrier must succeed at a DC 25 Strength (Athletics) skill check or be rushed to the top of the wave and pushed back to the side it started on, taking fall damage as appropriate. It is possible to create cylindrical or square whitewater barriers to enclose specific points. This effect acts like wind wall in regard to how ranged missiles, breath weapons, gases, and creatures in gaseous form interact with it.

REACTIONS

Tail Swipe. When a creature moves behind the kami it may use its reaction to make a tail slap attack.

Description

Suijins are the kami of lakes, ponds, springs, and wells. When they are not merged with their wards, these spirits of nature resemble giant carp or sea serpents, usually beautiful specimens with rainbow scales. While they are as benevolent and well-meaning as all other kami, suijins are often mistaken for beasts of the waters they inhabit and are thus feared by superstitious or simple-minded creatures. Those who encounter suijins know better than to believe

such unfounded fears, however, as the kami often only emerge from their wards in order to protect innocent creatures in trouble near its waters. Considered reclusive even by other kami, a suiijin usually tries to protect creatures within its wards by covert means if at all possible, slowing the flow of its waters' currents or pushing struggling creatures to shore via magic. Suiijins are infinitely patient, and though most enjoy helping creatures, those in more remote regions are just as content to simply exist among their waters, protecting their wards from those who would seek to defile them. The general attitude among most suiijins is often one of simple acceptance of things as they are, based on the belief that all things are fluid and subject to change; even the largest lakes are bound to recede or expand, and even the most eternal kami are not entirely permanent, a point proven by the vicious oni.

In its true form, a typical suiijin is 15 feet long and weighs about 1,200 pounds, though numerous rumors suggest that lesser and greater suiijins do exist in some parts of the world, typically residing in bodies of water that are proportionate to the kami's size and power.

Ecology

A suiijin's particular ward is usually a good indicator of its temperament. A suiijin residing in a secluded and placid mountain lake is often calmer and forgiving of trespasses than one dwelling in the heart of a turbulent river, and though all suiijins typically mean well, those with more tumultuous wards are generally less tolerant of intruders within their domains. For instance, a suiijin protecting a natural whirlpool within a larger body of water may not help a passing boat of traders that happens to start sinking into its depths, viewing the ship as a disturbance to the forces of nature. Those suiijins who are used to seeing their waterways casually abused by the forces of civilization—as almost all cities in some way impose upon or corrupt the rivers and streams that flow near them, and even farming communities may pollute with manure and runoff—can be much more hard-hearted.

Suiijins in isolated areas care far less about the mortal world than those who interact with it on a daily basis, so the attitude of a suiijin dwelling within a mountain stream is often far different than that of one residing in a regularly visited pond. Travelers can earn the approval of a suiijin by placing minerals or gemstones within its ward, and those who pollute the waters or use it for evil (such as by executing innocents via drowning) are quick to encounter a normally calm suiijin's fearsome wrath. Unusual floods and droughts are both signs of a suiijin's displeasure with a nearby development's effects on the surrounding waters, and wary villagers are careful to appease a suiijin and change their destructive ways, lest they feel the full brunt of the powerful water kami's righteous wrath.

Those suiijins who continually fail to protect their waters from troublesome residents or visitors are often quick to fall out of favor with their kindred, and the wards of these kami often become treacherous during the time in which a corrupted suiijin makes its gradual transition toward becoming an oni.

Habitat & Society

A suiijin can occupy virtually any body of water, whether it be a stream up to several dozen miles long or a lake no more than a single mile in diameter. A particularly social suiijin might choose to occupy the aqueduct of an urban development if the inhabitants are especially conscious of their impact on the surrounding environs, and such settlements recognize and appreciate the blessing of the benevolent resident, as a suiijin cleans and purifies the waters it inhabits.

Suiijins are solitary kami, and rarely go out of their way to band with others of their kind, preferring instead to protect isolated bodies of water. This form of aloofness isn't out of fear of or apathy for other kami; instead, suiijins merely adhere to a loosely established territorial pact, knowing that their powers are more valuable when spread throughout regions, rather than concentrated on particular bodies of water. When suiijins do interact with one another, they do so at points where two bodies of water meet, such as estuaries and deltas. If two connecting bodies of water are especially healthy and the suiijins residing in them are entirely undisturbed by forces of corruption, it is said that the water kami celebrate nature in a sort of bonding ritual. The rare event can be seen as motes of blue and green light whirling in the shallows of the adjoining water, and scholars speculate that this event may symbolize the creation of a new suiijin.

KAMI, TOSHIGAMI

"Kami of the Cherry Blossom"

Medium celestial (kami), neutral good

Armor Class 16 (natural armor)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+3)	14 (+2)	14 (+2)	20 (+5)	18 (+4)	16 (+3)

Saving Throws INT +10, WIS +9

Skills Insight +9, Nature +10, Perception +9

Damage Resistance acid, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poison

Senses Darkvision 60 ft., passive Perception 19

Languages Common, Sylvan, Spirit Tongue (Kami)

Challenge 16 (15,000 XP)

Innate Spellcasting. The kami spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

- At will: cure wounds (8th level), deathwatch (as *true seeing* except when the kami looks at a creature the kami knows how close to death it is providing the kami how many hit points it has left as a percentage of its total hit points)*, druidcraft, fly*, foresight*, haste*, true seeing*
- 3/day: greater restoration, slow
- 1/day: finger of death, time stop, waves of exhaustion (as *fireball* but instead of doing fire damage each creature in the area of effect gains 1d4 levels of exhaustion).

* These spells are active before any combat. The kami may maintain multiple concentration spells though each can be interrupted as normal.

Legendary Resistance (3/Day). If the kami fails a saving throw, she can choose to succeed instead.

Local Knowledge. As a nature spirit, a kami is intimately familiar with the natural world in the area where it lives. A nature spirit automatically has access to the information learned from the commune with nature spell.

Magic Resistance. The kami has advantage on saving throws against spells and other magical effects.

Regeneration. As long as a kami is within 120 feet of its ward, it has regeneration 15 so long as it has at least 1 hit point remaining. However, it dies if its ward is killed or destroyed.

Speak with Beasts and Plants. The kami can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the kami can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Touch of Ages. When a toshigami hits a target with any melee attack, the target must succeed at a DC 18 Constitution save to avoid being magically aged. When a toshigami strikes a foe, it must decide whether it wishes to physically increase the target's age or mentally reduce the target's age. If it increases the target's physical age, the target takes 1d4 points of Strength, Dexterity, and Constitution drain (rolled separately). If it decreases the target's mental age, the target takes 1d4 points of Intelligence, Wisdom, and Charisma drain (rolled separately). Combined with the toshigami's numerous attacks, this can quickly devastate a target, but once a target succeeds at its saving throw against the touch of ages, it can no longer be affected by this ability until the end of kami's next round. This is a magical aging effect, but does not actually alter the victim's true age — it merely simulates the creeping effect of age on the flesh or the reversion to an increasingly infantile state of mind. This effect lasts for 1 hour.

The specific effects of being reduced to 0 in an ability score are:

- Strength: The target is prone and paralyzed.
- Dexterity: All hits against the target automatically hit, and the target fails all related saves automatically.
- Constitution: The target dies.
- Intelligence: As the spell feeblemind.
- Wisdom: The target is unconscious.
- Charisma: As the spell feeblemind.

Ward. Each kami is mystically bound to a natural feature — small spirits to a branch, small stone, or stream, medium spirits to a tree, flower, rock, or bamboo grove, and large spirits to a mountain, boulder, ancient tree, or small island. The nature spirit cannot stray more than 300 yards from its feature. If it does, it becomes ill and dies within 24 hours. If the feature to which it is bound is destroyed, the nature spirit dies. Animal kami can move around freely as they essentially fuse with their animal ward permanently.

Exception: A kami may move anywhere within the same natural feature its ward resides in. For example, a tree kami could move anywhere in the same forest that its tree ward grows even if it is more than 300 yards away.

ACTIONS

Multiattack. The kami can make seven staff of ages attacks.

Staff of Ages. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) piercing damage plus *touch of ages*.

REACTION

Staff of Ages. When a creature hits the kami, she may use her reaction to make a staff of ages attack.

LEGENDARY ACTIONS

The kami can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kami regains spent legendary actions at the start of her turn.

- **The Staff of Ages.** The kami makes a staff of ages attack.
- **Spellslinger.** The kami casts a spell.

Description

Toshigami, known also as blossom kami, are associated with cherry trees—particularly those that grow in inhabited areas. Often, long after a city has fallen to ruin, these kami guardians are all that remain to remember the lost city's glory. In this way, the toshigami are also associated with the passing of time. Toshigami rarely show themselves except to those in dire need or who are harming their trees. Still, they have a fascination with mortals, and have even been known to form romantic relationships with them on occasion. A toshigami is 5 feet tall and weighs 100 pounds.

KAMI, ZUISHIN

"Kami of the Shrine"

Medium celestial (kami), lawful good

Armor Class 19 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 0, fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	16 (+3)	14 (+2)	12 (+1)	18 (+4)

Skills Athletics +8, Intimidation +8

Damage Resistances acid, fire, lightning; bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities poison

Senses Darkvision 60 ft., passive Perception 9

Languages Common, Spirit Tongue (Kami, Oni); Telepathy 100 ft.

Challenge 10 (5,900 XP)

Innate Spellcasting. The kami spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

- At will: cure wounds (8th level), deathwatch (as true seeing except when the kami looks at a creature the kami knows how close to death it is providing the kami how many hit points it has left as a percentage of its total hit points)*, druidcraft, fly*, foresight*, haste*, true seeing*
- 3/day: greater restoration, slow
- 1/day: finger of death, time stop, waves of exhaustion (as fireball but instead of doing fire damage each creature in the area of effect gains 1d4 levels of exhaustion).

* These spells are active before any combat. The kami may maintain multiple concentration spells though each can be interrupted as normal.

Local Knowledge. As a nature spirit, a kami is intimately familiar with the natural world in the area where it lives. A nature spirit automatically has access to the information learned from the commune with nature spell.

Magic Resistance. The kami has advantage on saving throws against spells and other magical effects.

Regeneration. As long as a kami is within 120 feet of its ward, it has regeneration 10 so long as it has at least 1 hit point remaining. However, it dies if its ward is killed or destroyed.

Ward. Each kami is mystically bound to a natural feature — small spirits to a branch, small stone, or stream, medium spirits to a tree, flower, rock, or bamboo grove, and large spirits to a mountain, boulder, ancient tree, or small island. The nature spirit cannot stray more than 300 yards from its feature. If it does, it becomes ill and dies within 24 hours. If the feature to which it is bound is destroyed, the nature spirit dies. Animal kami can move around freely as they essentially fuse with their animal ward permanently.

Exception: A kami may move anywhere within the same natural feature its ward resides in. For example, a tree kami could move anywhere in the same forest that its tree ward grows even if it is more than 300 yards away.

Fearsome Presence. Any non-kami creature that starts its turn within 60 feet of the kami must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes frightened of the kami for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to any kami's Fearsome Presence for the next 24 hours.

Fey Step (Recharge 4–6). As a bonus action, the kami can teleport up to 30 feet to an unoccupied space it can see.

Healing Arrow. As part of an attack action, a zuishin can infuse an arrow it fires to carry any of the following effects: cure wounds, lesser restoration or greater restoration. Using one of these effects consumes a use of the same spell-like ability. The zuishin must make an attack with his holy yumi to deliver the effect to the target — the target takes no damage from the arrow.

Holy Weapons. Any weapon wielded by a zuishin is treated as a holy weapon. A zuishin creates arrows out of nothing as part of its attacks with any bow it wields. Holy weapons do an additional 3d6 damage against evil-aligned creatures and 6d6 vs oni. This damage is not included in the kami's attacks.

ACTIONS

Multiattack. The kami makes two weapon attacks.

Holy Naginata. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands, plus 4 (1d8) radiant damage.

Holy Yumi. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. **Hit:** 14 (2d8 + 5) piercing damage plus 4 (1d8) radiant damage.

REACTION

Parry. The kami adds 3 to his AC against one melee attack that would hit him. To do so, the kami must see the attacker and be wielding a melee weapon.

Description

While all kami are enemies of oni, none are so fervent as the zuishin. Known also as shrine kami, zuishin take as their wards gates, doorways, religious places, and the spiritual archways known as torii, ensuring that the gates are respected. Zuishin can use many weapons but tend to favor the bow. A zuishin treats its equipment with the utmost care, viewing weapons as extensions of itself. It never discards its bow voluntarily; if the weapon is ever lost or destroyed, a zuishin can craft a new one in a month.

Zuishin treat other kami with respect and are always willing to lend a helping hand. Creatures other than kami must earn a zuishin's trust before receiving its aid and do so by honoring the gate it guards or providing an offering to the kami, such as a tree branch or other small piece of nature.

Zuishin manifest as suits of armor with a partly manifest warrior within and wield glowing weapons. They stand 5 feet tall and weigh 120 pounds.

Original.

KAPPA

Small humanoid, any chaotic alignment (usually neutral)

Armor Class 15

Hit Points 65 (10d6 + 30)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	17 (+3)	7 (-1)	14 (+2)	11 (+0)

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 2 (450 XP)

Amphibious. The kappa can breathe air and water.

Head Bowl. The indentation on the top of a kappa's head is filled with water from the lake or stream where the kappa lives. Movement and ordinary actions (even combat) does not cause the water to spill; however, a character grappling a kappa can empty the bowl by winning an opposed grapple check. The kappa also has disadvantage on Strength checks (including the attack action), and negates its regeneration ability

Improved Grab. The kappa has advantage on grapple checks.

Regeneration. The kappa regains 5 hit points at the start of its turn. If the kappa's head bowl is emptied of water, it loses this trait.

Unarmored Defense. While the kappa is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Water Immunity. Kappas are immune to water-based spells, including any spell with the word "water" in its name and shugenja or wu jen spells from the water element.

ACTIONS

Multiattack. The kappa makes two melee attacks with its claws.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) bludgeoning damage and the target is grappled (Escape DC 13).

DESCRIPTION

Kappas are a race of malevolent, diminutive humanoids that bear a strong resemblance to turtles. Despite their smallsize (an average kappa stands just over 2 feet tall and weighs about 20 pounds), kappas are accomplished martial artists, focusing on techniques of grabs and throws. Kappas have a stooped posture and a hard shell covering their backs, while thick but supple scales protect the rest of their bodies. Their scales are usually green with yellow splotches, but occasionally dull blue with yellowish brown accents. They have protruding pot bellies with pouches near the base of the abdomen. Their feet are heavy and wide, with three webbed toes ending in hooked claws. Their hands are similarly webbed and clawed, though they are quite dexterous. Their heads are flat and plump, with a bowl-like indentation on the top of the head, which holds water from the kappa's home lake, river, or pond. Their broad mouths are filled with multiple rows of hooked teeth. Their round, bright eyes are usually red or yellow, and covered by a transparent lid that enables them to see clearly underwater. Most kappas have long noses resembling a bird's beak, but some have shorter, more humanlike noses. Kappas speak Common and their own language.

Generally, a kappa's behaviour is unpredictable and extreme. Kappas delight in the discomfort of others, but they are usually polite at first, even to potential prey. Potential victims can sometimes placate them by appealing to their vanity — complimenting their manners or offering gifts, for example. But a hungry, insulted, or simply ornery kappa shows no mercy. Kappas enjoy rending victims with their claws, but sometimes engage in wrestling contests.

Kappa are so proud of their prowess as hand-to-hand fighters that they often offer a victim the chance to wrestle. If the victim wins, the kappa will grant him free passage. If he loses, the kappa will drag him underwater and eat him.

One of the kappa's favorite contests is finger wrestling. The kappa and the victim link their smallest fingers while standing on the shore, then attempt to pull each other into the water. To simulate this contest, the kappa and the victim each attempt opposed Strength checks. If both wrestlers succeed or fail in a particular round, nothing happens. If the victim succeeds and the kappa fails, the victim wins and is allowed to go on his way. If the kappa succeeds and the victim fails, the victim has been pulled underwater.

Habitat/Society

Kappa live in bodies of fresh water, making their lairs under rocks and bridges. They have an extreme aversion to saltwater, and exposure to saltwater for extended periods of time usually is fatal.

A kappa lair is often marked by a large stump or flat rock near the surface of the water. Usually, the landmark is concealed by a circle of high weeds or marsh grass. The kappa uses this stump or rock as a sunning spot. Under the water, a large rock or pile of stones conceals the entrance to the actual lair, which opens into a tunnel that leads to a small, water-filled cavern. A hole in the cavern floor contains the kappa's treasure, which comprises coins, jewelry, and magical items taken from victims. The treasure hole is concealed by a large stone.

A kappa family consists of 2-6 adult males with an equal number of females. The number of children equals the total number of adults. Mating is initiated by the females, who vigorously pursue the male of their choice until the male submits. A female lays 1-6 eggs every year, about half of which actually hatch. The mother keeps the eggs hidden in her pouch and carries the young in her pouch for up to a year after they hatch. A young kappa grows quickly, reaching full maturity in about five years. They can walk, swim, and speak as soon as they hatch, however. Kappa live to be about 100 years old.

These creatures are oblivious to the problems and concerns of others – even members of their own families. A kappa rarely will come to the aid of endangered kin unless he himself would benefit. Before he will act, his own safety must be reasonably assured, and he must be fairly confident that his efforts will lead to personal gain – such as treasure or food.

Humans who share an area with a kappa learn to throw food and trinkets into his water as an offering. These humans write the names of their family members on the gifts, so the kappa is aware of their source. On rare occasions, a kappa acquires a deep respect for a particular human who is especially helpful, deferential, or threatening; in such cases, the kappa may offer to teach the human some of its skills.

Ecology

Kappa eat humans, cows, and sheep when they can get them; otherwise they content themselves with fish. They are especially fond of horseflesh, and often attempt to drag these animals to their doom. Kappa also enjoy cucumbers and melons.

Variants

Smarter-than-Some. Unusually intelligent specimen's kappa (about 10% of adult males) can cast spells. This talent is innate; the spellcaster does not have to memorize the spells. However, the kappa only can cast spells while he is within one mile of his home. The creature casts spells as if he were a wu jen whose level equals the kappa's Hit Dice. Kappa have access to any of the wu jen spells, but they favor the water-based magic.

Last-Laugh. Particular ancient kappa – those who manage to survive more than a 100 years generally – release a *death curse* when they die. The death curse is cast by the kappa's spirit on the opponents who defeated him in his final battle. Up to four opponents can receive the death curse. Each affected opponent must make a DC 15 Charisma saving throw exactly four rounds after the kappa's death. Those who fail their saving throws acquire a permanent -4 penalty to their attack and saving throw rolls; additionally, everyone within a 30' radius of a cursed character suffers disadvantage to their attack and saving throw rolls for as long as they remain within that radius. The death curse only can be lifted by a *remove curse* spell.

KARAKASA UMBRELLA

Small undead (yokai), chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR 16 (+3) **DEX** 17 (+3) **CON** 10 (+0)

INT 11 (+0) **WIS** 10 (+0) **CHA** 8 (-1)

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that are not crystal

Damage Immunities poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Spirit Tongue – understands but does not speak.

Challenge 2 (450 XP)

Ethereal Sight. The yokai can see 60 feet into the Ethereal Plane when she is on the Material Plane, and vice versa.

Turning Defiance. The yokai and any yokai of CR 2 or lower within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Pesky Poke. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. **Hit:** 12 (2d8 + 3) bludgeoning damage.

Needle Spin. *Melee Weapon Attack:* +5 to hit, reach 10 ft., all creatures within reach. **Hit:** 10 (2d6 + 3) piercing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTION

Sun Shield. As a reaction it may sidestep an attack that would hit by adding 3 to its AC.

DESCRIPTION

A yokai in a shape of an umbrella. It has a single large eye at its center and a single leg in place of a handle. Also known as "Karakasa-kozo" (Umbrella kid) and "Ippon-ashi" (one-leg). Appears out of nowhere and startle people on rainy nights.

KARA-TUR NAGA

The **naga** were an ancient race of serpent-folk that existed before the rise of Man. They are the oldest of the civilisations, spanning the far west of the modern Kara-Tur. Before the rise of the first men, the naga entered an enchanted slumber in an attempt to preserve their dying race. Alien, enigmatic and single minded and ruthless in purpose when they have agreed on a course of action. The naga of kara-tur are a diverse species with the following traits in common:

- **Alignment** Lawful Neutral
- **Telepathy.** Nagas are all part of a communal consciousness they call the Akasha. This shared consciousness facilitates communication between nagas near and far and contains the memories of their entire species. A group of nagas within 30 feet of each other are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No naga in a group is considered flanked unless all are.
- **Masculine.** All naga are male. The naga are not born from eggs, like their feral reptilian cousins, but are birthed from special pools and ponds located within sacred regions of jungle. This birthing of a new generation are called Spawnings.

These creatures are considered part of the naga race and each has their own purpose in their strict caste society. Despite their diversity they are all a single species with sub-races. Any amphibian/reptilian humanoid can fit into the naga species though yuan-ti are always the core of the species. For example:

- Bullywug.
- Grung.
- Kobold.
- Lizardmen.
- Troglodyte.
- Yuan-ti.

NAGA SOCIETY

The culture of the nagas revolves around the Akasha — at once a communal mind, a racial memory, and a divine being (or at least part of the divine being called Atman). The social castes of naga society — the vedics, the warriors, the scouts, and the jaklas — are defined by their relationship with the Akasha, the Eternal Mind. All the castes are guided by the Akasha, and all contribute their learning about the world to the Akasha.

The nagas revere Atman, or the Akasha itself, as creator, sustainer, and destroyer of all things, wellspring and goal of life. They worship the two eyes of Atman, which see all that is good in the world, and the Pale Eye, which sees only evil and passes judgment on it.

In ancient times, six naga cities flourished in what is now Kara-Tur, each named after one of the major ideals of the naga race: Candas ("freedom," the city of the chameleons), Iyotisha ("astrology," the city of the constrictors), Nirukti ("joy," home of the greensnakes), Siksa ("courage," the home of the asps), Vyakarana ("magic," home of the cobras), and Kalpa ("rebirth," a homeland for all the bloodlines). Candas remains beautiful and intact, for it lies beneath the waves of the Southern Ocean, tended by ningyo (merfolk) as the chameleons slumbered. Kalpa lies in ruins somewhere in the mountains to the far north of Shinomen, and no word has ever come from its inhabitants since the end of the Great Sleep. Nirukti lies in ruins as well, at the southern tip of the forest where it has been picked clean by Rokugani explorers. The other three cities still stand, in varying states of disrepair, within the depths of the Shinomen forest.

The race of nagas spent a thousand years in a magical stasis called the Great Sleep, from the time of the founding of the Empire of Rokugan to the time of the Great Clans' war against the Shadowlands. They awakened slowly, made war against humans and oni spirit creatures alike, and after a very short period have, for the most part, returned to their torpor. Some nagas see this as the only way to preserve their race, for their spawning pools are drying out. A few nagas— mostly greensnakes and asps—reject the fatalism of the vedics and jaklas, and remain awake in the hope of finding a way to reverse the decline of their people. A very few others hope simply to enjoy what life remains to them, rather than crumbling to dust while they sleep.

Naga society has five castes and any type of naga sub-race can be part of any particular caste though some of the sub-races have an affinity for a certain caste over another:

Greensnakes. The greensnakes are the most numerous bloodline, and the smallest nagas. They are in- quisitive and fast learners and have adopted a diplo- matic role in naga society, facilitat- ing naga interac- tion with the humans of Rokugan.

Chameleon. Chameleons are aquatic nagas, equally at home above or below water and able to breathe both air and water. They average 13 to 17 feet in length and weigh 520 to 680 pounds. Their most remark- able feature is their ability to alter the coloration of their scales, which makes them ideally suited to the role of stealthy scouts.

Asp. The asp are among the most numerous of naga bloodlines, second only to the greensnakes. They are the warriors of their people: strong, sturdy, and aggressive.

Cobra. The cobras are the most mysterious bloodline of the nagas, because they are the practition- ers of the nagas' strange pearl magic. They are similar in size to asps, but more slen- der and agile. Cobras are the most prone to

physical mutations of all the naga bloodlines, probably because of their constant proximity to powerful sources of magic. All cobras possess hoods like those of the serpents whose name they carry, which can extend about 15 inches to either side of their head and retract at will. A few (10%) cobras' hoods do not retract, and some (20%) manifest serpentine features such as elongated tongues, snakelike eyes, or long snouts. Cobras also sometimes (40%) have natural weaponry, including a bite (1d6 damage), claws (1d6 damage), or scythelike bones emerging from the elbows (treat as Large armor spikes—1d8 damage with a successful grapple check).

Constrictor. Constrictors are the mystics, priests, astrologers, and magistrates of the naga, somehow more intimately connected to the communal mind and memory of their race than the other bloodlines. They are also the largest nagas, 25 to 30 feet in length and weighing 1,000 to 1,200 pounds. Despite their size and bulk, they are generally peaceful and gentle. The majority of constrictors have elaborate patterns of scales, and are called the

Children of the Bright Eye. These nagas are teachers, philosophers, healers, seers, and guardians of peace. A few constrictors are born with scales of uniform black and are known as the Children of the Pale Eye. These nagas serve as magistrates, filling the judicial roles of judge, jury, and executioner for crimes against the laws of the nagas.

KUMO

Large monstrosity (shadowlands, shapechanger), lawful evil

Armor Class 14 (natural armor, 17 with mage armor)

Hit Points 39 (6d10 + 6)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	16 (+3)	12 (+1)	6 (–2)

Saving Throws Int +5

Skills Deception +3, Stealth +5

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11

Languages Common, Deep Speech

Challenge 3 (700 XP)

Spellcasting. All kumo are 3rd-level wizards. They use Intelligence as their casting ability (DC 13, attack +5) and require no material components for their spells. Typical known spells are listed below, but individual kumo can know different spells.

- Cantrips (at will): dancing lights, poison cloud, shocking grasp
- 1st level (4 slots): grease, mage armor, magic missile
- 2nd level (2 slots): invisibility, mirror image

Kumo Poison. When exposed to kumo poison a target must make a successful DC 11 Con saving throw or become poisoned for 1 minute, while poisoned the creature is paralyzed.

Spider Climb. Kumo can climb any surface without making ability checks.

Web Sense. While in contact with a web, the Kumo knows the exact location of any other creature in contact with the same web.

Web Walker. The Kumo ignores movement restrictions caused by webbing.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit (reach 5 ft.; one creature). **Hit:** 7 (1d8 + 3) piercing damage, and the target is exposed to kumo poison.

Spit Poison. Range Weapon Attack: +5 to hit, range 30/60 ft.; one creature). **Hit:** Target is exposed to kumo poison.

Spit Web. Ranged Weapon Attack: +5 to hit (range 30 ft./60 ft.; one creature). **Hit:** The target is restrained by webs (Escape DC 12). The web can also be destroyed by 5 points of slashing or fire damage against AC 10. This web has the additional effect of forcing spellcasters to make a DC 12 Constitution saving throw to maintain concentration on spells.

Shapechange. An kumo can use its action to polymorph into a Medium beast or humanoid of CR 2 or lower, or from another form back into its own form. The kumo retains its Int, Wis, and Cha scores and its current hit points while polymorphed but always appears as an attractive specimen of the species and gender; otherwise, it takes on all the attributes of the adopted form. It can cast spells if the adopted form can provide the spell's verbal and somatic components, and it retains its paralytic poison trait if the adopted form has a bite attack. A shapechanged kumo reverts to its natural form when slain.

APPEARANCE

As the monstrosity approaches across its web, you notice that unlike other giant spiders, this one has a pair of diminutive arms and hands, and an oddly brain-shaped hump on its back.

TACTICS

- **Web-Slinging:** A favored tactic of the kumo involves creating a web and then using that web as a swinging rope to fight from. Generally speaking, the kumo is considered to be on higher ground for these attacks (+1 on melee attacks). To use this tactic, a kumo must first throw a web to a nearby fixed point (usually a ceiling or beam, both of which are generally Large, with an AC of 9). The kumo make one of three attacks using their webs in this way.
 - **Angry Falling Leaves:** In this attack, a kumo uses its web to break its fall as it suddenly drops up to 30 feet downward into combat, treating itself as a falling object that crashes into an opponent from above. This attack requires a melee touch attack, and deals 3d6 points of damage. The kumo itself takes 1d6 points of damage if this attack is successful.
 - **Attack of the Lotus Whirlwind:** In this attack, a kumo puts itself into a spin as it descends from its web. If the kumo descends 20 feet or more using this attack, its descent counts as a charge.
 - **Graceful Descent of the Flying Blade:** A kumo can swing up to the web's length (moving up to the kumo's speed) and make a single melee attack action without provoking an attack of opportunity, similar to the Spring Attack Feat. Doing so requires an Acrobatics check with a DC equal to the opponent's CMD. The kumo then releases the web and drops to the ground.
-

KUMO, INFILTRATOR

Medium aberration (shapechanger, yokai), neutral evil

Armor Class 15 (leather armour)

Hit Points 52 (8d8 + 16)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Skills Deception+6, Insight+3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't crystal

Condition Immunities charmed

Senses darkvision60 ft., passive Perception 11

Languages Common, Oni

Challenge 3 (700 XP)

Ambusher. The kumo has advantage on attack rolls against any creature it has surprised.

Shapechanger. The kumo can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Surprise Attack. If the kumo surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Spider Climb. The kumo can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Tongues. The kumo is under a constant *tongues* effect (as the spell).

Web Walker. The kumo ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The kumo makes two attacks.

Paralyzing Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. **Hit:** 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage. If the target takes any poison damage and is a creature, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spit Poison. *Range Weapon Attack:* +6 to hit, range 15 ft., one target. **Hit:** 7 (1d6 + 4) poison damage. If the target takes any poison damage and is a creature, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spit Web. *Range Weapon Attack:* +6 to hit, range 30 ft., one target. **Hit:** The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Treasure: +1 Spirit Emblem.

KUMO, JORO-GUMO ASSASSIN

Large monstrosity (yokai, kumo), chaotic evil

Armor Class 19 (black silk kimono embroidered with dark draconic figures)

Hit Points 123 (13d10 + 52)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	12 (+1)

Saving Throws DEX +6, CHA +4

Skills Perception +5, Stealth +9

Damage Resistances Necrotic

Condition Immunities Charmed, Exhaustion

Senses Darkvision 120 ft., Passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 6 (2,300 XP)

Innate Spellcasting. The joro-gumo's innate spellcasting ability is Wisdom (spell save DC 13). The kumo shadow dancer can innately cast the following spells, requiring no material components:

- At will: dancing lights
- 1/day each: darkness, faerie fire

Assassinate. During her first turn, the joro-gumo has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the joro-gumo scores against a surprised creature is a critical hit. If the target is bloodied after taking damage from this attack, the target drops to 0 hit points.

Kumo Poison. When exposed to kumo poison, a target must make a successful DC 15 Con saving throw or become poisoned for 1 minute, while poisoned the creature is paralyzed.

Shadow Jump. As a bonus action, the joro-gumo can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The joro-gumo can use this ability between the weapon attacks of another action it takes.

Spider Climb. The joro-gumo can climb difficult surfaces, including upside down on ceilings, without needing to make an ability joro-gumo.

Web Sense. While in contact with a web, the joro-gumo knows the exact location of any other creature in contact with the same web.

Web Walker. The joro-gumo ignores movement restrictions caused by webbing.

Web Walker. The joro-gumo ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The joro-gumo shadow dancer makes three attacks, either with its longsword or its longbow. It can replace one of those attacks with a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. **Hit:** 2 (1d4) piercing damage plus 9 (2d8) poison damage and exposed to joro-gumo poison.

Kuru-Sai-Gama. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. **Hit:** 10 (2d6 + 3) piercing damage, and the target must succeed on a DC 14 Dexterity saving throw or suffer one additional effect of the shadow dancer's choice:

- The target is grappled (escape DC 14) if it is a Medium or smaller creature. Until the grapple ends, the target is restrained, and the shadow dancer can't grapple another target.
- The target is knocked prone.
- The target takes 22 (4d10) poison damage.
- The target is stunned until the end of its next turn (saving throw is Constitution).

Kunai. *Ranged Weapon Attack:* +6 to hit, range 20/40 ft., one target. **Hit:** 5 (1d4 + 3) piercing damage plus 4 (1d8) poison damage and exposed to joro-gumo poison.

Spit Web. *Ranged Weapon Attack:* +5 to hit (range 30 ft./60 ft.; one creature). **Hit:** The target is restrained by webs (Escape DC 12). The web can also be destroyed by 5 points of slashing or fire damage against AC 10. This web has the additional effect of forcing spellcasters to make a DC 12 Constitution saving throw to maintain concentration on spells.

Summon Shadow (1/Day). The joro-gumo magically summons a shadow. The summoned shadow appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action. It appears as a shadowy spider.

Shapechange. A joro-gumo can use its action to polymorph into a spider that is Large or smaller, humanoid of CR 6 or lower, a hybrid form human-spider form, or from another form back into its own form. The joro-gumo retains her Int, Wis, and Cha scores and her current hit points while polymorphed but always appears as an attractive female of the humanoid species she mimics; otherwise, she takes on all the attributes of the adopted form. She can cast spells if the adopted form can provide the spell's verbal and somatic components, and she retains her kumo poison trait if the adopted form has a bite attack. A shapechanged joro-gumo reverts to its natural form when slain.

REACTION

Phase Spider Step (1/Day). As a reaction to being hit the joro-gumo shadow dancer becomes invisible until the end of her next turn or until she attacks, then teleports up to 20 feet.

TACTICS

Before Combat The joro-gumo cast false life and mage armor before combat, and poison their daggers with their own poison.

During Combat The joro-gumo initially use their shadow call abilities to summon 1d3 shadowy giant spiders to attack enemies, hoping to draw their opponents' attention while they try to outflank them. The Gossamer use their shadowdancer abilities and spells such as mirror image and vanish to confuse their enemies, always attempting to

flank their enemies with each other or their shadow companions. They reserve their shadow jump abilities to escape if they are cornered.

Morale The joro-gumo fight to the death to protect their lover and master Akinosa.

TREASURE

Combat Gear potion of blur, potion of cure serious wounds.

Other Gear masterwork daggers (8), black porcelain mask, black silk kimono embroidered with dark draconic figures (worth 75 ¥), necklace of Akinosa's hair

DESCRIPTION

Pronounced JOH-ro GOO-mo. A horrific fusion of a woman's torso and with the lower body of a spider. Ensnares humans in her sticky threads, then devours them alive. In spite of her giant size, can freely climb walls and ceilings. Her arachnid legs are covered in a thick shell, making them highly resistant to damage.

The Joro-Gumo is yokai with the limbs of a spider and the torso and head of a female woman. Vicious, fast and deadly, this troublesome enemy will do short work of the ill-prepared, luring young men in with her sexual appeal to feed on them.

KUMO, LORD

"Akinosa the Rotund"

Large monstrosity (shapechanger, yokai), neutral evil

Armor Class 19 (natural armor)

Hit Points 129 (13d10 + 52)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	12 (+1)

Speed 50 ft., climb 30 ft., fly 60 ft (spell)

Skills Perception +5, Stealth +9

Senses Darkvision 120 ft., Passive Perception 15

Languages Common, Undercommon

Challenge 11 (7,200 XP)

Innate Spellcasting. The Akinosa's innate spellcasting ability is Wisdom (spell save DC 13). The drider can innately cast the following spells, requiring no material components:

- At will: dimension door
- 1/day each: darkness, fly*, false life* (+6hp), mage armor*, blur* (disadvantage), mirror image, shield*

**These spells are active at the start of the fight.*

Spider Climb. The Akinosa can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The Akinosa ignores movement restrictions caused by webbing.

Kumo Poison. When exposed to kumo poison a target must make a successful DC 15 Con saving throw or become poisoned for 1 minute, while poisoned the creature is paralysed.

ACTIONS

Multiattack. Akinosa makes three attacks from the available choices.

Long Limbed Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. **Hit:** 2 (1d4) piercing damage plus 9 (2d8) poison damage and exposed to kumo poison.

Long Limbed Razor Legs. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit:** 8 (1d10 + 3) piercing damage.

Blowgun. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. **Hit:** 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage and exposed to kumo poison.

Shapechange. Akinosa can use his action to polymorph into a Medium beast, humanoid of CR 5 or lower, a hybrid form, or from another form back into his own form. Akinosa retains its Int, Wis, and Cha scores and its current hit points while polymorphed; otherwise, he takes on all the attributes of the adopted form. he can cast spells if the adopted form can provide the spell's verbal and somatic components, and he retains his paralytic poison trait if the adopted form has a bite attack. Akinosa dancer reverts to its natural form when slain.

VILLAIN ACTIONS

Akinosa takes a single villain action, in sequence, at the end of each round:

1. **Spit Web.** Akinosa encases a target in webbing wrapping them so tightly it paralyses them for 1 minute (Escape DC 15). The web can also be destroyed by 10 points of slashing or fire damage against AC 12. This web has the additional effect of forcing spellcasters to make a DC 12 Constitution saving throw to maintain concentration on spells.
2. **Spit Poison.** Akinosa selects a target within 60 feet and spits kumo poison at them. The target take 10 (3d6) necrotic damage and 10 (3d6) poison damage.
3. **Chain Lightning.** Akinosa casts chain lightning which hits 1 target within 30 feet than chains to at least 3 other targets and chains again to another 3 hostile targets before expending its energy for 45 (10d8) lightning damage on a failed DC 14 Dexterity saving throw.
4. **Baleful Polymorph.** Akinosa turns a target into a rat for 1 hour. He enjoys polymorphing his enemies into rats, an animal considered unlucky by many in Rokugan. The target can make a DC 15 Constitution saving throw at the end of its turn to revert to its normal form.

TACTICS

Before Combat Akinosa casts false life and mage armor every day. If alerted to the presence of intruders, Akinosa sends out his guards from the Open Web (area A8b) and casts scrying to determine the point of attack. He then positions his elite defenders, the Gossamer (area A10b), between the attack and himself. Before combat, Akinosa casts blur, fly, mirror image, and shield.

Combat. If encountered in his lair, Akinosa plays his drums of panic (see area A9b) to scare away foes, then drinks from his flask of endless sake in the hope of getting a beneficial potion. Akinosa uses fly or dimension door to move around in combat and avoid melee, instead using his wand of lightning bolt and casting his toughest spells, including chain lightning and baleful polymorph. Akinosa enjoys polymorphing his enemies into rats, an animal considered unlucky by many in Tian Xia. If engaged in melee combat, Akinosa casts interposing hand for cover and attacks with his dagger of venom.

Morale Akinosa is likely to believe that any attackers are agents of Munasukaru and fears capture accordingly. If reduced to 20 hit points or fewer, Akinosa casts dimension door to flee to safety, gathering whatever followers he has left to launch a counterattack.

TREASURE

Combat Gear wand of lightning bolt (23 charges), Medium spider venom (4 doses); Other Gear dagger of venom, masterwork blowgun with 10 darts, cloak of resistance +2, flask of endless sake (see page 60), silver sake drinking bowl (worth 110 ¥), magnificently carved hardwood ball medallion depicting the world being devoured by an imperial dragon (worth 50 ¥), silver mirror worth 1,000 ¥ (focus for scrying spell), 2 doses of tobacco (worth 50 ¥ total), keys to all locks in the aboveground levels of the House of the Withered Blossoms

KUMO, TSUCHIGUMO

"The King of the Kumo"

Gargantuan monstrosity (titan, yokai), chaotic evil

Armor Class 17 (natural armour)

Hit Points 324 (24d20 + 72)

Speed 50 ft., climb 50 ft., swim 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

26 (+8) 16 (+3) 16 (+3) 5 (-3) 16 (+3) 15 (+2)

Saving Throws Con +10, Int +12, Wis +10

Skills Arcana +12, Insight +10, Perception +10

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 20

Languages understands gith but cannot speak

Challenge 22 (41,000 XP)

Hard Head. While Tsuchigumo is not flanked he has a damage threshold of 15.

Inscrutable. Tsuchigumo is immune to any effect that would sense his emotions or read his thoughts.

Legendary Resistance (3/Day). If Tsuchigumo fails a saving throw, he can choose to succeed instead.

Magic Resistance. Tsuchigumo has advantage on saving throws against spells and other magical effects.

Magic Weapons. Tsuchigumo's weapon attacks are magical.

Siege Monster. Tsuchigumo deals double damage to objects and structures.

Spider Climb. Tsuchigumo can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web Tsuchigumo knows the exact location of any other creature in contact with the same web.

Web Walker. Tsuchigumo movement restrictions caused by webbing.

ACTIONS

Multiattack. Tsuchigumo makes two attacks with his Noxious Bite.

Noxious Bite. *Melee Spell Attack:* +15 to hit, reach 5 ft., one creature. *Hit:* 23 (4d6 + 8) piercing damage 28 (8d6) poison damage, and the target must succeed on a DC 18 Constitution saving throw or die. On success the target is poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target is already poisoned it automatically fails, the saving throw.

While poisoned it takes 14 (4d6) poison damage at the start of its turn. This attack reduces poison immunity to resistance and resistance to normal and normal to vulnerability each time it strikes with this attack.

Body Slam (To Hit Roll of 15+). Whenever Tsuchigumo rolls 15+ on his noxious bite attack roll he shakes his head and his tail and slams into creatures within 5 feet of him. Each creature within range must make a DC 18 Dexterity saving throw or take 35 (10d6) bludgeoning damage and become stunned until the end of Tsuchigumo's next turn.

Web (Recharge 5–6). *Ranged Weapon Attack:* +12 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 23 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 15; immunity to bludgeoning, poison, and psychic damage).

REACTION

Teleport. When Tsuchigumo is reduced to 50% of his starting hit points he teleports anywhere within his lair.

LEGENDARY ACTIONS

Tsuchigumo has 1 legendary action per PC, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tsuchigumo regains spent legendary actions at the start of his turn.

- **Noxious Touch.** Tsuchigumo uses Noxious Bite.
- **Melee Explosion (Costs 2 ACTIONS).** Tsuchigumo points her tail in air and wind swirls around it exploding outward. Each creature within 30 feet of Tsuchigumo must make a DC 20 Dexterity saving throw, taking 35 (10d6) force damage on a failed save, or half as much damage on a successful one.
- **Ice Barrage (Costs 3 ACTIONS, 1/Day).** Tsuchigumo raises his tail and wiggles it calling forth a barrage of ice that quickly spikes up from the ground underneath enemy creatures. Each creature that Tsuchigumo can see must make a DC 18 Dexterity saving throw taking 70 (20d6) cold and 70 (20d6) piercing damage on a failed save, or half as much on a success.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) 1d6 +1 Child of Kumo joins the battle. They may act on the turn they arrive.

DESCRIPTION

The Great Sea spider is the king of all kumo, a powerful tainted animal spirit. Looking more like an eight-legged silverfish this king of spiders is nonetheless the greatest of its kind.

Many years ago, the Spider brokered a deal with Fu Leng, leaving Chikushudo forever so that he and his kin could drink the power of Jigoku. This deal was sealed by the sudden outbreak of civil war in the Crane lands, during which time the great kumo fed upon blood spilled in hatred, growing large and powerful. The Spider rampaged across the lands of the Crane Clan, until the Asahina finally mastered a great spell that would temper the beast's wrath, sending it into a deep sleep in the depths of the sea.

During the war against the Lying Darkness, the minions of Nothing manipulated the Crane into awakening the Spider once more. After the beast slipped free of the control of its masters, it spun a great web of shadow over Otosan u c h i itself, blocking the sun and allowing the Darkness to rampage in the city unchecked. Only the brave efforts of Rokugan's heroic samurai dispelled the web and freed the civ, but the spider itself escaped into the depths of the sea once more before it could be destroyed.

The Great Sea Spider is a devastating foe. It prefers to soften its enemy from afar, using its webs to ensnare and slow enemies before closing to finish them off.

KYOJIN

Kyojin, or gargantua, are truly monstrous species, both in size and ferocity. Whether they are throwbacks to another age, aberrations of natural processes, or results of crazed magical experiments is unknown. Gargantua appear in many different forms, but most resemble gigantic humanoids, insects, and reptiles.

The **reptilian** gargantua is so immense that it dwarfs virtually all of the world's creatures. Some reptilian gargantua move on all fours. Most, however, are bipedal, supported by two massive legs rivaling the width of the largest tree trunks. The creature's body is thick and bulky. Rocky scales — usually dark green with black accents — cover it from head to toe. Its smooth belly is a lighter shade of green. Certain rare types have mottled scales in shades of brown, gray, and yellow.

Humanoid gargantua are the least intelligent type. They resemble gigantic humans, somewhat anthropoid facially, with stooped shoulders, long arms, and jutting jaws. Long, greasy hair dangles about their shoulders, though a few humanoid gargantua are completely bald. They stand 80 to 100 feet tall and are sometimes covered with black, brown, or golden fur. Their skin color ranges from pale pink to dull yellow to deep black. They have blunt noses, huge ears, and bright eyes, which are usually brown or red. Single-eyed humanoid gargantua also are rumored to exist.

Adult **insectoid** gargantua resemble immense moths. Their bodies are covered with fine fur, usually gray or black, and their wings bear colorful patterns in brilliant blue, red, yellow, and green. Their movements and other actions are accompanied by a piercing screech that sounds like a warning siren.

Though extremely rare and generally cause for an entire army to be mobilized to deal with, there are rumors of an isolated island filled with nothing but kyojin and small kingdom of humans who battle these titans daily for control of the island and survival blissfully unaware of sprawling human civilizations outside their walled city.

KYOJIN TEMPLATE

A beast, humanoid, giant, or monstrosity can become a kyojin. When a creature becomes a kyojin, it retains all its statistics except as noted below.

- **Type.** Change its type to monstrosity and its subtype to titan.
- **Size.** Change to gargantuan and update HD and HPs appropriately.
- **Abilities.** The creature's Intelligence is reduced to 5 if it is higher and its Strength and Constitution is increased by 6 to a maximum of 30.
- **Resistances.** Kyojin is resistant to all attacks.
- **Immunities.** Kyojin are immune to bludgeoning, piercing and slashing from nonmagical attacks that are not adamantine.
- **Languages.** Kyojin loses any ability to speak though it still has a dim emphatic intelligence.
- **Challenge.** Use the guidelines in the *Dungeon Master's Guide* to recalculate the rating after you apply the template.

New Traits:

- **Siege Monster.** The kyojin deals double damage to objects and structures.
- **Swallow.** The kyojin makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kyojin, and it takes $((CR/2) * d6)$ acid damage at the start of each of the kyojin's turns. If the kyojin takes $(1/10\text{th its original hit points rounded up to the nearest tens})$ damage or more on a single turn from a creature inside it, the kyojin must succeed on a DC $(8 + \text{Proficiency} + \text{CON})$ Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kyojin. If the kyojin dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.
- **Weak Spot.** The kyojin has a weak spot which bypasses its damage resistance. The weak spot is specific to each creature type. For example, a humanoid kyojin has its weak spot on the back of its neck.

New ACTIONS:

- **Bite.** If the base creature did not have a bite attack it gains one. Calculate to-hit and damage bonuses based on the kyojin's Strength score and damage is 4d12 piercing or $\frac{1}{2}$ the CR in d12 — whichever is higher — and if the target is a creature, it is grappled (calculate escape DC normally). Until this grapple ends, the target is restrained, and the kyojin can't bite another target.
- **Slam.** Replace any weapon attack with a slam attack that also grapples the target.

Example using a hill giant.

KYOJIN (HUMANOID)

Gargantuan monstrosity (titan), chaotic evil

Armor Class 13 (natural armor)

Hit Points 175 (10d20 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA

27 (+8) 8 (-1) 25 (+7) 5 (-3) 9 (-1) 6 (-2)

Skills Perception +2

Damage Resistances All

Damage Immunities bludgeoning, piercing and slashing from nonmagical attacks that are not adamantine

Senses passive Perception 12

Languages –

Challenge 8 (1,800 XP)

Siege Monster. The kyojin deals double damage to objects and structures.

Swallow. The kyojin makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kyojin, and it takes 14 (4d6) acid damage at the start of each of the kyojin's turns. If the kyojin takes 20 damage or more on a single turn from a creature inside it, the kyojin must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kyojin. If the kyojin dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Weak Spot. The kyojin has a weak spot which bypasses its damage immunities and resistance on the back of its neck.

ACTIONS

Multiattack. The kyojin makes two slam attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. **Hit:** 34 (4d12 + 8) piercing damage. If the target is a creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the kyojin can't bite another target.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. **Hit:** 21 (3d8 + 8) bludgeoning damage. If the target is a creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the kyojin loses one of its slam attacks.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. **Hit:** 24 (3d10 + 8) bludgeoning damage.

MAMONO

Medium monstrosity (shapechanger), neutral evil

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

11 (+0) 18 (+4) 14 (+2) 11 (+0) 12 (+1) 14 (+2)

Skills Deception +6, Insight +3

Condition Immunities Charmed

Senses Darkvision 60 ft., Passive Perception 11

Languages Common

Challenge 3 (700 XP)

Innate Spellcasting. The mamono's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

- At will: *invisibility*

Ambusher. The mamono has advantage on attack rolls against any creature it has surprised.

Rejuvenation. If a mamono is killed at night, it reawakens in 2 hours, completely healed and very angry. The only reliable way to kill a mamono is to cut it into three or more parts and bury them separately. A mamono cannot rejuvenate if killed during the day or exposed to direct sunlight.

Shapechanger. The mamono can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Sunlight Hypersensitivity. The mamono takes 1d8 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Surprise Attack. If the mamono surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The mamono makes three arm blade attacks.

Arm Blades. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) slashing damage.

Torso Maw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 4) piercing damage and 5 (2d4) poison damage.

Read Thoughts. The mamono magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the mamono can continue reading its thoughts, as long as the mamono's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

DESCRIPTION

Mamonos are hideous shapechangers with a strong resemblance to doppelgangers. In their natural form, they are skinless creatures of bone and muscle, with a single eye and a gaping, spiderlike maw in their abdomens. Their arms end in serrated blades of bone, each as deadly as a wakizashi.

Like doppelgangers, mamonos use their natural abilities of mimicry and deception to infiltrate human society. Unlike doppelgangers, however, they are motivated by a deep loathing of humanity rather than simple self-interest, and they delight in flaying their victims before devouring their eyes, liver, and other soft tissue.

In human form, a mamono attacks with a weapon or unarmed, but if it is severely threatened it reverts to its natural form and uses its formidable natural weaponry.

MANANANGGAL

Medium undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 195 (23d8 + 92)

Speed 30 ft., fly 60 ft (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws STR +7, CON +7, WIS +6, CHA +7

Damage Resistances Necrotic, Psychic; bludgeoning, piercing, slashing from nonmagical attacks that are not silver

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Stunned

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Spirit Tongue

Challenge 7 (2,900 XP)

Innate Spellcasting. The manananggal's innate spellcasting ability is Charisma (spell save DC 15, spell attack +7). She can innately cast the following spells, requiring no material components:

- At will: *bleed* (as vampiric touch but in addition the target gains 1 failed death saving throw if dying on a failed save), *dancing lights*, *touch of fatigue* (as vampiric touch but in addition the target gains 1d4 levels of exhaustion for 1 hour on a failed save)
- 3/day: darkness, *deep slumber* (as a 9th level sleep spell), fear (DC 19)

Regeneration. The manananggal regains 10 hit points at the start of her turn when separated (this only applies to the monstrous upper body after separation). If she takes fire or radiant damage, this trait doesn't function at the start of manananggal's next turn. The manananggal is destroyed only if she starts her turn with 0 hit points and doesn't regenerate.

Sunlight Sensitivity. While in sunlight, the manananggal has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Separate. During the day, a manananggal looks like a living human woman. She does not detect as undead during the day but is still an undead creature. At sunset, her upper torso automatically rips away, leaving her lower torso behind. Her lower torso is helpless, but her upper torso gains its fly speed and attack actions at this time. The upper and lower portions share the same pool of hit points (despite any intervening distance), and if the helpless lower portion is damaged, the manananggal is immediately aware of the attack. Since manananggals can be destroyed by damage to their lower bodies, they prefer to hide their lower torsos when separated. A manananggal must return to its lower torso and reattach to it within the hour before sunrise — each round a manananggal remains separated after sunrise, it takes 1d6 points of radiant damage until it re-joins its lower torso or it crumbles into dust.

Vulnerable to Light Blades. Light blades (all finesse weapons) deal double damage on a successful hit against a manananggal.

ACTIONS

Multiattack. The manananggal makes two fist attacks.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage. If the target is female, the target takes an extra 14 (4d6) slashing damage for each Charisma point it has above 18. Instead of dealing damage, Vladimir can grapple the target (escape DC 14) provided the target is Large or smaller.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. **Hit:** 20 (4d6 + 6) piercing damage. If the target is a willing creature, or a creature that is grappled by the manananggal, incapacitated, restrained or unconscious it takes 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the manananggal regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A female humanoid slain in this way and then buried in the ground rises the following night as a manananggal. Against pregnant women, the manananggal deals an extra 14 (4d6) necrotic damage with her bite .

MARTIAL ARTIST, MANTIS STYLE

"Yamato the Razor"

Medium humanoid (any), neutral evil

Armor Class 16

Hit Points 162 (25d8 + 50)

Speed 40 ft., see tempest of the four winds

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	12 (+1)	14 (+2)	13 (+1)

Saving Throws DEX +8, CON +6, WIS +6

Skills Perception +6, Stealth +8

Damage Immunity Poison

Senses Darkvision 120 ft., passive Perception 16

Languages Common, Oni

Challenge 9 (5,000 XP)

Harmony of Body and Mind. When starting his turn dazed, dominated, immobilized, restrained, slowed, or stunned, Yamato can end one condition and take 10 damage.

Master and Pupil. If Yamato is defeated by another monk in single combat his mantis tattoos will flow from him to the victorious monk. The victorious monk becomes the Mantis Style Master and gains the actions and reactions below (DM's discretion). The new Mantis Master will be sought after by students of other martial art schools to duel.

Tranquil Step. Yamato ignores all damage and effects from hazardous terrain.

Unarmored Defense. Yamato adds his Wisdom score to his AC.

ACTIONS

Flying Battle Step. Yamato teleports up to 25 feet as many as three times and uses reaching steel fist after each teleport. He can target different creatures with these attacks.

Reaching Steel Fist. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 7 (1d6 + 4) bludgeoning damage plus 14 (4d6) force damage, and Yamato can slide the target 1 square.

Spinning Leg Sweep (1/Day). Each creature within 10 feet of Yamato must make a DC 16 Dexterity saving throw or take 17 (3d8 + 4) bludgeoning damage and be knocked prone, or half as much damage on a successful save. The target must use their whole speed to stand-up on a failed save.

Meditation Upon Time and Space (Recharges 5-6). As a bonus action, Yamato selects all creatures that he wishes to be affected within 15 feet of him must make a DC 14 Constitution saving throw or be teleported to another space in the area of effect.

Tempest of the Four Winds (Recharges 4 - 6). Yamato pushes each enemy adjacent to him 2 squares and then flies up to his speed. He must end this movement on a solid surface.

REACTION

Redirection of Force. When an attack misses Yamato, he teleports up to his speed to a space adjacent to the triggering enemy and uses reaching steel fist against it.

Relentless Mantis Step (1/Day). When Yamato is first bloodied, tempest of the four winds recharges, and Yamato uses it. This reaction does not count against Yamato's reaction limit.

LEGENDARY ACTIONS

Yamato has 2 and only 2 actions he can use per day. He may use these at the end of another creatures turn. He may choose from his list of available actions.

MARTIAL ARTIST, NAGINATA STYLE

"Atsuo the Club"

Medium humanoid (human), chaotic neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

Saving Throws INT +8, WIS +5

Skills *Arcana* +8, *History* +8

Senses passive Perception 11

Languages Common, Oni

Challenge 9 (5,000 XP)

Arcane Ward. Atsuo has a magical ward that has 30 hit points. Whenever he takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, Atsuo takes any remaining damage. When he uses *Incite Rage* or *Crimson Bolt*, the ward regains 1d10 hit points.

Master and Pupil. If Atsuo is defeated by another monk in single combat his naginata tattoos will flow from him to the victorious monk. The victorious monk becomes the Naginata Style Master and gains the actions and reactions below (DM's discretion). The new master will be sought after by students of other martial art schools to duel.

Stone Garden's Master. Any ally of Toru's that starts its turn within 15 feet of him gains a +2 bonus to attack rolls and damage rolls when attacking at the end of a charge until the end of that ally's turn.

ACTIONS

Naginata. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d10) slashing.

Incite Rage. Ranged Spell Attack: +8 to hit, range 50 ft., one target. *Hit:* 10 (3d6) psychic damage, and the target must make a DC 16 Wisdom saving throw or charge a creature of Toru's choosing.

Crimson Bolt (Recharge 5-6). Ranged Spell Attack: +8 to hit, range 100 ft., one target. *Hit:* 10 (3d6) lightning damage, and the target takes ongoing 5 lightning damage (DC 16 Constitution or *Arcana* check ends this effect).

REACTION

Naginata Fling. When an enemy adjacent to Atsuo deals damage to him he may use his reaction to make a naginata attack. This attack also pushes the target up to 15 feet away.

MEMEDI

Memedi are djinni like creatures of Kara-tur. They may appear differently (see description) but they are essentially elemental spirits which range the gamut of good to evil. Use djinni as the base creature (any jin of your choice) and make the following changes to the djinni:

- **Type.** Change its type to fey and add the subtype yokai.
- **Resistance.** The memedi has damage resistance against nonmagical bludgeoning, piercing and slashing attack that are not crystal.

It gains the following additional traits:

- **Ethereal Sight.** The yokai can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.
- **Yokai.** As a spirit, the yokai has advantage on saving throws against all enchantment effects except those of other yokai. Yokai can sense any passages to Gaki-do and the Ethereal plane within one mile.

DESCRIPTION

The memedi include a broad variety of lesser spirits. They are responsible for many of the strange phenomena that frighten and perplex the living.

Common memedi are incorporeal beings found most often on Bawa and other southern islands, although they also have been reported elsewhere in Kara-Tur. Common memedi include djim, djangkong, panaspati, setan gundul, uwil, and wedon.

Memedi who attract the most attention are gendruwo. These playful spirits delight in causing mischief and harassing humans. Gendruwo can change their appearance at will. They have been encountered in the forms of dogs, peacocks, cattle, and lizards. Their favorite form is that of someone known by (or related to) the victim of their mischief. In their natural form, which they seldom assume, gendruwo are featureless humanoids made of shimmering, multi-colored mist.

Gendruwo, as well as all types of common memedi, speak archaic forms of the local languages in short, clipped phrases.

COMBAT

Any character who sees a memedi must make a successful saving throw vs. wands. If he fails, he responds as if he has been affected by a fear spell. In other words, the victim turns and moves at his fastest possible speed away from the memedi, for six rounds. Common memedi have no other attacks or special abilities. They are, in fact, quite harmless.

Gendruwo share the common memedi's dislike of physical combat. However, in a desperate situation—e.g., if cornered or seriously threatened—gendruwo may use any available weapon to defend themselves. As soon as the danger has passed, they dispose of such weapons. Gendruwo find the use of human weaponry demeaning and distasteful.

Kidnapping is the gendruwo's most dangerous ability. The spirits can enter the Ethereal Plane at will, and they can take one human victim with them to the border ethereal. In order to kidnap a victim from the Prime Material Plane, the gendruwo must offer him a morsel of food, such as a bit of meat or a piece of kastera (sweet sponge cake), usually presented on a silver tray. If the victim accepts the food, the gendruwo can then whisk him away to the border ethereal, far from friends, home, and family. A kidnapped victim cannot escape the grasp of a gendruwo, and no saving throw is allowed. Once in the border ethereal, the victim is released while the gendruwo returns to the Prime Material Plane to continue its harassment of humans. The kidnapped victim must find his own way home.

Gendruwo have a magic resistance of 35 %. However, this does not apply to spells specifically intended for spirits. For instance, gendruwo are resistant to hail of stone but not to abjure.

HABITAT/SOCIETY

Gendruwo have no permanent lairs, though they take refuge on the Ethereal Plane when threatened or harmed. Gendruwo are solitary by nature, but sometimes congregate in small groups to execute especially devious pranks. Most often they appear after dark, in lonely, secluded places.

Djim

Djim are spirits of deceased priests, typically appearing as elderly, bald men wearing long prayer robes. Djim never make eye contact with humans or communicate with them directly. Instead, djim continually mumble chants and prayers in an archaic form of the local tongue.

Djim attend the funeral services of nobles and other wealthy men, to ensure safe passage of the deceased to the spirit world. However, they appear at the funeral only if the ceremony is performed exactly as prescribed. Local custom may dictate certain variations, but in general, djim prefer that the family follows these steps:

- After the deceased has drawn his final breath, the body is laid out on a special tatami mat upon which a living person has never set foot. The body is then covered by a silken shroud with the head exposed.
- The eldest son places a coin in a bowl, covers it with a silken cloth, then takes it to the nearest stream or pool. He throws a lighted candle and a handful of rice into the water, removes the cloth, and throws in the coin. Now having "purchased" the water, he fills his bowl from the stream.
- The eldest son uncovers the feet of the body, washes them with the "purchased" water, then covers them with the shroud.

- The entire household, along with the deceased's friends and associates, bare their feet, and express their sorrow by chanting, wailing, and moaning for a period not less than one hour.
- The shroud is removed. A twig is placed in the body's right hand and a fan is placed in the left hand; these are to sweep away evil spirits. The family places rings, bracelets, and other jewelry on the deceased, so that he makes a good impression when he enters the afterlife.
- The eldest son prepares several pieces of spirit money, called fang lu ch'ien. Each fang lu ch'ien is a round piece of paper in the shape of a coin, usually blue in color. On the day of the funeral, the fang lu ch'ien are scattered behind the procession. The sound of chanted mumbles heralds the arrival of a djim, who appears several yards behind the procession, collecting the scattered fang lu ch'ien. The appearance of the djim and his acceptance of the fang lu ch'ien ensures that the deceased's passage to the spirit world will be a safe one.

Djim are neither violent nor malicious. If attacked, they simply vanish, never to return to that particular area.

Djangkong

Djangkong take the form of a human skeleton with translucent bones and teeth made of black glass. When a human of good alignment is buried in an isolated area, djangkong sometimes appear in order to keep the deceased from becoming lonely.

Djangkong choose their haunts carefully. The ideal spot is a well-constructed crypt far from human settlements, preferably sheltered by tall trees. To attract the djangkong, carvings of animals native to the area should be placed in a line that leads to the crypt. Each corner of the crypt should be marked by a small stone bearing the name of the deceased; these markers, called tse' stones, define the area as a home for the dead.

The crypt itself should have the shape of a box or pyramid. It should contain a large grave marker made of granite or marble, and the marker must be in the south side of the crypt. Two armchairs made of stone should stand side by side, their backs to the grave marker. The djangkong sits in one of these stone chairs, and the spirit of the deceased sits in the other.

To keep a djangkong happy, the family of the deceased must make a special offering at the crypt each year, during the first two weeks of April. The offering must include a variety of meats. The pranks of gendruwo usually are annoying but harmless. For instance, they may give travelers the wrong directions or appear unexpectedly to startle the inattentive. If a gendruwo's prank possibly could result in harm—e.g., if false instructions lead a traveler into a valley of monsters—the gendruwo may appear later to inquire about the victim's health and offer assistance.

When a gendruwo is in a dark or devilish mood, however, its pranks tend to be mean-spirited if not downright dangerous. For example, it may appear before a human in the form of a trusted friend and proceed to tell vicious lies, such as "your wife has left you" or "your brother has been murdered."

Ecology: Gendruwo eat all kinds of food and drink. Fearful humans sometimes leave generous offerings of food on the outskirts of their villages in hopes of keeping gendruwo away. Gendruwo also consume all types of paper and parchment. They enjoy annoying humans by eating crucial documents and books.

and vegetables, a sack of gold and silver coins, a bundle of incense sticks, a broom, and hoe. The djangkong will use the broom and hoe to rid the area of weeds and keep it clean. As long as the djangkong stays happy and remains in the crypt, the area bounded by the tse' stones is permanently charmed by protection from evil.

Panaspati

The panaspati is a grotesque memedi resembling a human body with its head between its legs. The creature walks on its hands and breathes fire. The fire appears to be normal, but it generates no heat and causes no damage. Humans often summon a panaspati to frighten or intimidate their enemies. Two adult humans must summon the spirit creature; one alone will not suffice. If the panaspati appears (10% chance per day) and both humans resist its fear (i.e., they don't run away), the panaspati asks for an offering of food and coins. If the panaspati rejects their offering, it vanishes, and the humans lose all their body hair. (It will grow again normally, however.) If the spirit accepts the offering, it asks the humans whom they wish to frighten. The panaspati will then harass the selected victim for a full day, after which it disappears.

Setan Gundul

The setan gundul appears as a small child whose head has been completely shaved, except for a topknot. This spirit is the only type of memedi that cannot speak.

Setan gundul can be summoned only by an unmarried woman who is at least 80 years old. The woman summons the spirit by falling into a trance for two full days, after which the setan gundul appears. The spirit holds a brass mirror in its hands. Any person who resists the setan gundul's fear attack, and then gazes into its mirror, sees an omen of his future (e.g., a violent death, rich treasure, or great honor). The setan gundul seldom stays for more than a day, usually arriving after sunset and leaving before dawn. However, it may linger for longer periods if it receives tributes of food and is treated with kindness.

Uwil

Uwil are derived from the spirit of dead sohei. They are the most intelligent of all memedi, and also cooperate most fully with humans. Men often seek their advice. Uwil always walk with their heads held downward because their brains are so heavy.

Uwil reside far from human civilizations, usually in caves and underground tunnels. They always are accompanied by 1-4 pure white bats, which offer companionship. The uwil's bats are like normal bats in every respect, except they eat

only stalactites. Uwil will converse with a human who treats them with respect, especially if he brings special food for the bats, such as gem-encrusted stalactites.

Wedon

Wedon resemble humans who are covered in white silken sheets from head to toe. These spirits are perhaps the most feared of all memedi, as they are considered to be omens of death, destruction, and misery. The appearance of a flock of sparrows or loons usually foreshadows the wedon's arrival. Wise humans respond to these omens by moving to another location, seeking the aid of a priest or other holy man, or by praying to the gods for redemption. However, should the birds linger in the area or pursue any fleeing humans, the arrival of a wedon is inevitable. Any person who sees a wedon must make a successful save vs. wands or flee.

MONK, GOMWAI MASTER OF LIGHTNING

Medium humanoid (human), lawful evil

Armor Class 17

Hit Points 127 (17d8+51) 63

Speed 60 ft.

STR DEX CON INT WIS CHA

17 (+4) 16 (+3) 17 (+3) 11 (+0) 16 (+3) 18 (+4)

Saving Throws Dexterity +7, Charisma +8

Skills Athletics +8, Perception +7

Damage Immunities lightning

Condition Immunities frightened, poisoned

Senses passive Perception 17

Languages Common, Primordial

Challenge 10 (5,900 XP)

Innate Spellcasting. Gomwai's innate spellcasting ability is Charisma (spell save DC 12, +8 to hit with spell attacks). He can innately cast the following spells, requiring no material or verbal components:

- At will: hadokan (treat as lightning bolt), witch bolt (3rd level)

Evasion. If Gomwai is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Lightning Strike (1/Turn). Gomwai can turn into pure electricity and teleport up to 60 feet before returning to his regular form. The next crackling fist attack he makes on the same turn is made with advantage and deals an additional 21 (6d6) lightning damage.

Master of Lighting. When Gomwai dies, he explodes, and each creature within 20 feet of him must make a DC 16 Dexterity saving throw, taking 35 (10d6) lightning damage on a failed save, or half as much damage on a successful one. If defeated in single combat the victor gains the magical tattoos and becomes the new Master of Lighting.

Unarmed Defense. While Gomwai is wearing no armor and wielding no shield, his AC includes his Charisma modifier.

ACTIONS

Crackling Fists. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) lightning damage. If the target is a creature, it must make a DC 16 Charisma saving throw. On a failed save, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) lightning damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (Gomwai's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of Gomwai's next turn.

Shōnen Punch! (1/Day). Gomwai attacks a single character with unarmed strike 20 times in the span of a few seconds. The target must make a DC 13 Constitution saving throw or take 40 bludgeoning damage or half as much on a successful save.

Kunai. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. **Hit:** 6 (1d4 + 4) piercing damage.

REACTION

Deflect Missile. In response to being hit by a ranged weapon attack, Seishuku deflects the missile. The damage he takes from the attack is reduced by 1d10 + 7. If the damage is reduced to 0, he catches the missile if it's small enough to hold in one hand and he has a hand free. If it is a thrown weapon, he throws it back at the attacker dealing the weapons normal damage and 7 (2d6) lightning damage.

Design Note: Gomwai the Golden

Inspired by Jotaro bad guys.

MONK, MASTER OF TIME

"Chung Po the Clock Monk"

Medium humanoid (human), lawful neutral

Armor Class 18

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

14 (+2) 19 (+4) 16 (+3) 17 (+3) 19 (+4) 13 (+1)

Saving Throws STR +6, DEX +8, INT +7, WIS +8

Skills arcana +7, insight +8, perception +8

Senses passive Perception 18

Languages Common

Challenge 10 (5,900 XP)

Grappler. Chung Po has advantage on attack rolls against any creature grappled by him.

Unarmored Defense. While Chung Po is wearing no armor and wielding no shield, his AC includes its Wisdom modifier.

ACTIONS

Multiattack. Chung Po makes three unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) bludgeoning damage plus 13 (3d8) psychic damage.

If the target is a creature, the Chung Po can choose one of the following additional effects:

- The target must succeed on a DC 14 Strength saving throw or drop one item it is holding (Chung Po's choice).
- The target must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the Chung Po's next turn.
- He grapples a target (escape DC 16).

Temporal Strike (Recharge 6). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. **Hit:** 13 (2d8 + 4) bludgeoning damage plus 52 (8d12) psychic damage. The target must succeed on a DC 16 Wisdom saving throw or move 1 round forward in time. A target moved forward in time vanishes for the duration. When the effect ends, the target reappears in the space it left or in an unoccupied space nearest to that space if it's occupied.

REACTION

Deflect Missile. In response to being hit by a ranged weapon attack, the Chung Po deflects the missile. The damage he takes from the attack is reduced by 1d10 + 4. If the damage is reduced to 0, he catches the missile if it's small enough to hold in one hand and he has a hand free.

DESCRIPTION

With a long braid this friendly monk has tattoos of clocks and hourglasses over his body.

MONK, MISTRESS OF FROST

Medium humanoid (human), lawful good

Armor Class 18 (frost armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	17 (+3)	19 (+4)	13 (+1)

Saving Throws STR +6, DEX +8, INT +7, WIS +8

Skills arcana +7, insight +8, perception +8

Senses passive Perception 18

Languages Common

Challenge 10 (5,900 XP)

Ethereal Jaunt. As a bonus action, the Mistress of Frost can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Spider Climb. The Mistress of Frost can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The Mistress of Frost ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The Mistress of Frost uses Illusionary Monks if available then makes three kunai throw attacks.

Kunai Throw. *Ranged Weapon Attack:* +8 to hit, reach 20/40 ft., one target. **Hit:** 13 (1d10 + 2) piercing damage plus 13 (3d8) frost damage.

Phantom Butterfly (Whenever she rolls a 15+ with her kunai throw attack). Frost riven butterflies appear in her space and home in on the nearest hostile creature. The target must make a DC 15 Dexterity saving throw or take 18 (4d8) cold damage and lose 10 feet of movement until the end of its next turn. On a success it takes half damage, and its speed is not reduced.

Illusionary Monks (Recharge 6). The Mistress of Frost summons illusionary monks that persist for 1 minute or until dispelled. These creatures have an ethereal glow but otherwise look like Shang Gou monks. The illusionary monks attack any un-engaged hostile creatures. At the end of each of the target's turns, the target must succeed on a DC 16 Wisdom saving throw or take 22 (4d10) psychic damage. On a successful save, the attacking monk disappears. A snap seed automatically dispels all illusionary monks in the encounter.

REACTION

Deflect. The Mistress of Frost adds 2 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon. If the deflect is successful she can make a kunai attack against the triggering creature as part of her reaction.

DESCRIPTION

This **elderly woman** is dressed entirely in white, with polished ivory-toned armor and a helm interwoven with the intricate braids of gray hair upon her head; she bows nobly at the PCs before walking over the edge of the cliff, climbing down the wall to a height of 60 feet, and stopping to wait for the PCs to engage her. She and her monk allies surrender if reduced to 10 or fewer hit points.

DESIGN NOTE: ENCOUNTER SETUP

She was supported by Ruby Phoenix Monks – 1 per 2 PCs – which had the following attack option:

Shang Gou. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage plus 13 (3d8) fire damage. This is a magic weapon attack. If the target is a creature, the adept can choose one of the following additional effects:

- **Disarm.** The target must succeed on a DC 15 Strength saving throw or drop their weapon.
- **Trip.** The target must succeed on a DC 15 Dexterity saving throw or be knocked prone.

MONK, PHOENIX SCHOOL

Medium humanoid (human), lawful neutral

Armor Class 17

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 18 (+4) 15 (+2) 16 (+3) 17 (+3) 12 (+1)

Saving Throws STR +4, DEX +7, INT +6, WIS +6

Skills arcana +6, insight +6, perception +6

Senses passive Perception 16

Languages Common

Challenge 6 (2,300 XP)

Unarmored Defense. While the ruby phoenix monk is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

ACTIONS

Multiattack. The ruby phoenix monk makes two unarmed strikes. Depending how the individual monk is equipped determines what other attack he gets.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage plus 13 (3d8) fire damage. This is a magic weapon attack.

Monk's Spade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning, piercing or slashing damage (monk's choice) plus 13 (3d8) fire damage. This is a magic weapon attack.

Meteor Hammer. This weapon has two attack modes, the monk chooses when as part of this action:

- **Meteor.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 18 (4d6 + 4) bludgeoning damage plus 13 (3d8) fire damage. This is a magic weapon attack.
- **Fortress.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage plus 13 (3d8) fire damage. This is a magic weapon attack. Until the end of the monk's next turn he has +1 AC.

Seven Branched Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage plus 13 (3d8) fire damage. This is a magic weapon attack. If the target is a creature, the adept can choose one of the following additional effects:

- **Disarm.** The target must succeed on a DC 15 Strength saving throw or drop their weapon.
- **Trip.** The target must succeed on a DC 15 Dexterity saving throw or be knocked prone and set alight (3 (1d6) fire damage at the start of the targets turn unless they spend an action putting the fire out – this effect stacks). Even on a success the target is not tripped but is yanked forward losing their dexterity bonus to AC until the start of their next round.

MUJINA

Medium monstrosity (shapechanger, yokai), chaotic neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Performance +5, Stealth +5

Senses Darkvision 60 ft., passive Perception 11

Languages Spirit Tongue (Kami)

Challenge 2 (450 XP)

False Appearance (Object Form Only). While the mujina remains motionless, it is indistinguishable from an ordinary object.

Keen Smell. The mujina has advantage on Wisdom (Perception) checks that rely on smell.

Shapechanger. The mujina can use its action to polymorph into an object or back into its true badger like form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Trickster. When the mujina is disguised as an inanimate object (usually a chest) and is "opened" it transforms back into its true form – a bipedal medium badger like creature – and does a performance. If the targeted creature – the one who "opened" the Mujina – can mimic the performance – using opposed rolls – the mujina gives the treasure it was guarding to the target creature. If the target creature fails the check the mujina turns into a duplicate of the creature and attacks. The mujina's statistic stays the same, however, it gains the AC, all the attack and spell options of the creature it is mimicking which replaces its normal AC and **ACTIONS**. In the second case the target receives no treasure.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) piercing damage plus 4 (1d8) necrotic damage.

DESCRIPTION

Mujina are badgers transformed into crafty and cunning yokai. Like foxes and tanuki, stories of them disguising themselves as humans to do mischief have circulated since ancient times. They enjoy hiding inside treasure chests and springing out to surprise whoever opens the lid.

Mujina love playing pranks and causing trouble and are not necessarily malicious by nature. They may move strangely to see how a startled person reacts, but if that person responds with the same movement, they will leave the area, satisfied with their newfound playmate.

MUKUROKOORI MONK

"The Jackal Master"

Medium undead, neutral evil

Armor Class 16 (unarmored defense)

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +5, Insight +5, Stealth +5

Damage Resistance slashing and piercing from nonmagical attacks

Damage Immunities cold, poison

Damage Vulnerabilities fire

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 3 (700 XP)

Bitter Cold. The jackal master radiates an aura of intense cold. A creature that ends its turn within 10 feet of the jackal master is immobilized if they are slowed. An application of heat or a DC 15 Constitution saving throw reduces immobilization to slowed. Otherwise, it's a noticeable temperature drop.

Ice Walk. The jackal master can move across icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost him extra movement.

Keen Hearing and Smell (Jackal). The jackal master has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Unarmored Defense. While the jackal master is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

Undead Fortitude. If damage reduces the jackal master to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is fire or from a critical hit. On a success, the jackal master drops to 1 hit point instead.

Master and Pupil. If the jackal master is defeated by another monk in single combat his jackal tattoos will flow from him to the victorious monk. The victorious monk becomes the Jackal Master and gains the actions and reactions below (DM's discretion). The new master will be sought after by students of other martial art schools to duel.

ACTIONS

Multiattack. The jackal master uses bite and then makes three frozen strikes or three shuriken attacks.

Bite (Jackal). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 5 (1d4 + 3) piercing damage.

Frozen Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage and 7 (2d6) cold damage and the target is slowed (as the spell) until the end of its next turn. If the target is a creature, the jackal master can also choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (jackal master's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

Fukimi-Bari (Mouth Darts). *Ranged Weapon Attack:* +5 to hit, range 5 ft., one target. **Hit:** 1 piercing damage and 7 (2d6) poison damage.

REACTION

Deflect Missile. In response to being hit by a ranged weapon attack, the jackal master deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the jackal master catches the missile if it's small enough to hold in one hand and has a hand free.

LEGENDARY ACTIONS

The jackal master can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The jackal master regains spent legendary actions at the start of its turn.

- **Sleep Gaze (Jackal).** The jackal master gazes at one creature he can see within 30 feet of him. The target must make a DC 13 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to this jackal master's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.

DEVELOPMENT

If defeated in single combat by a martial artist (a monk or anyone proficient in unarmed attacks via a feat like martial artist or grappler) the tattoos flow to the victor and he gains all the jackal tagged traits and actions. Otherwise, the tattoos evaporate into the air as a blue mist (idea stolen from Matt Colville).

TREASURE

A healing gourd.

MUKUROKOORI MONK

Medium undead, neutral evil

Armor Class 12 (blue dyed leather scale)

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	10 (+0)	10 (+2)	5 (-3)

Saving Throws Con+6, Wis +2

Damage Resistance slashing and piercing from nonmagical attacks

Damage Immunities cold, poison

Damage Vulnerabilities fire

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 2 (450 XP)

Cold Aura. A mukurokooori radiates an aura of intense cold. All creatures within 5 feet of the undead monster take 3 (1d6) points of cold damage.

Ice Walk. The mukurokooori can move across icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost him extra movement.

Undead Fortitude. If damage reduces the mukurokooori to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is fire or from a critical hit. On a success, the mukurokooori drops to 1 hit point instead.

Special Gear: Sugars. The mukurokooori monk may randomly have one of the following sugars which they can ingest as a bonus action. At the end of combat, the monk has a 50% chance of having another random sugar as loot:

1. **Ako's Sugar.** The kanji for war appears momentarily above the monk's head. The monk now does an extra 4 (1d8) damage on all their attacks for the rest of the encounter.
2. **Ungo's Sugar.** The kanji for oak appears momentarily above the monk's head. The monk now has +2 to AC until the end of the encounter.
3. **Gokan's Sugar.** The kanji for vigor appears momentarily above the monk's head. The monk now has 10 temporary hit points until the end of the encounter.
4. No sugar.

ACTIONS*

Freezing Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) bludgeoning damage and 7 (2d6) cold damage and the target loses 10 feet of movement until the end of its next turn.

Naginata. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) slashing damage.

Testudo. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage.

Frozen Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage and 7 (2d6) cold damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (mukurokooori's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

* Mukurokooori monks at the monastery have only one of these attack options depending on how they are armed.

MUKUROKOORI HORDE

A Huge Swarm of Medium undead, neutral evil

Armor Class 12 (blue dyed leather scale)

Hit Points 364 (81d8)*

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+2)

5 (-3)

Saving Throws Con+6, Wis +2

Damage Resistance bludgeoning, piercing, slashing

Damage Immunities cold, poison

Damage Vulnerabilities fire

Condition Immunities poisoned; charmed, frightened, paralyzed, petrified, prone, restrained, stunned.

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 8 (3,900 XP)

Cold Aura. A mukurokoori horde radiates an aura of intense cold. All creatures sharing the same space as the horde take 3 (1d6) points of cold damage.

Ice Walk. The mukurokoori horde can move across icy surfaces without needing to make an ability check.

Additionally, difficult terrain composed of ice or snow doesn't cost him extra movement.

Swarm 2.0. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium undead. The swarm can't regain hit points or gain temporary hit points. A swarm takes half damage from attacks that use an attack roll and double damage from effects that require it to make a saving roll. Creatures that are not swarms are impaired while they remain in the swarm's space or within 5 feet of it and have disadvantage on attack rolls and Constitution saving throws to maintain concentration. The area of the swarm is considered difficult terrain.

ACTIONS

Freezing Slam. Each creature that shares a space with the horde automatically takes 7 (1d6 + 4) bludgeoning damage and 7 (2d6) cold damage.

MUKUROKOORI, GREATER

"Koyamata Ito"

Medium undead, neutral evil

Armor Class 14 (blue lamellar)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 17 (+3) 12 (+1) 10 (+2) 5 (-3)

Damage Resistance necrotic

Damage Immunities cold, poison

Damage Vulnerabilities fire

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

Cold Aura. Koyamata radiates an aura of intense cold. All creatures within 5 feet of the undead monster take 3 (1d6) points of cold damage.

Ice Walk. Koyamata can move across icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost him extra movement.

Turn Resistance. Koyamata has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces Koyamata to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is fire or from a critical hit. On a success, the mukurokooori drops to 1 hit point instead.

ACTIONS

Freezing Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) bludgeoning damage and 7 (2d6) cold damage and the target loses 10 feet of movement until the end of its next turn.

Life Draining Yari (Spear). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. **Hit:** 13 (2d8 + 4) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a mukurokooori under Koyamata's control, unless the humanoid is restored to life or its body is destroyed. Koyamata can have no more than twelve mukurokooori under his control at one time.

REACTION

Seven Spear Strike. When a target within 10 feet of Koyamata misses him with an attack he may use life draining yari once against each creature within reach.

DESCRIPTION

In life, Koyamata Ito was a tall man, unbowed by his years. His greying hair was cut close to his scalp and he seldom wore armor, preferring the white and blue robes of the monastic order. In undeath, his handsome features become twisted and malevolent, his eyes burn with a cold blue flame, and his teeth and nails become sharp, like pieces of glass or ice.

TREASURE

A **Loose Prayer Bead** (requires attunement and provides +1 CON with no upper limit lower than level 10 and +2 from level 11 onwards), the players will also find an **oversized magic shogi piece** – the "angle mover" (kyō/bishop) – amongst the wreckage of the pagoda (can be broken to channel the greatest shogi player in Kara-Tur) and they gain +1 Spirit Emblem.

NAT

Small, Medium or Large fey (yokai), any chaotic (by type)

Armor Class 17 (natural armor)

Hit Points 66 (12d6 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	14 (+2)

Skills Perception +5, Stealth +4

Damage Resistances Fire, Lightning; bludgeoning, piercing and slashing from nonmagical attacks that are not crystal.

Damage Immunities Poison

Condition Immunities Poisoned

Senses Blindsight 60 ft., Darkvision 60 ft., passive Perception 15

Languages Nat

Challenge 4 (1,100 XP)

Innate Spellcasting. The nat's innate spellcasting ability is Charisma (spell save DC 12). The nat can innately cast the following spells, requiring no material components:

- At will: detect thoughts, comprehend languages, levitate, invisibility, dream, shield of faith, discern shapechanger, plant growth, passwall, and dancing blade.

ACTIONS

Bite. *Melee Weapon Attack (true form only):* +6 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) slashing damage.

Possess Animal. One beat that the nat can see within 5 feet of it must succeed on a DC 12 Charisma saving throw or be possessed by the nat; the nat then disappears, and the target is incapacitated and loses control of its body. The nat now controls the body but doesn't deprive the target of awareness. The nat can't be targeted by any attack, spell, or other effect, except ones that affect spirits directly (like rebuke spirit), and it retains its alignment, Intelligence, Wisdom, Charisma, and its immunities and resistances. It otherwise uses the possessed animals' statistics. The possession lasts until the body drops to 0 hit points, the nat ends it as a bonus action, or the nat is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the nat reappears in an unoccupied space within 5 feet of the animal. The target is immune to this nat's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

DESCRIPTION

The nats are a group of lesser spirits who resemble small, squat humanoids. They have brightly colored skins — usually red, blue, or yellow. Their hair is wild and tangled, and their hands end in long, clawed fingernails. All have sharp fangs.

Nats speak the language of their own kind, as well as the languages of any wu jen they are friendly with in their area. Nats have many traits in common but there are different types which modify the base creature.

Einsaugung Nat

An einsaugung is the most common form of nat and is always chaotic good. In addition, the combat abilities above, it has the following additional traits:

- Size** Small
- Alignment** chaotic good
- Safe Home.** The einsaugung radiates an aura which acts as a *bleed* spell on the owner and family of the house it occupies. The radius of this aura completely covers the house and all its grounds.
- Innate Spellcasting.** It has the following additional at will spells:
 - At Will: etherealness, beneficence, legend lore, protection from poison, detect curse, protection from evil 10-foot radius (as protection from evil and good but only affects evil creatures and its range is extended to 10-feet), and polymorph (self only).
 - 1/Day: lesser restoration, augury.
 - 1/Week: dispel evil (as dispel evil and good but only affects evil creatures).
- It may now also possess humanoids in addition to beasts.

The einsaugung is extremely shy, preferring to remain *invisible* and ethereal. When the family of the house it occupies is threatened, the einsaugung uses possess to inhabit a person and act through his body. Einsaugung most often aid their households by providing advice, information (both of which mysteriously appear), and good fortune.

If a family offers food and small treasures to encourage it, an einsaugung will move into the family's house and act as a protector. If the spirit is not honored and fed regularly, it may decide to leave. (The family will consider this loss a sign of bad luck to come.) The nat's "home" is always the southern cornerpost of the house. Although its actual lair is on the Ethereal Plane, the einsaugung always centers its activities around this post.

Though shy, einsaugung sometimes reveal their true forms in order to play with small children, whom they adore. The spirits enjoy all types of food, especially fruit and nuts.

Hkum Yeng Nat

In addition to the powers common to all nats, hkum yeng have the following abilities.

- Size** Medium
- Hit Points** 78 (12d8 + 24)

- Alignment neutral
- **Speed** 30 ft., fly 30 ft.
- **Aura of Fear.** A hkum yeng radiates an *aura of fear* with a 10-foot radius. Those who enter this aura and see or detect the spirit must make DC 12 Wisdom saving throw or become frightened for 1 minute. While frightened the target uses its a Dash action to run away.
- **Innate Spellcasting.** In addition to the base creatures spells, the hkum yeng can cast the the following spells innately
 - At will: purify food and drink, create spring (as create food and water except that it only creates water and it appears as a natural feature for the duration), snake summon (as conjure animals but only snakes can be summoned), dispel magic, castigate (as hellish rebuke except the damage type is radiant and damage is increased by 1d10 for each step of alignment that the target differs from the nat), hail of stones, flaming sphere, elemental burst, and etherealness.
 - 3/Day: control flames, animate wood (as animate object but only affects wood)
 - 1/Day: calm emotions, remove curse
 - 1/Week: ancient curse (as bestow curse but its duration is permanent, it affects the targets entire family and can only be used on evil creatures).

This lesser spirit protects an entire village — usually a village of fierce savages. The hkum yeng takes up residence at some central point, such as the head stakes of a headhunting tribe. If the villagers neglect their offerings or otherwise offend the spirit, the hkum yeng brings misfortune and death.

Lu Nat

This nat is single-mindedly malicious, seeking to cause harm whenever and wherever possible. It makes its lairs in graveyards and can be appeased by offerings of food. In addition to the powers of all nats, a lu nat can has the following additions/changes:

- **Size** Medium
- **Hit Points** 78 (12d8 + 24)
- **Alignment** chaotic evil
- **Speed** 20 ft.
- **Aura of Disease.** An invisible cloud of disease with a 10-foot diameter surrounds this spirit. Each creature that starts its turn in the aura, must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0. An infected victim cannot heal naturally or benefit from healing spells.
- **Innate Spellcasting.** In addition to the base creatures spells, the hkum yeng can cast the the following spells innately
 - 3/Day: apparition, transfix, melt, fire shuriken, stinking cloud
 - 1/Day: water to poison, wood rot.

NINGYO

Medium humanoid (ningyo), chaotic good

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	12 (+1)	12 (+2)

Skills Perception +2

Damage Resistances Bludgeoning (water based)

Damage Vulnerabilities fire

Senses Passive Perception 12

Languages Aquan, Common

Challenge 1/8 (25 XP)

Spellcasting. The ningyo is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The ningyo has the following shukenja and wu-jen spells prepared:

- Cantrips (at will): light, sacred flame, thaumaturgy
- 1st level (4 slots): cure wounds, guiding bolt, scales of the lizard

Limited Amphibiousness. The ningyo can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Speak with Beasts and Plants. The ningyo can communicate with all sea life as if they shared a language.

ACTIONS

Trident. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

DESCRIPTION

Eastern relatives of merfolk, ningyo are a reclusive, peace-loving race of intelligent sea-dwellers.

Ningyo have slender human torsos, which are covered with pale yellow or light blue skin. They also have the scaly tails of fish, which are deep green or dark blue in color. Wide fins at the end of their tails help propel the ningyo through water. Their eyes are silver or gold. Male ningyo are about 6 feet long; females measure about 5 feet.

These creatures have flaming red tresses. Males wear their hair to their shoulders. Females have hair that flows to their waists. Many ningyo adorn themselves with necklaces and bracelets made of colorful shells, strung on lengths of woven seaweed. Ningyo can breathe both water and air, but being away from the water debilitates them, and they seldom surface while swimming. Sailors and beachcombers occasionally have spotted ningyo sunning themselves on flat rocks near the ocean shore. Sometimes they leap upward through the surface of the water, spinning and twisting through the air before splashing back into the sea.

Ningyo speak the Lord of the Sea's language (Aquan), as well as the trade language (Common). They also can converse with all types of fish.

COMBAT

Ningyo are generally passive and prefer to avoid violent confrontation. However, if forced, they will fight with whatever weapons are available, swimming to safety as soon as the danger has passed, or an opening presents itself.

Ningyo normally do not carry weapons, but when armed, they have either spears or tridents. Typically, 60% of an armed ningyo force carries tridents, and 40% have spears.

Ningyo have the spellcasting abilities of a shukenja and wu jen whose level equals their Hit Dice. Thus, a 3 HD ningyo has the spellcasting abilities of a 3rd-level shukenja and a 3rd-level wu jen. Typical spells employed by ningyo include bless, cure wounds, scales of the lizard, comprehend languages, ghost light, hypnotism, and animate water.

Ningyo cannot survive out of water for any length of time and must immerse themselves after a few hours out of the water.

HABITAT/SOCIETY

Ningyo do not form permanent settlements. Instead, they roam with the currents and follow the schools of fish upon which they feed. They sometimes construct temporary shelters by lining underwater ledges with seaweed; such shelters are commonly used for spawning females.

A ningyo school comprises 1-10 males, an equal number of females, and a number of children equal to 50% of the adults. For every 10 adults, there is a leader with 2 or 3 Hit Dice. For schools with 20 or more adults, there is a chieftain with 4 or 5 Hit Dice (in addition to any leaders). Schools with 20 or more adults have a 25% chance of being accompanied by 2-8 (2d4) dolphins, who serve as the ningyo's guards and aides.

Female ningyo give birth to 1-4 infants about once every 10 years. The infants grow quickly, reaching 3 feet in length (1 HD) within the first year. Following a season in which the females have been especially prolific, a ningyo school may split into two schools, each school going their own way. A ningyo has an average life expectancy of 200 years.

Ningyo show little interest in the surface world, preferring instead to serve the Lord of the Sea. Unlike the sea spirit folk, they are under no obligation to obey him. But the ningyo have a long tradition of loyal service, and rarely ignore the Sea Lord's summons or requests. Despite their apathy towards the affairs of men, ningyo feel kindly towards

humans and often help them. Sailors consider ningyo to be protectors, and sometimes make offerings to them, especially during great storms.

ECOLOGY

Ningyo have an affinity with all sea creatures who share their philosophy of peace. In addition to dolphins, ningyo have been known to align themselves with sea spirit folk, particularly when engaged in service to the Sea Lord. Ningyo eat all varieties of small fish, enjoying an occasional oyster or crab. They supplement their diets with seaweed and plankton.

NINJA

Medium humanoid (human), chaotic evil

Armor Class 17

Hit Points 80 (13d8 + 26)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	16 (+3)	17 (+3)	12 (+1)

Saving Throws STR +4, DEX +7, INT +6, WIS +6

Skills Acrobatics +7, Insight +6, Perception +6, Stealth +7

Senses passive Perception 16

Languages Common, Thieves Cant

Challenge 6 (2,300 XP)

Cunning Action. On each of his turns, the ninja can use a bonus action to take the Dash, Disengage, or Hide action.

Fast Stealth. The ninja can move at full speed using the Stealth skill without penalty.

Ki Pool. The ninja has a pool of 4 ki points, supernatural energy he can use to accomplish amazing feats. As long as he has at least 1 point in his ki pool, a ninja treats any Athletics skill check made to jump as if he had a running start. By spending 1 point from his ki pool, a ninja can make one additional attack. In addition, he can spend 1 point to increase his speed by 20 feet for 1 round. Finally, a ninja can spend 1 point from his ki pool to give himself advantage on Stealth skill checks for 1 round. Each of these powers is activated as a bonus action.

Light Steps. As a bonus action the ninja can move up to twice his speed, ignoring difficult terrain. While moving in this way, any surface will support him, no matter how much he weighs. This allows him to move across water, lava, or even the thinnest tree branches. He must end his move on a surface that can support him normally. He cannot move across air in this way, nor can he walk up walls or other vertical surfaces. When moving in this way, he does not take damage from surfaces or hazards that react to being touched, such as lava or caltrops, nor does he need to make Dexterity checks to avoid falling on slippery or rough surfaces. Finally, when using light steps, the ninja ignores any mechanical traps that use a location-based trigger.

No Trace. A ninja learns to cover his tracks, remain hidden, and conceal his presence. The DC to track a ninja using the Survival skill increases by +2. In addition, his training gives him a +2 bonus on Tools: Disguise Kit checks and on opposed Stealth checks whenever he is stationary and does not take any action for at least 1 round.

Sneak Attack. Once per turn, the ninja deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the ninja that isn't incapacitated and the ninja doesn't have disadvantage on the attack roll.

Unarmored Defense. While the ninja is wearing no armor and wielding no shield, his AC includes its Wisdom modifier.

ACTIONS

Multiattack. The ninja makes two ninja-to attacks.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., all targets in reach. **Hit:** 11 (2d6 + 4) bludgeoning damage plus 13 (3d8) force damage.

Masterwork Ninja-to. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) piercing damage plus 13 (3d8) poison damage. If the target is a creature it is exposed to shadow poison, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Smoke Bomb. The ninja can throw a smoke bomb that creates a cloud of smoke with a 15-foot radius. This acts like the fog cloud spell. The ninja can center this smoke on himself or throw the bomb as a ranged touch attack with a range of 20 feet. If the ninja spends a ki point it may use the smoke bomb as part of his multiattack action.

NINJA SEMPai

"Master Seishuku"

Medium humanoid (human), neutral

Armor Class 20 (uchiha clan shinobi shozoku, gunbai)

Hit Points 123 (19d8 + 38)

Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	14 (+2)	14 (+2)	12 (+1)	10 (+0)

Saving Throws Dex +9, Str/Con +5

Skills Acrobatics +9, Deception +4, Insight +5, Perception +5, Stealth +9

Damage Resistances poison

Senses truesight, passive Perception 15

Languages Common

Challenge 10

Ninjutsu. Seishuku has 4 ki points that he can use to activate the below ninja techniques as a reaction or bonus action. He regains a ki point when he scores a critical hit – but never more than 4 at any one time – or after a long rest.

- **Wood Release: Clone Technique.** He creates shadowy duplicates that hide his location (as mirror image).
- **Vanishing Trick.** He becomes invisible (as invisibility).
- **One Mind.** He may use a ki point to gain an extra reaction.
- **Fire Paper.** Apply fire paper to an adjacent target.

Cunning Action. Seishuku can Dash, Disengage, or Hide as a bonus action.

Evasion. If Seishuku is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Fire Paper. Whenever someone makes an attack of opportunity against Seishuku he can apply fire paper to the attacker. The fire paper detonates at the end of Seishuku's movement for 14 (4d6) fire damage.

Grace. Seishuku cannot suffer from disadvantage when attacking with his gunbai.

Guerrilla. When Seishuku makes an attack while hidden, he does not reveal himself and can remain in hiding.

Hashirama's Face. Seishuku regains 20 hit points at the start of his turn if he has at least 1 hit point but fewer hit points than half his hit point maximum.

Hide in Plain Sight. Seishuku can attempt to hide when behind even light cover.

Master Ninja. When Seishuku is hidden, enemies cannot spot him with passive Perception, and they have disadvantage when making active checks to find him.

Rinnegan. In addition to granting truesight, the rinnegan allows Seishuku to see into the future giving him advantage on attack rolls and Dexterity saving throws.

Sharingan. When a creature that can see Seishuku's eyes starts its turn within 30 feet of him, Seishuku can force him to make a DC 14 Constitution saving throw if Seishuku isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly paralysed. Otherwise, a creature that fails the save begins to lose bodily control and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming paralysed on a failure or ending the effect on a success. The creature can repeat the saving throw at the end of its round to break the paralysis. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see Seishuku until the start of its next turn, when it can avert its eyes again. If the creature looks at Seishuku in the meantime, it must immediately make the save.

Sneak Attack. Once per turn, Seishuku deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Seishuku that isn't incapacitated and Seishuku doesn't have disadvantage on the attack roll. He may also sneak attack any creature who goes after him in initiative order.

Solo Elite. When Seishuku is bloodied he may remove all on-going conditions on himself.

ACTIONS

Multiattack. Seishuku makes two gunbai attacks. He may forgo an attack to instead use the gunbai to cast gust of wind.

+1 Dai-Gunbai. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 13 (2d8 + 4) slashing damage, or 14 (2d10 + 4) bludgeoning if used to attack an enemy that is more than 5 ft away, plus 18 (4d8) acid damage. This attack is magical and scores a critical hit on a 19 or 20.

Poisoned Shuriken. Ranged Weapon Attack: +9 to hit, range 20/60 ft., one target. **Hit:** 5 (1d4 + 3) piercing damage and the target must make a DC 15 Constitution saving throw, taking 12 (4d6) poison damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw by more than 5 is stunned until the end of Seishuku's next turn.

Fire Release (1/Day). Seishuku exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 36 (8d6) fire damage on a failed save, or half as much damage on a successful one.

REACTION

Deflect Missile. In response to being hit by a ranged weapon attack, Seishuku deflects the missile. The damage he takes from the attack is reduced by 1d10 + 7. If the damage is reduced to 0, he catches the missile if it's small enough to hold in one hand and he has a hand free. If it is a thrown weapon, he throws it back at the attacker.

Gunbai. The oversized gunbai (military fan) can be used in the following ways:

- **Redirect.** When an attack misses Seishuku he may use his gunbai to redirect the attack to another creature within range. The target uses the same attack roll and if that roll hits the new target, he rolls damage normally. He may use this ability on any attack that uses an attack roll (spells, melee, range etc.).

- *Parry*. Seishuku adds 2 to his AC against one melee attack that would hit him. To do so, the knight must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

Seishuku can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turn.

- **Gunbai**. Seishuku uses his gunbai to attack.
- **Floating Passage (1/Day)**. Seishuku leaps in the air and throws poisoned shuriken at all targets within a 15-foot cone. Make one attack roll against all targets in range. This attack has advantage as he will have the high ground.
- **Bakudan (1/Day)**. Seishuku throws an eggshell grenade that detonates in a 20-foot sphere. Each living creature in that sphere must succeed on a DC 15 Constitution saving throw or take 7 (2d6) fire damage and become confused (as the spell), or half damage on a success and are confused until the end of their next round. Seishuku is immune to this effect.

DESIGN NOTE: NAMED NPCS?

Many of the NPCs were named in my campaign. I have left their original name but noted it after the more generic role of the NPC.

NINJA, NINJUTSU MASTER

"Kaibuninsho"

Medium humanoid (human), chaotic evil

Armor Class 22 (+2 mithril chain shirt, ring of protection)

Hit Points 187 (25d8 + 75)

Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	16 (+3)	14 (+2)	12 (+1)	10 (+0)

Saving Throws Dex +10, Str/Con +8

Skills Acrobatics +10, Deception +5, Insight +7, Perception +7, Stealth +10

Damage Resistances poison

Senses truesight, passive Perception 15

Languages Common

Challenge 14 (11,500 XP)

Ki Pool. Kaibuninsho has 14 *ki* points that he can use to activate ninjutsu, genjutsu or dojutsu a reaction or bonus action. He regains a *ki* point when he scores a critical hit – but never more than 14 at any one time – or after a long rest.

Dojutsu. Kaibuninsho has access to the following dojutsu techniques:

- *Tsukuyomi (1/Day).* With his left eye he creates a genjutsu that traps an opponents' mind in an illusory world, altering their perception of time. Treat as the *maze* spell but the target has disadvantage on the saving throw as it tends to reflect reality so closely. For example, the target thinks he is still fighting, and perhaps even winning, against Kaibuninsho but actually is paralysed in the real world.
- *Amaterasu (1/Week).* With his right eye he can use Amaterasu, igniting whatever he looks at with black flames that would burn anything, including fire itself. He may also extinguish Amaterasu. Treat this as a *fireball* but all creatures that take damage burn for 7 days and 7 nights with a black fire and take 5 (1d10) fire damage at the start of its turn. Creatures immune to fire damage take necrotic damage instead. Apart from Kaibuninsho cancelling this affect the fire only stops burning when the target is incinerated or if Kaibuninsho is killed. A target reduced to 0 hit points is turned to ash and killed.
- *Susano (1/Month).* A fiery spectral warrior appears to surround Kaibuninsho to protect him from damage. Treat the spectral warrior as an iron golem. Until the *iron golem* is destroyed Kaibuninsho can not be harmed.

Genjutsu. Kaibuninsho can cast any *illusion* spell up to spell level 7. Each level of the spell costs 1 *ki* point though cantrips are free.

Ninjutsu. Kaibuninsho has access to the following ninjutsu techniques costing 1 *ki* each to activate:

- *Shadow Release: Clone Technique.* He creates shadowy duplicates that hide his location (as *mirror image*). When these simulacra as destroyed, they disappear in a murder of crows.
- *Vanishing Trick.* He becomes invisible (as *invisibility*).
- *One Mind.* He may use a *ki* point to gain an extra reaction.
- *Foresight.* He gets a legendary action (maximum of 3 per round).
- *Crows.* Crows emerge from his mouth to distract the opponent (treat as *blur*).
- *Floating Passage (1/Day).* Kaibuninsho leaps in the air and uses black iron shuriken against all targets within a 15-foot cone. Make one attack roll against all targets in range. This attack has advantage as he will have the high ground.
- *Bakudan (1/Day).* Kaibuninsho throws an eggshell grenade that detonates in a 20-foot sphere. Each living creature in that sphere must succeed on a DC 15 Constitution saving throw or take 7 (2d6) fire damage and become confused (as the *spell*), or half damage on a success and are confused until the end of their next round. Kaibuninsho is immune to this effect.
- *Death Stroke (1/Day).* If Kaibuninsho hits a target with an attack with surprise the target must make a DC 25 Constitution saving throw or die. This attack does not miss so long as the target is surprised.

Master Ninja. Kaibuninsho has the following traits:

- When Kaibuninsho is hidden, enemies cannot spot him with passive Perception, and they have disadvantage when making active checks to find him.
- He can Dash, Disengage, or Hide as a bonus action.
- During Kaibuninsho first turn, he has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the he scores against a surprised creature is a critical hit.
- Once per turn, Kaibuninsho deals an extra 35 (10d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Kaibuninsho that isn't *incapacitated* and Kaibuninsho doesn't have disadvantage on the attack roll. He may also sneak attack any creature who goes after him in initiative order.
- If Kaibuninsho is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

ACTIONS

Multiattack. Kaibuninsho makes three attacks.

+2 Dragonmaw Nunchaku. *Melee Weapon Attack:* +12 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage, plus 18 (4d8) fire damage and the target must make a DC 18 Strength saving throw or disarmed. When this attack scores a critical hit the target must make a DC 16 Wisdom save or become *confused*.

Black Iron Shuriken. *Ranged Weapon Attack:* +12 to hit, range 20/60 ft., one target. *Hit:* 9 (1d4 + 7) piercing damage and the target must make a DC 15 Constitution saving throw, taking 12 (4d6) poison damage on a failed

save, or half as much damage on a successful one. A creature that fails the saving throw by more than 5 is stunned until the end of Kaibuninsho's next turn.

Fire Release (1/Day). Kaibuninsho exhales fire - shaped as a lung dragon - from his mouth. This acts a fireball spell but has a range of 30 feet and a DC 17 Dexterity saving throw.

REACTION

Deflect Missile. In response to being hit by a ranged weapon attack, Kaibuninsho deflects the missile. The damage he takes from the attack is reduced by 1d10 + 7. If the damage is reduced to 0, he catches the missile if it's small enough to hold in one hand and he has a hand free. If it is a thrown weapon, he throws it back at the attacker.

Dodge Roll (1/Day). In response to being hit by a melee weapon attack, Kaibuninsho adds 5 to his AC until the end of his next turn. This does not consume his reaction.

Dragonmaw Disarming Spin (1/Day). As a reaction to disarming a target Kaibuninsho spins his nunchaku creating a whirling force around himself out to 10-foot sphere until the start of his next round disarming all targets next to him or enter with that range. Targets also take 33 (6d10) bludgeoning damage. This does not consume his reaction.

NINJA, SHINOBI MASTER

Medium humanoid (human), lawful evil

Armor Class 17 (shadowy shozuku)

Hit Points 221 (34d8+68)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws DEX +9, INT +5

Skills Acrobatics +9, Deception +4, Perception +4, Stealth +12

Damage Resistances Poison

Senses passive Perception 13

Languages Common, Thieves' cant

Challenge 10 (5,900 XP)

Assassinate. During his first turn, the master ninja has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the master ninja scores against a surprised creature is a critical hit.

Cunning Action. The master ninja can take a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the master ninja is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Legendary Resistance (3/Day). If the master ninja fails a saving throw, he can choose to succeed instead.

Sneak Attack. Once per turn, the master ninja deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and the doesn't have disadvantage on the attack roll.

Tumbling Assault. The master ninja does not provoke attacks of opportunity so long as he makes an attack during the turn he provoked the attack of opportunity.

ACTIONS

Multiattack. The master ninja makes two ninja-to attacks and one poisoned shuriken attack.

Ninja-To Slash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 5) slashing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one. A creature that takes poison damage gains the following additional penalties which can be ended by repeating the Constitution saving throw at the end of its turn:

- The target has a -2 penalty on attack rolls.
- The target takes 1 poison damage ongoing and this effect is accumulative.
- The target's Strength score is reduced by 1d4 each time it is hit by this attack. The target is paralyzed if its Strength is reduced to 0. The reduction lasts until the target finishes a short or long rest.

Poisoned Shuriken. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. **Hit:** 5 (1d4 + 3) piercing damage and the target must make a DC 17 Constitution saving throw, taking 12 (4d6) poison damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw by more than 5 is stunned until the end of its next turn.

REACTIONS

- **Shadow Evasion (1/Day, Recharges when first Bloodied).** When an enemy hit the master ninja with a melee or ranged attack, he may use his reaction to move 20 feet and becomes insubstantial until the end of the triggering enemy's next turn. While insubstantial the master ninja has resistance to all damage.
- **Deflect Missile.** In response to being hit by a ranged weapon attack, the master ninja deflects the missile. The damage he takes from the attack is reduced by 1d10 + 7. If the damage is reduced to 0, he catches the missile if it's small enough to hold in one hand and he has a hand free. If it is a thrown weapon, he throws it back at the attacker.
- **Redirect.** When an attack misses the master ninja he may use his scarf to redirect the attack to another creature within range. The target uses the same attack roll and if that roll hits the new target, he rolls damage normally. He may use this ability on any attack that uses an attack roll (spells, melee, range etc.).

VILLAIN ACTIONS

Villain actions occur one per round in the order presented at the end of another creatures turn at the DM's discretion.

1. **Smoke Bomb.** The master ninja becomes invisible until he attacks or until the end of his next turn.
2. **Fire Paper.** The master ninja teleports adjacent to each creature of his choice within 30 feet of his starting position and applies fire paper to the attacker. The fire paper detonates if the target moves for 14 (4d6) fire damage.
3. **Water Release.** The master ninja exhales cold water in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 36 (8d6) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The master ninja has 2 and only 2 legendary actions he can use per day. He may use these at the end of another creatures turn. He may choose from his list of available actions.

DESIGN NOTES: VILLAIN ACTIONS

Cribbed from Mister Matt Colville. Experimented with them a few times, don't mind them, but I think they add complexity when **LEGENDARY ACTIONS** work fine. This particular NPCs name was Sujin in my game.

NUE

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

19 (+4) 11 (+0) 19 (+4) 3 (-4) 14 (+2) 10 (+0)

Skills Perception +8

Damage Resistance Poison

Damage Immunity Lightning

Senses Darkvision 60 ft., Passive Perception 18

Languages Understands Draconic but can't speak it

Challenge 6 (2,300 XP)

Pounce. If the nue moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the nue can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the nue can long jump up to 25 feet.

Quill Mane. Attacking creatures within 5 feet of the nue take 6 (1d12) piercing damage on their first attack in a turn against the nue.

ACTIONS

Multiattack. The nue makes two attacks: one with its bite and one with its claws. When its poison cloud is available, it can use this in place of its claws. When its sweeping lightning beam is ready, it can use this in place of its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage.

Poison Cloud (1/Day). The snake tail exhales a poison cloud in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Sweeping Lightning Beam (Recharge 5–6). The monkey head exhales fire in a 15-ft cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) lightning damage on a failed save, or half as much damage on a successful one.

Cloud Form. A nue can change into the form of a 10-foot black cloud or back to its normal form. A nue in cloud form is otherwise treated as if under the effects of gaseous form, except that the area is heavily obscured.

DESCRIPTION

Possesses a monkey's face, a tiger's torso, and snake for a tail, Nue is a fearsome creature of lightning. In addition to mauling prey with its claws, its roar can summon bolts of lightning, almost as if Nue itself were an embodiment of thunderstorms.

Pronounced New-ay. A yokai chimaera. Its fanged mouth terrorizes its prey with an eerie cry. Nue is wreathed in dark smoke, making it difficult to discern its overall appearance. Its ability to summon thunder has earned it the alternate name of Raiju, the thunder-beast.

Possesses a monkey's face, a tiger's torso, and snake for a tail. Its mane is quilled and sharp enough to cut any who approach, in addition to fierce claw and fang attacks, it can hurl itself bodily with enough force to smash a stone wall. There are many legends of Nue appearing in Japan, unleashing lightning and causing all sorts of disasters.

One legend holds that a fearsome cry heralded the appearance of a Nue over the royal palace in Kyoto every night, draining the young emperor of vitality. No medicine could cure him, but after the samurai Minamoto Yorimasa was felled the Nue with an arrow, the emperor recovered at once. Yorimasa was bestowed with a beautiful sword called Shishi-Oh, King of lions, as a reward.

NUE AS A FAMILIAR

Nue's can be familiars of powerful wu-jens (or other wizards). As a wizard you may replace your 14th level arcane tradition feature with the following to gain a nue as a familiar. This works well with the animal companion feat.

CREATE LIFE

14th level Arcane Tradition feature

Through hours of magical research and crossbreeding you have created a nue to be your familiar. It has all the features of a standard familiar per the *find familiar* spell and can act as an independent creature or directed telepathically by its creator.

NURE-ONNA, SOLDIER

"Mei the first daughter of Munasukaru"

Large monstrosity (mythic, okami, yokai), chaotic evil

Armor Class 16 (natural armour)

Hit Points 260 (20d10 + 60)

Speed 40 ft., swim 40 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

Saving Throws DEX +6, CON +5, WIS +5, CHA +6

Skills Stealth +9

Damage Vulnerabilities Poison

Condition Immunities Charmed, Poisoned

Senses Darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 8 (3,900 XP)

Rejuvenation. If she dies, the nure-onna returns to life in 1d6 days and regains all her hit points. Only a *wish* spell can prevent this trait from functioning or the action of a mortal blade.

Yokai Pollution. All creatures - except fiends and okami - within 10 feet of Mei cannot use any *ki* abilities without making a DC 14 Charisma ability. A *ki* ability is any ability that uses *ki* points or is described as a *ki* ability (like a samurai's great *kia* shout).

ACTIONS

Multiattack. Mei makes three bite attacks.

Lingering Poison Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. **Hit:** 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one. The target is also poisoned for 1 minute if they take any poison damage from her bite (save ends) hand the PC a poison token. If a target has a poison token and is hit by her bite attack again the target automatically takes poison damage (no save) and gains a 2nd poison token. If a target has 2 tokens and is hit again by her bite the target takes 56 poison damage.

Poison Spit (Recharge 6). Mei spits poisonous saliva at a target up to 60 feet away. The target must make a DC 13 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one. The target is also poisoned for 1 minute and gains a poison token.

REACTION

Slip into the Mire. As a reaction to being attacked the nure-onna slithers into the bog. The attacker must now make a DC 19 Wisdom (Perception) check to land attacks.

VILLAIN ACTIONS

Villain actions occur one per round in the order presented at the end of another creatures turn during the round indicated.

1. **Necrotic Bite.** As bite but the instead of poison damage the target takes necrotic damage and is weakened on a failed save for 1 minute (save ends).
2. **Death Sway.** All creatures that can see the nure-onna within 30 feet must make a DC 14 Wisdom saving throw or become dazed (save ends). Already dazed targets take 22 (2d8+4) necrotic damage instead.
3. **Death Sway.** All creatures that can see the nure-onna within 30 feet must make a DC 14 Wisdom saving throw or become dazed (save ends). Already dazed targets take 22 (2d8+4) necrotic damage instead.

TREASURE

Daon-Jin Sake. "Sacred rice wine that bestows the God Daion-Jin's protection, curing and temporarily preventing elemental-based damage. Daion-jin is an Onmyo god that occupies one of the eight divine directions." Grants immunity to fire, cold, lightning and earth (bludgeoning) for 1 minute.

Mei wears a magnificent inlaid platinum- and-jade pendant of great size worth 800 ¥. In addition, a DC 10 Perception check finds three porcelain pots just underneath the surface of the water in the north of the cavern, containing a carved censer with a gold edge worth 200 ¥, a pair of silver armbands worth 50 ¥, a *swan boat feather token*, and 1,012 ¥.

DESCRIPTION

Pronounced "Noo-ray own-na." This man-eating yokai takes the shape of a snake with a woman's head. Its name literally means "wet woman", and it is seen near water or on rainy days, searching for unlucky humans to make its prey. It is said Nure-onna were once women who tragically drowned, leading them to attack the living out of vengeful malice.

An obvious source of Nure-onna's name is the fact that its hair is always wet. It can freely manipulate said hair, slicing enemies apart with its razor-sharp strands. Its hair has another surprising use-increasing Nure-onna's fire resistance due to the sodden defensive layer it provides. Perhaps most frightening of all are its snakelike eyes, capable of paralyzing any unwittingly prey with a single glare.

NURE-ONNA, STRIKER

"Yasu, second daughter of Munasukaru"

Large monstrosity (okami, yokai), chaotic evil

Armor Class 16 (natural armor/mage armor, blur (disadvantage))

Hit Points 75 (10d10 + 20)

Speed 40 ft., swim 40 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

Saving Throws DEX +6, CON +5, WIS +5, CHA +6

Skills Stealth +9

Damage Vulnerabilities Poison

Condition Immunities Charmed, Poisoned

Senses Darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 8 (3,900 XP)

Innate Spellcasting. The nure-onna can cast the following spells innately. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She knows the following spells:

- At will: *charm person*, *mage hand*, *minor illusion*, *ray of frost*
- 1/day each: *alarm**, *blur**, *cure wounds*, *mage armor**, *detect thoughts*, *hold person*, *summon monster III* (fiendish constrictor)*, *blight*, *dimension door*, *dominate person*

*these spells are cast before combat; due to the alarm these creatures are never surprised if approached from the west.

Rejuvenation. If she dies, the nure-onna returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning or the action of a mortal blade.

ACTIONS

Multiattack. Yasu may use an At Will spell and make a bite attack. She may replace her bite attack with a 1/Day spell.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. **Hit:** 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

REACTION

Slip into the Mire. As a reaction to being attacked the nure-onna slithers into the bog. The attacker must now make a DC 19 Wisdom (Perception) check to land attacks.

VILLAIN ACTIONS

Villain actions occur one per round in the order presented at the end of another creatures turn during the round indicated. Yasu may always replace a villain action with a "Cast a Spell" action if she chooses.

1. **Tail Slap.** A target within 10 feet must make a DC 17 Dexterity or Strength saving throw or take 9 (1d8 + 4) bludgeoning damage and is knocked back 10 feet, on a success the damage is halved.
2. **Word of Pain.** The nure-onna selects two targets, each must make a DC 14 Intelligence saving throw or take 22 (2d8+4) psychic damage and are immobilized (save ends), on a success the damage is halved.
3. **Thunderstrike.** The nure-onna calls a thunderstrike at a point she can see within 100 feet. All creatures within 10 feet of that point must make a DC 14 Dexterity saving throw or take 15 (2d10+4) thunder damage and are dazed (save ends), on a success the damage is halved. She can exclude her sister from this attack.

NURIKABE

Huge fey (elemental, yokai), chaotic neutral

Armor Class 15 (rock armor)

Hit Points 262 (21d12 + 126)

Speed 10 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	22 (+6)	15 (+2)	16 (+3)	17 (+3)

Saving Throws CON +10, INT +6, CHA +7

Skills Deception +11, Insight +7, Perception +7, Stealth +9

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Crystal

Damage Immunities Poison

Condition Immunities Exhaustion, Petrified, Poisoned

Senses passive Perception 17

Languages Common, Spirit Tongue (Kami, Oni)

Challenge 11 (7,200 XP)

(Almost) False Appearance. While the yokai remains motionless, it is indistinguishable from a wall. However, it can be detected as if it was a secret door at which points two eyes open up and look at the creature that discovered it. It always uses opposed Stealth checks to avoid being detected. A creature can use its passive perception to detect the yokai but the DC increases by +5.

Earth Glide. The yokai can burrow through nonmagical, unworked earth and stone. While doing so, the yokai doesn't disturb the material it moves through.

Trickster Wall. The yokai will allow passage if a creature performs a certain task for it. Being chaotic they will not explain this task and it changes from encounter to encounter but they should be linked to skill checks. Some examples include:

- Make an impressive show of strength - Strength (Athletics) DC 15 skill check.
- Perform an acrobatic feat - Dexterity (Acrobatics) DC 15 skill check.
- Sing a lullaby - Charisma (Performance) DC 15 skill check.

The DM should have a particular feat in mind but be generous in interpreting how it can be satisfied. The PCs have 2 chances before the yokai attacks. They will know they have failed as the yokai will growl and its eyes will go red. If you have a spirit sensitive character in the group - like a shaman - they should get a hint through the spirits they can see. For example, they see a spirit flexing before the yokai beats it to death.

ACTIONS

Multiattack. The yokai makes two attacks.

Rock Fist. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. **Hit:** 21 (3d8 + 8) bludgeoning damage. The attack deals an extra 14 (4d6) damage if the yokai has advantage on the attack roll.

Rock. Ranged Weapon Attack: +12 to hit, range 60/240 ft., one target. **Hit:** 30 (4d10 + 8) bludgeoning damage. The attack deals an extra 14 (4d6) damage if the yokai has advantage on the attack roll.

DESCRIPTION

The yokai known as Nurikabe (noo-ree-kah-beh) take the form of a giant living wall. They are said to most enjoy simply standing where no wall should be and enjoying the unease and confusion of travelers. If left alone, they will not move, but if harassed they extend long arms to strike back in rage. Slow-moving but with immense strength and stamina, Nurikabe are formidable foes."

Nurikabe often block the way to valuable items or alternative routes to destinations, although whether they do so knowingly or not is unclear. Once a Nurikabe is angered, there is no alternative but to defeat it, but it is said that the right gestures can charm them into a more amiable attitude.

TREASURE

The yokai blesses the party with the ability to use Spirit Emblems as a reaction to change the damage type of a spell or weapon attack to an energy attack (elemental only).

OGRE, ORIENTAL

Large giant, chaotic evil

Armor Class 12 (hide armor)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Giant

Challenge 1 (200 XP)

ACTIONS

OGREKIN example 1 ACTIONS

Baseball Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 14 (2d10 + 3) bludgeoning damage.

Swingbetter (1/Day). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 19 (3d10 + 3) bludgeoning damage. The target must make a DC 14 Constitution saving throw or be stunned by the blow until the end of their next round. A creature that fails the saving throw by more than 5 is also knocked prone. If the attack misses it automatically recharges.

OGREKIN example 2 ACTIONS

Bell. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. **Hit:** 14 (2d10 + 3) thunder damage.

Toll the Bell (1/Day). The taro ogrekin swings his bell in a circle around him in a 15-foot sphere. Each creature in the area must make a DC 14 Dexterity saving throw or take 10 (2d6 + 3) thunder damage. A creature that fails the saving throw by more than 5 is deafened for 1 minute. If the attack hits no targets it automatically recharges.

REACTION

Bloody Bell/Batter. When a taro ogrekin is first bloodied his 1/day ability recharges and he can use it as a reaction.

DESCRIPTION

Oriental ogres are not inherently evil or dumb. Their alignment and intelligence change the further they are away from the Tainted Lands. If they spend more than a month away from the Tainted Lands their alignment shifts to chaotic neutral and their INT increases by 1 to a maximum of 10 for each week they are away from the Tainted Lands. The reverse is also true.

OGRE, BRUTE SLUGWORT

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 85/130 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Saving Throws CON +5, WIS +0

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 4 (1,100 XP)

Reckless. At the start of his turn, Slugwort can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

ACTIONS

Multiattack. Slugwort makes two attacks with his great hammer.

Great Hammer. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. “This weapons head is actually shaped like a giant fist”.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Hammer Time (Recharge 6). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or be knocked unconscious for 1 minute. The unconscious target repeats the saving throw if it takes damage and at the end of each of its turns, ending the effect on itself on a success.

REACTION

Atomic Throw. If an attacker misses Slugwort he may use his reaction to grab the attacker and throws it across the room by making a melee weapon attack (+6). The target lands 10 feet away, falls prone and takes 13 (2d8 + 4) bludgeoning damage.

REACTION

Hammer Spasms. When Slugwort is first bloodied Hammer Time recharges and he can use it as a reaction.

Red Eyed Ogre. When Slugwort is first damaged he flies into a rage and gains all the traits marked in **red**.

TREASURE

Lucky rock is an *earth elemental gem*. However, this summons an elemental terror – toichi no kansen – instead of a standard elemental. The gem is reusable but once the toichi no kansen has consumed 7 HD of creatures it becomes jimen no oni and turns on the party.

OGRE, ORIENTAL ELITE

"Soma the Glutton"

Large giant (red eyes), chaotic evil

Armor Class 11 (hide armor)

Hit Points 91 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 3 (700 XP)

Reckless. At the start of his turn, Soma can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn. He also gains the benefits and weaknesses of traits marked in red.

ACTIONS

Fist. *Melee Weapon Attack:* +6 to hit, reach ft., one target. **Hit:** 9 (2d4 + 4) bludgeoning damage.

Chain Sweep. The ogre swings its chain, and every creature within 10 feet of it must make a DC 14 Dexterity saving throw. On a failed saving throw, a creature takes 8 (1d8 + 4) bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Piledriver (Recharge 6). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. **Hit:** 13 (2d8 + 4) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or be knocked unconscious for 1 minute. The unconscious target repeats the saving throw if it takes damage and at the end of each of its turns, ending the effect on itself on a success.

REACTION

Atomic Drop. If an attacker misses Soma, he may use his reaction to grab the attacker and throws it across the room by making a melee weapon attack (+6). The target lands 10 feet away, falls prone and takes 13 (2d8 + 4) bludgeoning damage.

THE OKAMI

The Okami are the spawn of Munasukaru. Full bloodied Okami (i.e. their father was another oni or fiend) are ja noi oni. Halfblooded Okami (i.e., their father was a non-oni, in this case a hobgoblin bakemono) are either humanoids or monstrosities depending on what exactly is birthed.

They both have similar appearances – red skinned, long limbed hobgoblin like creature except that the half-bloods are medium sized, and the full-bloods are large.

All okami are vulnerable to poison.

Munanuasukaru's offspring are always female.

OKAMI

Medium humanoid (goblinoid, okami), neutral evil

Armor Class 18 (Chain Mail, Shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Damage Vulnerabilities Poison

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Snake Eyes Training. Once per turn the okami can make a single precise attack. This attack as advantage and does an additional 7 (2d6) damage to the target, it also does double damage to flying creatures.

ACTIONS

Yari-Ju (Melee). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. **Hit:** 6 (1d10 + 1) piercing damage.

Yari-Ju (Range). *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. **Hit:** 5 (1d8 + 1) piercing damage.

DESIGN NOTE: COMMON?

For simplicity sake I left all monsters speaking Common. This, technically, isn't the same common spoken in the Occident but it is the common tongue for the lands of the Orient. This way we don't have to bother adding "Trade Tongue" which was essentially just "Asian Common" in the older editions.

OKAMI, CANNON MAIDEN

Medium humanoid (goblinoid, okami), neutral evil

Armor Class 14 (natural armor, bandages)

Hit Points 189 (18d8 + 108)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	16 (+3)

Saving Throws CON +10, WIS +7, CHA +7

Skills Insight +7, Perception +7

Damage Vulnerabilities Poison

Senses passive Perception 17

Languages Common, Goblin, Giant

Challenge 9 (5,000 XP)

Keen Smell. The cannon maiden has advantage on Wisdom (Perception) checks that rely on smell.

Siege Specialist. The cannon maiden applies her strength to range attacks using a cannon.

ACTIONS

Multiattack. The cannon maiden makes two cannon attacks or one cannon attack and uses iga kayaku-dama.

Cannon. Choose from the following options.

- **Cannon - Melee.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. **Hit:** 21 (3d8 + 8) bludgeoning damage and the target must make a DC 18 Strength saving throw and be knocked prone. If the target is prone the cannon maiden may then use shoot the downed target with her cannon with disadvantage.
- **Cannon.** *Ranged Weapon Attack:* +12 to hit, range 120/240 ft., all targets in a line. **Hit:** 30 (4d10 + 8) bludgeoning damage.

Iga Kayaku-dama (Recharge 5-6). The okami chooses a target within 40 feet and throws a bomb. All creatures in a 20-foot radius of that point take 21 (6d6) fire and piercing damage on a failed DC 18 Dexterity saving throw or half as much on success.

REACTION

Overwatch. After a creature the cannon maiden can see is dealt damage by a foe within 120 feet of her, she makes a cannon attack against that foe.

OKAMI, CAPTAIN

"Fujai the Reaper"

Large fiend (goblinoid, oni, okami), lawful evil

Armor Class 16 (*dehnuka, straw bucket-helmet*)

Hit Points 176 (16d8 + 48)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws DEX +3, CON +6, WIS +4, CHA +5

Skills Arcana +5, Deception +8, Perception +4

Senses *Darkvision* 60 ft., Passive Perception 14

Languages Common, Giant

Challenge 7 (2,900 XP)

Demon Blood Magic. The Fujai the Reaper's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells, requiring no material components:

- At will: *darkness*, *invisibility*
- 1/day each: *charm person*, *cloud of daggers*, *blade barrier*, *gaseous form*, *sleep*

Discorporation. Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed oni turns into black smoke before dissipating. It gains a new body in 1d10 days, regaining all its hit points and becoming active again.

Qi Damage (1/Day). Fujai the Reaper may maximise the damage of one attack she makes with the seven-sided-scythe.

Magic Weapons. Fujai the Reaper's weapon attacks are magical.

Regeneration. Fujai the Reaper regains 10 hit points at the start of its turn if it has at least 1 hit point. If she takes jade based damage, this trait doesn't function at the start of her next turn.

Reactive. Fujai the Reaper can take one reaction on every turn in a combat.

ACTIONS

Multiattack. Fujai the Reaper makes two attacks, either with her claws or her scythe.

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Seven-Sided-Scythe. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

Change Shape. Fujai the Reaper magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into her true form. Other than her size, her statistics are the same in each form - this includes her equipment.

REACTION

Parry. Using the haft of the seven-sided-scythe Fujai the Reaper adds 2 to her AC against one attack (including ranged attacks and spell attacks) that would hit her. To do so, she must see the attacker and be wielding her scythe.

VILLIAN ACTIONS

Villain actions occur one per round in the order presented at the end of another creatures turn during the round indicated.

1. **Sweep.** Fujai the Reaper targets an opponent and sweeps the leg. The target takes 15 slashing damage and is knocked prone in a failed DC 15 Dexterity saving throw. The target also loses initiative next round going after Fujai the Reaper. If this attack does not knock a target prone, she may use it again as a free in the following round until it does.
2. **Seven Blades.** The weapon blade extends like an umbrella into seven separate blades. She gains the reactive trait and increases her scythe damage by 10 for a total of 25 (2d10 + 14) slashing damage.
3. **Propeller Attack.** With the blades extended, she makes a single a seven-sided-scythe attack against all opponents within 10 feet of her.

OKAMI, GENERAL

"Gyuobu, the Swine Shogun"

Medium humanoid (goblinoid, okami), lawful evil

Armor Class 20 (+1 o-yorai, jingasa of the fortunate soldier)

Hit Points 300; *shared hit point pool with Ha Jau*

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	12 (+1)	16 (+3)	18 (+4)

Skills Intimidate +8

Saving Throws DEX +4, CHA +8

Condition Immunities Frightened

Senses Darkvision 120 ft., passive Perception 13

Languages Common, Goblin, Oni

Challenge 10 (??? XP)

Magic Resistance. The swine shogun has advantage on saving throws against spells and other magical effects.

Dazzling Display. As a bonus action, the swine shogun can perform a bewildering show of prowess as a bonus action. The swine shogun rolls an intimidate check, all creatures who see him within 50 feet must make a Wisdom saving throw to resist becoming demoralized and having a bane (-1d6) on their attack rolls until the end of their next turn.

Mounted Combatant. The swine shogun has the following benefits while mounted:

- Advantage on attacks against unmounted foes that are smaller than Ha Jau.
- Force an attack targeted at Ha Jau to target the swine shogun instead.
- If Ha Jau is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.
- Ha Jau may use his trampling charge attack as part of the swine shogun's action (see rabid charge).

ACTIONS

Multiattack. The swine shogun makes three thundering spear-lance attacks.

+1 Thundering Spear-Lance. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. **Hit:** 11 (1d10 + 6) piercing damage, plus 18 (4d8) thunder damage and the target is knocked prone and uses all its movement to get back up.

Rabid Charge! The swine shogun charges an opponent and does a thundering spear-lance attack and Ha Jau does his charge attack against the same or adjacent target. This attack does not provoke attacks of opportunity.

Spear On Rope Spin (1/Day). The swine shogun spins his spear in a 20-foot-radius sphere centered on him, each creature within reach must make a DC 16 Dexterity saving throw. A creature takes 35 (10d6) slashing damage and 35 (10d6) thunder damage on a failed save, or half as much damage on a successful one.

REACTION

- **Parry.** The swine shogun adds 6 to his AC against one melee attack that would hit him. To do so, the swine shogun must see the attacker and be wielding a melee weapon.
- **Jingasa of the Fortunate Soldier (1/Round).** As a reaction, the swine shogun can negate a single sneak attack or critical hit.
- **Potion of Cure Serious Wounds (1/Day).** When reduced to 30 hit points or less the swine shogun drinks his potion and heals 37 (6d8 +10) hit points of damage.

LEGENDARY ACTIONS

- **Attack.** The swine shogun makes an attack.
- **Move.** The swine shogun moves up to his speed and does not provoke attacks of opportunity.
- **Horse Kick.** Ha Jau uses his tusks or stomp attack against a creature within reach. He may move to make the tusk attack.

DESCRIPTION

This hunchbacked, fiery-skinned humanoid female possesses black eyes beneath the bony ridges of its brow, wears elaborate heavy armor, and wields an ornate metal club. Her arms are longer than they should be giving a gangly impression.

OKAMI, LADY

"Namiko okami the Paper Maiden"

Medium fiend (goblinoid, oni, okami), lawful evil

Armor Class 18 (*armor of origami birds*)

Hit Points 195 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	17 (+3)	19 (+4)	13 (+1)

Saving Throws STR +6, DEX +8, INT +7, WIS +8

Skills Arcana +7, Insight +8, Perception +8, Religion +7

Vuln Poison

Senses passive Perception 18

Languages Common, Giant, Oni

Challenge 10 (5,900 XP)

Corrupting Serenity. At the start of her turn, Namiko can make a saving throw against one effect that a save can end. If he saves, the effect ends on Namiko, and he can transfer it to an enemy adjacent to him. If the saving throw fails, Namiko can still make a saving throw against the effect at the end of her turn.

Fiendish Blessing. Namiko's AC includes her Wisdom bonus.

Magic Weapons. Namiko's weapon attacks are magical.

Regeneration. Namiko regains 10 hit points at the start of her turn if she has at least 1 hit point.

Origami Shield. Whenever Namiko is attacked by an adjacent creature the razor-sharp origami birds swirling around him deal 5 (1d10) necrotic damage to the target.

Shadow Shield (1/Encounter). As a move action, Namiko can teleport up to 30 feet to an unoccupied space he can see and becomes invisible until the start of her next turn.

ACTIONS

Multitattack. Namiko may take two actions and use the Pen is the Tongue of the Soul.

Oni's Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) fire damage plus 13 (3d8) necrotic damage and Namiko can slide the target 5 feet.

Beshadowed Mind. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. **Hit:** 10 (3d6) necrotic and psychic damage and the target can't see more than 10 feet (A DC 16 Wisdom saving throw at the end of the target's turn ends this effect).

Shukenja's Prophecy (Recharge if target saves). One humanoid Namiko can see within 30 feet of her must succeed on a DC 20 Wisdom saving throw or be magically charmed for 1 minute. While charmed the target must attack an enemy target of Namiko's choice or suffer weakness against any other target (all STR and DEX based attack and damage rolls are halved).

Deep Shadow (Recharges when first bloodied). Namiko selects a point she can see within 50 feet of her and creates a shadowy area in a 15-foot cube. The area is difficult terrain for her enemies. Any enemy that enters the shadowy area or ends its turn there takes 10 necrotic damage. It persists until the end of Namiko's next turn. Alternatively, Namiko may use a bonus action to maintain the zone until the end of Namiko's next turn, and Namiko can move the zone up to 20 feet.

The Pen is the Tongue of the Soul. Characters struck by the pen do not suffer damage but must make DC 18 Charisma saving throw or have their perception of reality "rewritten." The DM may choose from the following confusion effects, each lasts 1 minute and the target may repeat the save at the end of its turn to return reality to normal:

- a friend looks like a foe;
- the victim believes the battle is over;
- sees the foe as his friend;

REACTION

Shadow Augury (1/Encounter). When an attack hits Namiko while she is bloodied Shadow Shield recharges, and she uses it. This does not consume her reaction but otherwise must abide by the rules of reaction.

The Pen is the Tongue of the Soul. As a reaction Namiko uses the Pen is the Tongue of the Soul.

LEGENDARY ACTIONS

Namiko is known as the Paper Warrior Woman, because she can fold and animate origami weapons. These devices each are tiny objects with 20 hp, 18 AC, 4 STR, 18 DEX and do 3 (1d4+1) damage and suffer double damage from fire unless specified otherwise. Once an item is folded, her breath enlarges it to double size. She creates the following origami creatures in order and then at the end of another creatures turn, assuming she survives, she starts at the top of the list. The items she can fold are:

- **Shield Beetle.** Absorbs all damage from a single blow. Excess damage is lost.
- **Bee Warrior.** Acts as a shield guardian.
- **Vipers.** As a swarm of poisonous snakes.
- **Pinwheel.** Razor-sharp blades slash at legs as it rolls along the floor.
- **Leaping Locusts.** Distract one foe a round, target has disadvantage on attack rolls and triggers Concentration checks if the target is a spellcaster.
- **Octopus.** Attacks one character within 10'. If a DC 13 Wisdom Saving throw is made, the victim takes 4 points of bludgeoning damage and the octopus is destroyed. If failed, the victim takes 8 points the first round and 12 in all later rounds. The target makes a saving throw to resist the attack at the start of its turn.
- **Paper Leopards.** On a critical hit the paper leopards knock the target prone.

An effective way to stage this is to have the origami devices coming in from different directions at different heights to create maximum PC confusion.

OKAMI, LIEUTENANT

"Shizu, Lightning kicker"

Medium humanoid (goblinoid, okami), neutral evil

Armor Class 14 (natural armor, ceremonial armor)

Hit Points 136 (16d8 + 64)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	27 (+8)	14 (+4)	12 (+1)	16 (+3)	16 (+3)

Saving Throws CON +8, WIS +7, CHA +7

Skills Insight +7, Perception +7

Damage Resistances Lightning, Thunder

Damage Vulnerabilities Poison

Senses passive Perception 17

Languages Common, Goblin, Giant

Challenge 9 (5,000 XP)

Cunning Action. Shizu can take a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If Shizu is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Magic Resistance. Shizu has advantage on saving throws against spells and other magical effects

Martial Advantage. Once per turn, Shizu can deal an extra 10 (3d6) damage to a creature she hits with a weapon attack if that creature is within 5 feet of an ally of Shizu that isn't incapacitated.

ACTIONS

Arachrist. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. **Hit:** 4 (1d8) slashing damage (see Treasure).

Lightning Kick. Shizu kicks a ball at a place she can see within 120 feet of her. As the ball travels it gathers lightning and detonates for 30 (4d10 + 8) lightning and thunder damage in a 10-foot sphere centered on this point. Targets can halve the damage on a successful DC 20 Dexterity saving throw. Anyone taking lightning or thunder damage is also stunned until the end of their next turn.

Leadership (Recharges after a Short or Long Rest). For 1 minute, Shizu can utter a special command or warning whenever a nonhostile creature that she can see within 30 feet of her makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand her. A creature can benefit from only one Leadership die at a time. This effect ends if Shizu is incapacitated.

TREASURE

ARACHRIST ("Spider Slayer")

This mithril longsword has a cold iron hilt inset with silver runes. The pommel is decorated with a polished jasper orb. The longsword is normally +2. However, against spiders and arachnids (including giant scorpions and spider-like monsters), the sword is +3 and inflicts double damage. On a natural "to hit" roll of 20, any true spider (large, huge, giant, phase, etc.) is struck dead.

Arachrist glows with a clear white light when spiders approach within 50'. This sword allows its wielder to save at +3 versus web spells, and he or she may cut through such webs at a rate of 3' per round. The wielder may cut through a non-magical web at twice that rate.

Arachrist is chaotic-good aligned. However, it has so long lain idle that it is presently cursed. Its wielder must engage all spiders and arachnids in sight, regardless of odds, unless he or she can successfully save versus spells. The curse remains until the sword has slain 30 hit dice worth of spiders.

- And an amulet of proof against detection and location.
- Imperator Syandana.

TACTICS

Okami Leader Shizu will retreat to harass the party more than once. She will not throw her life away.

OKAMI, PISTOLEER

"Ochiyo Dollface"

Large fiend (goblinoid, oni, okami), lawful evil

Armor Class 16 (dehnuka)

Hit Points 176 (16d8 + 48)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws DEX +7, CON +6, WIS +4, CHA +5

Skills Arcana +5, Deception +8, Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Gian, Oni

Challenge 7 (2,900 XP)

Demon Blood Magic. The Dollface's innate spellcasting ability is Charisma (spell save DC 13). Her can innately cast the following spells, requiring no material components:

- At will: darkness, invisibility
- 1/day each: charm person, cone of cold, gaseous form, sleep

Discorporation. Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed oni turns into black smoke before dissipating. It gains a new body in 1d10 days, regaining all its hit points and becoming active again.

Explosive Rounds (1/Encounter). She may shoot explosive rounds as part of an attack with her autopistols. Apply the autopistols damage to a 20-foot-sphere when it hits its target.

Magic Weapons. Dollface's weapon attacks are magical.

Qi Guns. Dollface may summon her weapons or any technological magic item to her hand as a bonus action or reaction. If she uses a bonus action to do this, she may use her multiattack as a reaction. She may also channel her spells through her autopistols as part of the attack.

Regeneration. Dollface regains 10 hit points at the start of her turn if she has at least 1 hit point. If she takes jade based damage, this trait doesn't function at the start of her next turn.

ACTIONS

Multiattack. Dollface makes two attacks, either with her claws or her autopistols.

Claw (Oni Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Dual Masterwork Autopistols. Melee Weapon Attack: +7 to hit, range 120 ft., one target. Hit: 16 (2d10 + 5) piercing and force damage, or 10 (1d10 + 5) piercing and force damage in Small or Medium form.

Change Shape. Dollface magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into her true form. Other than her size, her statistics are the same in each form. Her equipment are also transformed, which shrinks so that it can be wielded in humanoid form. If she dies, it reverts to its true form, and its glaive reverts to its normal size.

Description

Ochiyo has a horribly scared face from a jade weapon attack that resists her regeneration ability, so she wears a chrome mask to cover it.

TREASURE

- Dual Masterwork Autopistols.
- Shinobi Box. "Contains a surprising number of ninja tools given the containers compact size." restores 1d3 ki points for a ninja.

TACTICS

Assuming negotiations fail she will put her hands out without standing and her autopistols will fly to her hand, she will then backflip back to her feet and as she does, she will use Explosive Rounds as she becomes invisible. During combat Ochiyo flies through the chains, using invisibility and darkness to surprise or flank enemies with the kytons. She challenges the PC who refused her offer, targeting her attacks and spells at that person, unless faced with a greater threat. If reduced to 50 hit points or fewer, Ochiyo retreats in gaseous form to area E7 to join her living goddess. Once at Munasukaru's side, she fights to the death.

KYTONS

Dollface has two honor guards - 2 kytons which have the following unique properties:

Keen

Keen is telepathic and can cast read thoughts at will. He also does psychic damage when he has someone restrained by his chains. He also has the Kingslayer trait which converts psychic damage into healing for himself. The transfer is 1 to 1.

Constantine

Constantine may duplicate himself. Each duplicate has all the powers of the original except the power to duplicate and has half the originals hit points. The original Constantine has the Abduct trait which allows him to steal a creatures attack option and use it as a reaction once per day.

OKAMI, RIFLE MAIDEN

Medium humanoid (goblinoid, okami), neutral evil

Armor Class 16 (treated bandages, masterwork do-maru)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	14 (+2)	11 (+0)	15 (+2)

Saving Throws INT +5, WIS +3, CHA +5

Damage Vulnerabilities Poison

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Goblin

Challenge 6 (2,300 XP)

Snake Eyes Training. Once per turn the maiden can forego her Gunner action and make a single precise attack. This attack has advantage and does an additional 14 (4d6) damage to the target, it also does double damage to flying creatures.

ACTIONS

Gunner. The maiden makes three rifle attacks or one rifle attack and horoku-dama.

Rifle. Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 80/240 ft., one target. **Hit:** 14 (2d10 + 3) piercing and force damage. If used in melee the rifle does 4 (1d4 + 2) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Horoku-dama (Recharge 5-6). The maiden chooses a target within 30 feet and throws a bomb. All creatures in a 20-foot radius of that point take 14 (4d6) fire and piercing damage on a failed DC 13 Dexterity saving throw or half as much on success.

REACTION

Gun Parry. The maiden adds 3 to her AC against one melee attack that would hit her. To do so, the maiden must see the attacker and be wielding her rifle.

TREASURE

Horoku-dama

"A ceramic ball packed with gunpowder. The powerful explosion and ceramic shrapnel cause great damage to all enemies in the area. The bomb is not an incendiary weapon, rather the devastating power lies in its potent shockwave and puncturing shrapnel."

OKAMI, SCATTER SHOT MAIDEN

Medium humanoid (goblinoid, okami), neutral evil

Armor Class 16 (treated bandages, masterwork do-maru)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	14 (+2)	11 (+0)	15 (+2)

Saving Throws INT +5, WIS +3, CHA +5

Damage Vulnerabilities Poison

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Goblin

Challenge 6 (2,300 XP)

ACTIONS

Gunner. The maiden makes three rifle attacks or one rifle attack and uses kayaku-dama.

Shotgun. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 80 ft. cone, all targets in range. **Hit:** 14 (2d10 + 3) piercing and force damage. If used in melee the rifle does 4 (1d4 + 2) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 13 Strength saving throw or be knocked prone. If knocked prone the maiden can make a follow-up shotgun attack against the prone target as a free action.

Kayaku-dama (Recharge 5-6). The maiden chooses a target within 40 feet and throws a bomb. All creatures in a 20-foot radius of that point take 17 (5d6) fire and piercing damage on a failed DC 13 Dexterity saving throw or half as much on success.

REACTION

Gun Parry. The rifle maiden adds 3 to her AC against one melee attack that would hit her. To do so, the maiden must see the attacker and be wielding her shotgun.

OKAMI, THE VEILED MAIDEN

Large fiend (goblinoid, oni, okami), lawful evil

Armor Class 16 (blue veil)

Hit Points 176 / 88

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	18 (+4)

Saving Throws DEX +3, CON +6, WIS +4, CHA +7

Skills Arcana +5, Deception +8, Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Giant

Challenge 7 (2,900 XP)

Demon Blood Magic. The Veiled Maiden's innate spellcasting ability is Charisma (spell save DC 15). The Veiled Maiden can innately cast the following spells, requiring no material components:

- At will: invisibility, veil mirage (as mirror image but the spell automatically refreshes at the start of the Veiled Maiden's turn unless she decides otherwise)
- 1/day each: charm person, decapitating scarf, entangling scarf, iron scarf

Evasion. If the Veiled Maiden is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, the Veiled Maiden instead takes no damage if she succeeds on the saving throw, and only half damage if it fails.

Discorporation. Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed oni turns into black smoke before dissipating. It gains a new body in 1d10 days, regaining all its hit points and becoming active again.

Magic Weapons. The Veiled Maiden's weapon attacks are magical.

Regeneration. The Veiled Maiden regains 10 hit points at the start of its turn if it has at least 1 hit point. If she takes jade based damage, this trait doesn't function at the start of her next turn.

Strangulation. During her first turn, the Veiled Maiden has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the Veiled Maiden scores against a surprised creature is a critical hit.

Sneak Attack. Once per turn, the Veiled Maiden deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Veiled Maiden (her veil mirage counts as an ally if active) that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Veiled Image. This functions as mirror image except the spell refreshes automatically at the start of the maidens turn and there are a number of images as there are PCs.

ACTIONS

Multiattack. The Veiled Maiden makes two attacks, either with its claws or its glaive.

Veiled Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 15 (2d10 + 4) slashing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) necrotic damage on a failed save, or half as much damage on a successful one. A failed save also leaves the target stunned until the end of their next turn.

Change Shape. The Veiled Maiden magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into her true form. Other than her size, her statistics are the same in each form - this includes her equipment.

REACTION

Blinding Feint. If an attack misses the Veiled Maiden the target is blinded until the end of their next turn.

VILLAIN ACTIONS

Villain actions occur one per round in the order presented at the end of another creatures turn during the round indicated.

- Iron Veil.** The Veiled Maiden uses iron scarf, her veil lashes toward one creature up to 30 feet away that she can see. She makes a veiled claw attack against the target as the scarf magically extends and becomes as hard as iron on impact. If she hits, the target takes 44 (9d8 + 4) slashing damage. If the iron veil misses it persists and attacks again next round - this continues until it hits a target, or the Veiled Maiden is killed.
- Entangling Veil.** The Veiled Maiden uses entangling scarf and lashes her silk veil toward one creature up to 90 feet away, and the scarf magically extends to reach the target and wrap around it. You must have a line of sight to the target. You make a veiled claw attack roll against the target. If you hit the target it becomes restrained while entangled (Escape DC 15). On a miss the veil will continue to attack creatures until it successfully entangles a target.
- Decapitating Veil.** The Veiled Maiden uses decapitating scarf. The target must make a DC 15 Constitution saving throw; failure indicates that the veil wraps around the target's neck which the Veiled Maiden then yanks the and decapitate the victim. Living creatures that make successful Constitution saves take 44 (20d4) points of piercing damage before freeing themselves from the decapitating scarf.

TREASURE

When the maidens are defeated there is a sound of tearing cloth. Each maiden leaves behind a pale golden pearl worth 50 ¥ each. If a pearl is swallowed, it bestows a magical bonus to the character of +1 to hit and damage and their attacks become magical. This effect lasts until the next time the character takes a long rest.

ONI, ONI

Oni were the demonic monstrosities that made up the most powerful forces of the Shadowlands. Oni only gained a physical presence in the realm of mortals if spawned by an Oni Lord or by being summoned from Jigoku by someone willing to share their name in exchange for power. Oni are a race of evil spirits, native to the Jigoku, that (generally) manifest physical bodies based upon the shapes and desires of humanoid mortals with an unmistakable preference for giant kind. In pure spirit form, an oni is nothing but a disembodied evil longing for the sins of the flesh. In this form, oni are harmless and invisible.

The majority of these bodiless oni were once kami who failed their wards, or more often, who deliberately abandoned them. As punishment, they were stripped of their ability to form a physical body and then cast into the void. Rarely, a mortal creature's soul can become a disembodied oni upon death, or in even rarer cases, after a truly evil individual has undergone a particularly vile ritual that ends in suicide. These oni are more often destined for positions of great power and strength than most.

Although oni have little concern for other creatures, they do have a sense of honor and pride, and resent being implicated in crimes they did not commit. For instance, the tale is told of a yakuza gang who convinced a village that an oni had committed certain crimes. In truth, the yakuza themselves were responsible. When the villagers began to hunt the oni, it became enraged, vowing to seek out and destroy the yakuza. (The oni enjoyed its notoriety as the scourge of the countryside, but it was not about to accept the blame for the yakuza gang's actions.) The oni made peace with a group of sympathetic humans, who helped the lesser spirit track down the yakuza. Following the yakuza's defeat, the oni honorably parted company with the humans. Then it resumed its evil ways.

In Dungeons and Dragons, the most iconic of this species of evil creature is the Ogre Mage – an oni who has taken on the form of an ogre. Though there are unique and specific oni almost any humanoid or giant can become an oni. The following template provides some guidance to building an oni from scratch or modifying an existing creature.

PHYSICAL Description

Oni are ferocious lesser spirits who use their awesome strength and magical abilities to dominate and terrorize the regions they inhabit.

The common oni stands 7 to 8 feet tall, resembling a thickly muscled humanoid whose arms and legs are covered with coarse hair. Their hands end in dirty, thick talons, and hooked toenails grow from their wide feet. Their skin is normally red, but other colors have been noted, including green, black, orange, and purple. Blue-skinned oni also exist, but these are more commonly known as ogre magi, because they have as much in common with the western ogre as they do, they with eastern oni.

The features of the common oni are fearsome to behold. They have from one to three bulging eyes and broad, pointed ears. One or two thick horns may sprout from their foreheads. Many oni wear shoulder-length hair – usually silver, black, or green – which sometimes is tied in long braids that drape down their backs. Long golden or ivory fangs line their mouths.

An oni's garb imitates the clothing of the local human population. If an oni band dwells near a military outpost, the lesser spirits usually wear armor pieces, including metallic arm and leg bands and even military insignia that have been taken from murdered soldiers. If an oni band lives near a poor farming community, they usually don peasant smocks and sandals. In any case, an oni's equipment and clothing is always more ragged and filthier than that of his human counterpart.

Common oni can speak the language of their kind, as well as the languages of tengu, bakemono, hengeyokai, and the local human population. Their voices are deep, resonant, and very loud. An oni's snore rumbles like thunder, while its laugh is powerful enough to shake the leaves from the trees.

This template may be applied to any humanoid, giant or fiend. Unless otherwise stated the original creature retains all its abilities. Fiends of all types make good oni examples. More details on oni here. Oni should each be unique as well. For example, outside these shared traits, one may use a tamari in battle while another is straightforward combatant, and another uses a taiko drum etc.

- **Type.** The base creature gains the Fiend (oni) type in addition to its other keywords.
- **Size.** Oni are always Large size or larger (with few exceptions). If the base creature is smaller than Large it increases in size gaining the appropriate increase in hit points.
- **Alignment.** Oni are always evil though they may be any of Lawful, Neutral, and Chaotic they tend to be Lawful Evil. Those that are chaotic evil gain the "variable resistance" trait.
- **Abilities: Strength.** Oni are brutal and cruel and the base creature's Strength is raised to 19 if not already that high (or higher).
- **Senses.** The base creature gains darkvision out to 60 feet if it does not already have it. If it has a CR of 10 or more it can see also see invisible as the spell.
- **Damage Resistance.** The creature gains resistance from bludgeoning, piercing and slashing damage that are not jade/honourable.
- **Language.** All oni speak Common and Spirit Tongue (Oni) in addition to any language the base creature had (usually giant, abyssal or infernal).
- **Discorporation.** Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed oni turns into black smoke before dissipating. It gains a new body in 1d10 x CR days, regaining all its hit points and becoming active again. NB: This trait only applies outside of Jigoku.

- **Demon Blood Magic.** The creature gains the innate spellcasting trait. The oni's innate spellcasting ability is Charisma (spell save DC 8 + proficiency bonus + CHA score). The oni can innately cast the following spells, require no material components in addition to any spells the base creature already has. An example list below:
 - At will: darkness, invisibility
 - 1/day each: charm person, cone of cold, gaseous form, sleep
- **Magic Weapons.** The oni's weapon attacks are magical.
- **Regeneration.** The oni regains a number of hit points equal to its Challenge rating (minimum of 10) at the start of its turn if it has at least 1 hit point. If the oni takes jade based damage, this trait doesn't function at the start of the oni's next turn.
- **Shapechanger.** The oni can use its action to polymorph into a Small, Medium or Large humanoid it has seen, or back into its true form. It's statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
- **Wisteria Aversion.** Oni avoid the fuji flower as its fragrance makes them ill. If forced to take any action while within line of sight of a wisteria plant the oni has disadvantage on attack rolls, ability and skill checks.
- **Variable Resistance.** Chaotic Evil oni gain this reaction – "As a reaction to taking energy damage the oni gains resistance to that damage type for 1 minute. This resistance can be overwritten by other reactions in later combat rounds".

Finally, it gains a **claw** attack appropriate for its size, Challenge Rating, and Strength if it does not already have this attack option. This is a slashing based Strength attack.

A note on **spell casting.** Though a generic list of base spells have been provided it is exactly that – a generic list. Just as oni tend to have unique powers – no two oni are the same – their spell list should reflect this. For example, a spider-themed oni may have unique spells which makes their webbing razor-sharp or their web cocoon to be as hard as adamantite and spew acid to anything in the cocoon. At a minimum oni have access to blood magic spells as part of their spell list.

Additionally, powerful oni will have the additional blood magic trait which allows them to manipulate and overcharge their demon blood magic ability. As a guideline, only oni of CR 7 or higher should have demon blood magic.

ONI, AKERO NO ONI

"Void terror"

Large elemental (oni, void), neutral evil

Armor Class 16

Hit Points 161 (19d10 + 57)

Speed 40 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

15 (+2) 22 (+6) 17 (+3) 5 (-3) 12 (+1) 7 (-2)

Saving Throws Dex +10

Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks that are not jade

Damage Immunities force, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages telepathy 100 ft., Spirit Tongue

Challenge 12 (8,400 XP)

Bound. An akeru no oni summoned by a void oracle is magically bound to her. As long as the akeru no oni and its oracle are on the same plane of existence, the oracle can telepathically call the akeru no oni to travel to it, and the akeru no oni knows the distance and direction to the oracle. If the akeru no oni is within 60 feet of its summoning oracle, half of any damage the oracle takes (rounded up) is transferred to the akeru no oni.

Illumination. The akeru no oni sheds bright purple-blue light in a 15-foot radius and dim light for an additional 15 feet.

Speed of Thought. The akeru no oni can take one reaction on every turn in a combat.

Void Form. The akeru no oni can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the oni or hits it with a melee attack while within 5 feet of it takes 9 (2d8) force damage. In addition, the oni can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 9 (2d8) force damage.

Void Sap. Any expenditure of magical, ki or psionic power within 100 feet of akeru no oni is automatically cancelled. And akeru no oni gains these lost actions as void points. Any opponent with magical, ki or psionic power struck in melee combat by the elemental must make a DC 17 Wisdom saving throw or lose one ki point, one random spell slot or one random class ability. The number of points is equal to the spell or class power that was sapped but always only 1 ki point for classes that use ki.

ACTIONS

Multiattack. The akeru no oni makes two void touch attack and a void strike attack if it has accumulated 10 void points.

Void Touch. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. **Hit:** 27 (6d8) force damage – manifesting as purple lightning – and void lightning jumps from the target to one creature of the elemental's choice that it can see within 30 feet of the target. That second creature must succeed on a DC 18 Dexterity saving throw or take 27 (6d8) force damage. Each target is also exposed to *void sap*.

Void Strike (10 Void Points). The akeru no oni shoots void beams from its eyes in a 100-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 45 (10d8) force damage on a failed save, or half as much damage on a successful one. Each target is also exposed to *void sap*. Any creature killed by this bolt is completely eradicated and cannot be raised from the dead by any means short of a *wish* or divine intervention.

REACTION

Void Counter. When hit by an attack if the target is within reach akeru no oni makes a void touch attack.

Void Shield. When a creature makes an attack against the void oracle, the akeru no oni grants a +2 bonus to her AC if the akeru no oni is within 5 feet of her. If the creature that triggered this reaction is within reach of the akeru no oni it may also make a void touch attack against it.

DESCRIPTION

Akeru is the most alien of the Terrors. Though it claims to be a creature of corrupted void, it could be more accurately described as a creature of stolen Void. It appears to be an enormous insect crackling with dark energies. It stands nearly nine feet tall but walks with a constant hunch. It is often introspective, but extremely moody. It is as likely to approach a situation with thought, care, and discretion as outright violence. Akeru cannot speak and communicates solely through telepathy.

Akeru is the de facto leader of the Elemend Terrors (elemental princes of evil), as its wisdom often brings the conflicting Terrors into agreement. Akeru accepts no payment when it is summoned. Instead, it simply analyzes the situation and obeys whatever master it chooses.

The void elemental prince of good appears as a purple dragon (use an ancient silver dragon but it has the elemental (kami) type).

ONI, ATAMAHUTA

Large fiend (oni), chaotic evil

Armor Class 16 (kikko katabira)

Hit Points 262 (21d12 + 126)

Speed 40 ft.

STR DEX CON INT WIS CHA

21 (+5) 11 (+0) 22 (+6) 14 (+2) 10 (+0) 15 (+2)

Skills Perception +4

Damage Resistance bludgeoning, piercing and slashing damage

Senses darkvision 60 ft., see invisibility 60 ft., passive Perception 14

Languages Giant, Oni, Orc

Challenge 11 (7,200 XP)

Blood Demon Arts. The oni's innate spellcasting ability is Charisma (spell save DC 14). The oni can innately cast the following spells, requiring no material components:

- At will: darkness, doom, invisibility, shocking grasp, booming blade
- 1/day each: charm person, fireball, gaseous form, sleep, haste, black tentacles, wall of fire, vampiric touch, inflict wounds

Discorporation. Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed oni turns into black smoke before dissipating. It gains a new body in 1d10 x 11 days, regaining all its hit points and becomes active again.

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point. If the oni takes jade based damage, this trait doesn't function at the start of the oni's next turn.

Spellstrike. The oni can consume one of its daily or at will spells to enhance the attacks of its weapons. See the weapon entry for details. Once it has used all its daily spell slots it cannot use the 1/Day abilities anymore. Jirou and Saburo have 10 daily slots he can use in this way.

Two Heads. The oni has the following benefits due to its two heads:

- It has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.
- The oni can rage and cast spells at the same time.
- When one of the oni's heads is asleep, its other head is awake.
- An oni uses one of its heads to defend against attacks while the other is using a spell granting advantage on any Constitution saving throws to maintain concentration on a spell.
- The oni makes two initiative checks and takes a full turn on each initiative result.
- The oni can take two reactions per round but only one between one turn and the next.

Fury (Recharges after a Short or Long Rest). As a bonus action, the oni can enter a rage at the start of its turn. The rage lasts for 1 minute or until the giant is incapacitated. While raging, the oni gains the following benefits:

- The oni has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the giant gains a +4 bonus to the damage roll.
- The giant has resistance to bludgeoning, piercing, and slashing damage.

ACTIONS

Two Heads Are Better Than One. The oni makes two attacks: one with his battleaxe and one with his Morningstar and casts a spell.

Masakari (Battleaxe). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 14/18 (2d8 + 5/9) slashing damage. He then consumes one of its spell uses (as indicated) and picks one of the following options:

- *Vampiric Touch (1/Day).* The target takes 10 necrotic damage and heals the oni for 10 hit points.
- *Shocking Grasp (At Will).* The target takes 5 lightning damage, and it can't take reactions until the start of its next turn.

Akenomyōsei (Morningstar). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 14/18 (2d8 + 5/9) piercing damage. He then consumes one of its spell uses (as indicated) and picks one of the following options:

- *Inflict Wounds (1/Day).* The target takes 15 necrotic damage.
- *Booming Blade (At Will).* The target takes 5 thunder damage if it moves before the end of its next turn.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

REACTION

Swat. When an enemy enters a space where it flanks the oni it may use its reaction to make a melee attack of its choice. If the attack lands it does normal damage and pushes the target back 10 feet.

TREASURE

Sacred Water. Restores 1d3 ki points. "Water that has flowed through the inner sanctum of a shrine. Drinking this water will speed Ki recovery for a short period of time. This water has been used in rituals since the days of old and is imbibed before making vows to the gods."

DESCRIPTION

This large humanoid creature has two heads, one brutish looking, the other with three eyes and gems and tattoos decorating its forehead.

ONI, CAMBION

Medium fiend (cambion), lawful evil

Armor Class 18 (elegant kimono)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	17 (+3)	19 (+4)	13 (+1)

Saving Throws STR +6, DEX +8, INT +7, WIS +8

Skills Arcana +7, Insight +8, Perception +8, Religion +7

Senses passive Perception 18

Languages Common, Oni

Challenge 10 (5,900 XP)

Corrupting Serenity. At the start of its turn, the cambion can make a saving throw against one effect that a save can end. If it saves, the effect ends on it, and it can transfer it to an enemy adjacent to it. If the saving throw fails, it can still make a saving throw against the effect at the end of its turn.

Fiendish Blessing. The cambion's AC includes her Wisdom bonus.

Shadow Shield (1/Encounter). Instead of moving, the cambion can teleport up to 30 feet to an unoccupied space it can see and becomes invisible until the start of its next turn.

ACTIONS

Multitattack (1/Long Rest). The cambion may take two actions.

Oni's Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) fire damage plus 13 (3d8) necrotic damage and it can move the target 5 feet.

Beshadowed Mind. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. **Hit:** 10 (3d6) necrotic and psychic damage and the target can't see more than 10 feet (A DC 16 Wisdom saving throw at the end of the target's turn ends this effect).

Wu-Jen's Prophecy (Recharge if target saves). One humanoid the cambion can see within 30 feet of it must succeed on a DC 16 Wisdom saving throw or be magically charmed for 1 minute. While charmed the target must attack an enemy target of the cambion's choice or suffer weakness against any other target (all STR and DEX based damage rolls are halved).

Deep Shadow (Recharges when first bloodied). The cambion selects a point she can see within 50 feet of her and creates a shadowy area in a 15-foot cube. The area is difficult terrain for her enemies. Any enemy that enters the shadowy area or ends its turn there takes 10 necrotic damage. It persists until the end of the cambion's next turn. Alternatively, the cambion may use a bonus action to maintain the zone until the end of its next turn, and the cambion can move the zone up to 20 feet.

REACTION

Shadow Augury (1/Encounter). When an attack hits the cambion while it is bloodied (less than 50% of its starting hit points) Shadow Shield recharges and it uses it.

ONI, COMMON

Some oni, in particular the common oni listed in the Monster Manual, may have the following trait as well:

Copper Breath (1/day). The oni spews a column of molten copper in a 10-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 38 (11d6) fire and bludgeoning damage on a failed save, or half as much damage on a successful one.

Treasure

Copper slag (if their copper breath is used) worth ¥100 each.

ONI, DARYS THE SHIELD

"Five Storm Oni"

Large giant, lawful evil

Armor Class 21 (dehnuka, shield)

Hit Points 157

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	14 (+2)	12 (+1)	10 (+0)

Saving Throws Str +12, Dex/Con +8, Int/Wis/Cha +3

Skills Arcana +7, Athletics +11, Deception +5, Perception +6

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Giant

Challenge 7 (2,900 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 11). The oni can innately cast the following spells, requiring no material components:

- At will: darkness, invisibility
- 1/day each: charm person, cone of cold, gaseous form, sleep

Bull Rush. If Darys moves at least 10 feet straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra 9 (2d8) weapon damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Indomitable (3/Day). Darys can reroll a saving throw he fails. He must use the new roll.

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

Don't Look Away. When Darys attacks a target, he can mark it. A marked target has -2 to any attack roll that doesn't include Darys. He can have one active mark at a time, and marks don't stack.

Get Behind Me. Allies of Darys within 5 ft of him count as being in three-quarters cover (+3 AC).

Got Your Back. When standing next to an ally or attacking target, Darys can use his reaction to redirect the attack to himself.

You Can't Leave. Targets always provoke opportunity attacks, even if they take the Disengage action before leaving Darys' reach. In addition, when he hits with an opportunity attack, the target's speed becomes 0 for the rest of the turn.

ACTIONS

Multiattack. Darys makes two attacks.

Claw (Oni Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Masakari. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d12 + 4) slashing damage and if the creature is Large or smaller it must make a DC 16 Strength saving throw or be knocked back 10 feet. If it fails this saving throw by 5 or more it is also knocked prone.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

TACTICS

Darys provides flanking support for Risha when possible and tries to bull rush PCs into the water or sunder their weapons when the opportunity arises.

ONI, ELITE ONI BRUISER

Large fiend (Oni), unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	6 (-2)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't jade

Senses Darkvision 60 ft., Passive Perception 10

Languages Oni

Challenge 6 (2,300 XP)

Discorporation. Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed oni turns into black smoke before dissipating. It gains a new body in 1d10 days + its CR rating, regaining all its hit points and becoming active again.

Regeneration. The oni regains 5 hit points at the start of her turn if she has at least 1 hit point. If he takes jade based damage, this trait doesn't function at the start of her next turn.

Legendary Rage. The oni does +1 damage for each hostile creature in the battle.

Charge. If the oni moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Reckless. At the start of its turn, the oni can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The oni makes two attacks: one with its oni club and one with its massive horns.

Oni Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 17 (2d12 + 4) bludgeoning damage.

Massive Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) piercing damage.

REACTIONS

Take a Hit. The oni bruiser uses its reaction to cancel a non-critical hit.

ONI, GOZU

Gozu and Mezu are the demon generals who guard the gates of hell. They appear as terrible oni with animal heads; an ox head for Gozu, and a horse head for Mezu. They are extremely powerful and have the strength to move mountains. They are servants of Great King Enma, the ruler of hell, and are among the chief torturers and punishers of the wicked.

Gozu and Mezu are the first demons that one encounters upon entering hell. Should a person manage to escape from hell, Gozu and Mezu are sent out to bring them back.

Gozu is both the name of a unique oni and a breed of oni that resemble him. Most likely being sired originally by Gozu. The gozu-oni resemble the progenitor gozu – they have the heads of bulls, with large snouts, small ears, and two long horns. Their skin is usually dark orange, gray, or deep purple. They wear fine robes and polished armour appropriate to their station in the spirit army.

ONI, GOZU

Huge fiend (oni), lawful evil

Armor Class 22 (natural armor)

Hit Points 275 (19d12 + 152)

Speed 40 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

30 (+10) 14 (+2) 26 (+8) 18 (+4) 24 (+7) 16 (+3)

Saving Throws DEX +9, CON +15, WIS +14

Skills Intimidation +17, Perception +14, Survival +21

Damage Resistances cold, fire, lightning

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that are not jade

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Truesight 120 ft., passive Perception 24

Languages All, Telepathy 120 ft.

Challenge 23 (50,000 XP)

Demon Blood Magic. Gozu's spellcasting ability is Charisma (spell save DC 18). He can innately cast the following spells, requiring no material components.

- At will: detect magic, darkness, invisibility, polymorph (self only)
- 3/day each: dispel magic, dominate beast, hunter's mark, maze, wall of stone
- 1/day each: teleport, charm person, cone of cold, gaseous form, heart ripper, sleep

Charge. If Gozu moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 16 (3d10) piercing damage. If the target is a creature, it must succeed on a DC 25 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Discorporation. Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed oni turns into black smoke before dissipating. It gains a new body in 1d10 x CR days, regaining all its hit points and becoming active again. NB: This trait only applies outside of Jigoku.

Keen Tracker. The slithering tracker has advantage on Wisdom checks to track prey.

Regeneration. Gozu regains 23 hit points at the start of its turn if it has at least 1 hit point. If the oni takes jade based damage, this trait doesn't function at the start of the oni's next turn.

Labyrinthine Recall. Gozu can perfectly recall any path he has traveled, and he is immune to the maze spell.

LEGENDARY Resistance (3/Day). If Gozu fails a saving throw, he can choose to succeed instead.

Magic Resistance. Gozu has advantage on saving throws against spells and other magical effects.

Magic Weapons. Gozu's weapon attacks are magical.

Reckless. At the start of his turn, Gozu can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

ACTIONS

Multiattack. Gozu makes three attacks: one with Heartcleaver, one with his bite, and one with his gore attack.

Shinzohocho. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. **Hit:** 21 (2d10 + 10) slashing damage.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. **Hit:** 19 (2d8 + 10) piercing damage.

Gore. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. **Hit:** 17 (2d6 + 10) piercing damage.

Frightful Presence. Each creature of Gozu's choice within 120 feet of him and aware of him must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. These later saves have disadvantage if Gozu is within line of sight of the creature.

If a creature succeeds on any of these saves or the effect ends on it, the creature is immune to Gozu's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

Gozu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gozu regains spent legendary actions at the start of his turn.

- **Shinzohocho Attack.** Gozu makes a melee attack with Shinzohocho.
- **Charge.** Gozu moves up to his speed, then makes a gore attack.

ONI-NO-GOZU GREATER

Huge fiend (oni), neutral evil

Armor Class 19 (natural armor)

Hit Points 310 (23d12 + 161)

Speed 40 ft.

STR DEX CON INT WIS CHA

25 (+7) 11 (+0) 25 (+7) 6 (-2) 13 (+1) 14 (+2)

Saving Throws STR +13, DEX +6, CON +13, WIS +7

Skills Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that are not jade

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 17

Languages Common, Giant, Goblin, Tengu, Spirit Tongue

Challenge 17 (18,000 XP)

Demon Blood Magic. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

- At will: darkness, invisibility, polymorph (self only)
- 1/day each: blood fire, charm person, cone of cold, gaseous form, sleep

Discorporation. Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed oni turns into black smoke before dissipating. It gains a new body in 1d10 x CR days, regaining all its hit points and becoming active again. NB: This trait only applies outside of Jigoku.

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 17 hit points at the start of its turn if it has at least 1 hit point. If the oni takes jade based damage, this trait doesn't function at the start of the oni's next turn.

Charge. If the oni moves at least 15 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 38 (7d10) piercing damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be pushed up to 20 feet away and knocked prone.

Labyrinthine Recall. The oni can perfectly recall any path it has traveled.

Magic Resistance. The oni has advantage on saving throws against spells and other magical effects.

Siege Monster. The oni deals double damage to objects and structures.

Wisteria Aversion. Oni avoid the fuji flower as its fragrance makes them ill. If forced to take any action while within line of sight of a wisteria plant the oni has disadvantage on attack rolls, ability and skill checks.

ACTIONS

Multiattack. The oni makes three attacks: two with its fists and one with its hoof.

Fist. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. **Hit:** 20 (3d8 + 7) bludgeoning damage.

Hoof. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. **Hit:** 23 (3d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Gore. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. **Hit:** 45 (7d10 + 7) piercing damage.

ONI-NO-GOZU LESSER

Large fiend (oni), chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR DEX CON INT WIS CHA

18 (+4) 11 (+0) 16 (+3) 6 (-2) 16 (+3) 9 (-1)

Skills Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that are not jade

Senses Darkvision 60 ft., Passive Perception 17

Languages Common, Giant, Goblin, Tengu, Spirit Tongue

Challenge 3 (700 XP)

Demon Blood Magic. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

- At will: darkness, fire shuriken, invisibility
- 1/day each: charm person, cone of cold, gaseous form, sleep, polymorph (self only)

Discorporation. Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed oni turns into black smoke before dissipating. It gains a new body in 1d10 x CR days, regaining all its hit points and becoming active again. NB: This trait only applies outside of Jigoku.

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point. If the oni takes jade based damage, this trait doesn't function at the start of the oni's next turn.

Charge. If the oni moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The oni can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the oni can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Wisteria Aversion. Oni avoid the fuji flower as its fragrance makes them ill. If forced to take any action while within line of sight of a wisteria plant the oni has disadvantage on attack rolls, ability and skill checks.

ACTIONS

Wono (Greataxe). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) piercing damage.

REACTIONS

Variable Resistance. As a reaction to taking energy damage the oni gains resistance to that damage type for 1 minute. This resistance can be overwritten by other reactions in later combat rounds.

ONI, HANNYA

Medium fiend (shapechanger, oni), chaotic evil

Armor Class 14 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 13 (+1) 14 (+2) 12 (+1) 16 (+3)

Saving Throws WIS +3, CHA +5

Skills Deception +5, Stealth +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision darkvision 120 ft. (penetrates magical darkness), Passive Perception 11

Languages Abyssal, Common, Draconic, Oni

Challenge 4 (1,100 XP)

Innate Spellcasting. The hannya's innate spellcasting ability is Charisma (spell save DC 13). The hannya can innately cast the following spells, requiring no material components:

- At will: detect thoughts, suggestion (a hannya can use this ability as often as she desires, but it does not function on a creature that knows the hannya's true nature or views her as a threat).

Spellcasting. The hannya is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. She knows the following warlock spells:

- Cantrip (at will): chill touch, eldritch blast (range 300 ft., +3 bonus to each damage roll), mage hand, message, poison spray, prestidigitation
- 1st–3rd level (2 3rd-level slots): arms of Hadar, darkness, fear, hex, hold person, hunger of Hadar, witch bolt

Aversion to Violets. A hannya does not voluntarily enter a home or any other building surrounded by beds of violets, nor does she attack a character carrying a bouquet of violets, either physically or with spells. In fact, a character carrying violets is immune to the *detect thoughts* and *suggestion* abilities of a hannya. In such a case, polymorphed into the form of an old woman, she sweetly asks her intended victim to put the flowers in a vase where she can admire them or claim that she is allergic to violets and ask the victim to put them away.

Shapechanger. The hannya can use its action to polymorph into a Medium female humanoid or back into her true form. her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. If she dies, she reverts to her true form.

ACTIONS

Multiattack. The yuan-ti makes one constrict attack and one claw attack. If already constricting a target she can instead cast a spell.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) slashing damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the hannya can't constrict another target.

DESCRIPTION

A distant cousin to the hags of the *Monster Manual*, the hannya is a female human wu jen, sorcerer, shaman, or shugenja who has made an unholy pact with a dark spirit to affect her permanent transformation.

The upper half of a hannya's body is that of an elderly human female, with a long, hooked nose, a forked tongue like a snake's, and beady black eyes covered with a milky film. Her body is lean and bony, and her flesh is a sickly green. Sharp, yellow teeth line her mouth. Her black, greasy hair dangles in long curls over her hunched shoulders. Her thin fingers end in sharp claws.

The remainder of a hannya's body is that of a thick serpent, covered in green or black scales and cold to the touch. A hannya is a devious, cruel fighter, preying almost exclusively on the weak and helpless. When confronted by an opponent that might be a match for her, she withdraws at the earliest opportunity. When a hannya detects the presence of a suitable victim, such as a traveling priest or a lost child, her typical strategy is to assume the form of an old woman with a kind face and pleasing manner, then plant a suggestion in her victim's mind that a lonely old lady needs help or desires company or can provide the victim with shelter or food. If the victim is drawn to her, the hannya engages in pleasant conversation until the victim trusts her, then attacks.

A hannya often has levels in a spellcasting class, such as shaman, shugenja, sorcerer, warlock, or wu jen.

ONI, HINO-ENMA

Medium fiend (shapechanger, oni), neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that are not jade

Senses Darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, Spirit Tongue (Oni), Telepathy 60 ft.

Challenge 4 (1,100 XP)

Regeneration. The fiend regains 5 hit points at the start of her turn if she has at least 1 hit point. If she takes jade based damage, this trait doesn't function at the start of her next turn.

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium female humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Claw (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) slashing damage and the target must make a DC 15 Constitution saving throw or be stunned until the end of its next turn.

Charm. One humanoid the fiend can see within 30 feet of her must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If she charms another, the effect on the previous target ends.

Vampiric Kiss. The fiend kisses a creature charmed by her or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) necrotic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. The fiend heals for half the amount of necrotic damage done.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

Paralyzing Wail (1/Day). The fiend releases a wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 15 Constitution saving throw. On a failure, a creature is stunned for 1 minute. On a success, a creature takes 10 (3d6) psychic damage.

REACTION

Parasol. The fiend uses her reaction to parry an attack if it would cause the attack to miss by adding 3 to her AC. Alternatively, she may use this reaction to cancel a critical hit.

DESCRIPTION

Tiny horns, bat-like wings, black tongue and pale skin betray the demonic nature of this alluring woman. Hino-Enma is a beautiful but deadly yokai that lures men to their demise. Slender, agile and sensual, her attacks are as accurate as they are swift and deadly. Without missing a step on her high shoes and fashionable umbrella, she may paralyze those looking upon her to drain their life force.

Pronounced "HEE no En mah". A yokai taking the form of a young woman. Deceives humans and drinks their blood. The name Hinoenma literally means "flying bad luck," and she is believed to cause all manner of troubles and misfortunes. She is believed to have been born from the angry soul of an innocent woman senselessly struck down in the heat of a battle.

Drinking the blood of men to replenish her life force and beauty, she hides her aggression – and insanity. Her malevolence is well known enough that her name has been used as an idiom for misconduct since times of old. Obsession is a cruel mistress.

Enchants men to immobilize them, then sucks their blood and Ki life-force. The insidious part is that your mind may remain clear while your body freezes like a stone. When you face the Hino-Enma, make sure to carry effective measures for paralysis.

These types of humanoid creatures show relations to that of Vampires (Vampir to German/French mythology), who also feast on blood, fly like a Bat, and possess dark powers.

Inspiration.

ONI, JA NOI ONI BUSHI

Medium fiend (oni), lawful evil

Armor Class 16 (brigandine)

Hit Points 1; minion does not take half damage

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Skills Stealth +3

Senses darkvision 60 ft., passive Perception 10

Languages Goblin, Spirit Tongue (Oni)

Challenge 1/2 (100 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 9). The oni can innately cast the following spells, requiring no material components:

- 3/day each: command, doom
- 1/day each: bull's strength

Nekode. Kikonu has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Serene Fighter. A ja noi is extremely disciplined and maintains its focus even in the midst of combat. Once per day as a bonus action or reaction, ja noi may reroll a Wisdom saving throw.

ACTIONS

Tetsubo. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. **Hit:** 6 (1d10 + 1) bludgeoning damage.

Uchi-Ne (Javelin). *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. **Hit:** 5 (1d8 + 1) piercing damage.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

DESCRIPTION

This hunchbacked, fiery-skinned humanoid possesses black eyes beneath the bony ridges of its brow, wears elaborate heavy armor, and wields an ornate metal club

ONI, KOORI NO ONI (TYPE I)

Huge fiend (oni), neutral evil

Armor Class 15 (patchwork armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA

23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws CON +8, WIS +3, CHA +4

Skills Athletics +9, Perception +3

Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks that aren't jade

Damage Immunities cold, poison

Damage Vulnerabilities fire

Senses darkvision 120 ft., passive Perception 13

Languages Giant, Spirit Tongue (Kami, Oni), Telepathy 120 ft.

Challenge 8 (3,900 XP)

Demon Blood Magic. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

- At will: ray of frost
- 1/day each: charm person, cone of cold, gaseous form, sleep

Discorporation. Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed oni turns into black smoke before dissipating. It gains a new body in 1d10 years, regaining all its hit points and becoming active again.

Frost Aura. A koori no oni radiates an aura of intense cold. All creatures within 5 feet of the oni take 5 (1d10) points of cold damage.

Ice Weapons. The oni's weapon attacks are magical and deal an additional 5 (1d10) cold damage (included). The koori no oni can suppress this ability at will.

Ice Walk. A koori no oni can move across icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost him extra movement.

Magic Resistance. The koori no oni has advantage on saving throws against spells and other magical effects.

Regeneration. The oni regains 8 hit points at the start of its turn so long as it has 1 hit point. If the oni takes fire damage or damage from a jade weapon, this trait doesn't function at the start of the oni's next turn.

Snow Vision. Koori no oni can see perfectly well in snowy conditions and does not suffer any penalties to perception while in snow.

ACTIONS

Multiattack. The giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. **Hit:** 25 (3d12 + 6) slashing damage and 5 (1d10) cold damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. **Hit:** 28 (4d10 + 6) bludgeoning damage.

TREASURE

1 dose of **divine confetti** (lasts 1-minute, buffed character has advantage on attack rolls and either does 1 extra die of damage against yokai (including kami, oni and undead) or bypasses their damage reduction – whichever is better).

ONI, KOORI NO ONI (TYPE III)

Large fiend (oni), lawful evil

Armor Class 13 (shoddy brigandine)

Hit Points 85 (9d10 + 36) [scratch: 180]

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws STR +6, CON +7, WIS +5, CHA +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks that aren't jade

Damage Immunities cold, poison

Damage Vulnerabilities fire

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Giant, Spirit Tongue (Kami, Oni)

Challenge 5 (1,800 XP)

Discorporation. Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed oni turns into black smoke before dissipating. It gains a new body in 1d10 years, regaining all its hit points and becoming active again.

Frost Aura. A koori no oni radiates an aura of intense cold. All creatures within 5 feet of the oni take 5 (1d10) points of cold damage.

Ice Weapons. The oni's weapon attacks are magical and deal an additional 5 (1d10) cold damage (included). The koori no oni can suppress this ability at will.

Ice Walk. A koori no oni can move across icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost him extra movement.

Magic Resistance. The koori no oni has advantage on saving throws against spells and other magical effects.

Regeneration. The oni regains 5 hit points at the start of its turn so long as it has 1 hit point. If the oni takes fire damage or damage from a jade weapon, this trait doesn't function at the start of the oni's next turn.

Snow Vision. Koori no oni can see perfectly well in snowy conditions and does not suffer any penalties to perception while in snow.

ACTIONS

Multiattack. The koori no oni make two melee attacks: one with its naginata and one with its claws.

Claw (Oni Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage and 5 (1d10) cold damage.

Masterwork Naginata (Glaive). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage and 5 (1d10) cold damage.

Icy Sphere. *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. **Hit:** 10 (3d6) cold damage. If the target takes any damage from this attack, it also loses 10 feet of movement until the end of its next turn.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

DESCRIPTION

With a look of manic glee, the blue skinned, rime covered giant, charges, glaive held high and surrounded by a whirlwind of snow and freezing rain.

Ice oni are violent and cruel, though they lack personal initiative and are seldom a serious threat on their own. Like their cousins the oni brute, koori no oni are most dangerous when in the service to other, more capable leaders. Koori no oni will work for any number of masters, including greater ice onis, yuki-onna, and white dragons.

ONI, FOUR-ARMED VARIANT (TYPE II)

A type II version of this oni has four arms and is CR 6 and the following changes:

- **Armor Class** 15 (brigandine)
- **Hit Points** 136 (13d10 + 65)
- **Multiattack.** The four-armed koori no oni makes four attacks: one with its glaive and three times with its claws. If two or more claws hit the same target, the oni rends the target, dealing an extra 7 (2d6) slashing damage.

ONI, KRAKENTUA

Gargantuan fiend (titan, oni), chaotic evil

Armor Class 18 (natural armor)

Hit Points 472 (27d20 + 189)

Speed 20 ft., fly 60 ft*, swim 60 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

30 (+10) 11 (+0) 25 (+7) 22 (+6) 18 (+4) 20 (+5)

Saving Throws STR +17, DEX +7, CON +14, INT +13, WIS +11

Damage Immunities lightning; bludgeoning, piercing, and slashing from nonmagical attacks that are not jade

Condition Immunities Frightened, Paralyzed

Senses Truesight 120 ft., passive Perception 14

Languages Abyssal, Celestial, Infernal, Primordial, Telepathy 120 ft.

Challenge 23 (50,000 XP)

Demon Blood Magic. The oni's spellcasting ability is Charisma (spell save DC 19). It has the following spells prepared, requiring no material components.

- At will: detect thoughts, detect evil and good, clairvoyance, zone of truth
- 1/week: dream

Amphibious. The oni can breathe air and water.

Discorporation. Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed oni turns into black smoke before dissipating. It gains a new body in 1d10 x CR days, regaining all its hit points and becoming active again. NB: This trait only applies outside of Jigoku.

Enslave (3/Day). The oni targets one creature it can see within 30 feet of it. The target must succeed on a DC 19 Wisdom saving throw or be magically charmed by the oni until the oni dies or until it is on a different plane of existence from the target. The charmed target is under the oni's control and can't take reactions, and the oni and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the oni.

Freedom of Movement. The oni ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Legendary Resistance (3/Day). If the oni fails a saving throw, it can choose to succeed instead.

Regeneration. The oni regains 20 hit points at the start of its turn if it has at least 1 hit point. If the oni takes jade based damage, this trait doesn't function at the start of the oni's next turn.

Siege Monster. The oni deals double damage to objects and structures.

ACTIONS

Multiattack. The oni makes three tentacle attacks, each of which it can replace with one use of Fling.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. **Hit:** 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by the oni, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the oni, and it takes 42 (12d6) acid damage at the start of each of the kraken's turns. If the oni takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the oni. If the oni dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +17 to hit, reach 30 ft., one target. **Hit:** 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained and takes 20 bludgeoning damage at the start of its turn. The oni has seven tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature grappled by the oni is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Storm. The oni magically creates three bolts of lightning, each of which can strike a target the kraken can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Red Mist (1/Day). The oni exhales a poisonous green mist in a 60-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 56 (16d6) necrotic damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The oni can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The oni regains spent legendary actions at the start of its turn.

- **Tentacle Attack or Fling.** The oni makes one tentacle attack or uses its Fling.
- **Lightning Storm (Costs 2 ACTIONS).** The oni uses Lightning Storm.
- **Cherry Milk Cloud (Costs 3 ACTIONS).** While underwater, the oni expels a milky cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the oni. Each creature other than the oni that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. The target is blinded for 1 minute regardless of the saving throw result until the milky cloud is dispersed. A strong current disperses the cloud, which otherwise disappears at the end of the oni's next turn.

A KRAKENTUA'S LAIR

Krakentua can be found in any remote sea area of Kara-Tur. They prefer uninhabited islands or the warm ocean depths, but occasionally they dwell offshore near civilized coasts. The krakentua has the same lair actions and regional affects as its gaijin cousin the kraken.

DESCRIPTION

Among the most fearsome creatures in all of Kara-Tur, the krakentua is a powerful demon spirit with an insatiable appetite for destruction and an obsessive desire to enslave those it considers inferior.

The krakentua has the body of a human and the head of a kraken. It stands 80-100 feet tall, and wears luxuriant silken robes in rich colors, usually violet or red. Its leathery, dark green skin is as cool to the touch as a serpent's scales. Seven tentacles extend from its head, each nearly 20 feet long. The tentacles are as agile as human hands, capable of wielding weapons and tools with ease.

The krakentua has huge red eyes with black pupils, and a chitinous beak hidden beneath its tentacles. Red mist continually oozes from the pores of its body. As a result, leading many observers to mistakenly believe the creature hovers atop a crimson cloud. The beast can breathe both water and air.

A master of language, the krakentua is conversant in the tongues of all lands and creatures of Kara-Tur.

COMBAT

The krakentua attacks with its tentacles, using them like whips. A krakentua commonly wields weapons in some of its tentacles, preferring katana and wakizashi.

In intelligent victims, a krakentua can induce dreams (via the dream spell) so lifelike that they are indistinguishable from reality. While its victims dream, the krakentua can imprint their mental aura, which allows it to track them later. The more energy the victims expend in their dreams (e.g., by fighting for their lives in the dreamworld), the stronger the imprint. The stronger the imprint, the greater the krakentua's ability to find them later. Creating the dreams is extremely stressful for the krakentua. It cannot create dreams for more than an hour a month, and she can never create more than three dreams in immediate succession.

Krakentua have a limited ability to fly, hovering through the air as if levitating. It can fly for up to 10 hours before it must immerse itself in sea water for a full day. When flying, it sheds a mysterious "trail" of dead octopi. The octopi seldom exceed 3 feet in diameter. It is thought that the krakentua gates in octopi from the ocean and absorbs their life-force to power its flight.

HABITAT/SOCIETY

Krakentua can be found in any remote sea area of Kara-Tur. They prefer uninhabited islands or the warm ocean depths, but occasionally they dwell offshore near civilized coasts.

Krakentua reproduce asexually. The female has an eighth ten- tacle that functions solely as a reproductive organ. When the fe- male reaches full maturity (about 1,000 years old), the eighth tentacle breaks off and sinks to the bottom of the ocean. One to four buds form on the tentacle. Each bud swells into a pod, 30 feet in diameter, then hatches a new krakentua.

Krakentua have no affinity for treasure. However, they are obsessed with maintaining a congregation of slaves, who must worship and honour them. Human slaves are preferred.

ECOLOGY

Krakentua consume any type of vegetable matter. In particular, they relish cherries and cherry tree milk.

ONI, KUWA NO ONI

Medium fiend (oni), lawful evil

Armor Class 18 (masterwork tatami-do)

Hit Points 110 (13d8 + 39)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws DEX +3, CON +6, WIS +4, CHA +5

Skills Arcana +5, Deception +8, Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Giant

Challenge 7 (2,900 XP)

Demon Blood Magic. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

- At will: darkness, fly
- 1/day each: charm person, invisibility, sleep (3rd level)

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The oni makes two attacks.

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) slashing damage.

Nodachi. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

Jutte. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** the target must make a DC 15 Dexterity saving throw or drop its weapon which lands 5 feet away.

Composite Longbow. *Melee Weapon Attack:* +7 to hit, range 150/600 ft., one target. **Hit:** 8 (1d8 + 4) piercing damage.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

ONI, KYOGAI THE DRUM ONI

Large fiend (oni), neutral evil

Armor Class 16 (natural armor)

Hit Points 208 (16d10 + 48)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	18 (+4)

Saving Throws DEX +3, CON +6, WIS +4, CHA +7

Skills Arcana +5, Deception +8, Perception +4

Damage Resistance bludgeoning, piercing and slashing from weapons that are not jade or honorable

Senses darkvision 60 ft., Passive Perception 14

Languages Common, Giant, Oni

Challenge 7 (2,900 XP)

Blood Demon Arts. Kyogi's innate spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring no material components:

- At will: thunderclap
- 1/day each: destructive wave, reverse gravity
- 3/day each: thunderwave

Magic Weapons. The Kyogi's weapon attacks are magical.

Regeneration. Kyogi regains 20 hit points at the start of his turn if it has at least 1 hit point. If he takes jade based damage, this trait doesn't function at the start of his next turn.

Discorporation. Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed oni turns into black smoke before dissipating. Kyogi gains a new body in 1d10 days, regaining all his hit points and becoming active again.

Jikata. Kyogi may weave a spell that he knows into his drumming so long as it does thunder damage (marked in blue). This is a free action. He is also immune to the effects of his own drumming unless he decides otherwise.

ACTIONS

Multiattack. Kyogi makes two drumming attacks.

Drumming. Kyogi has hand-drums as part of his anatomy. When he hits a drum one of the following effects occurs.

- **Three-Claw-Slash.** *Melee Weapon Attack: +7 to hit, one surface of the room Kyogi is in or adjacent to., all targets in a 5-foot sphere. Hit: 15 (2d10 + 4) slashing damage.*
- **Room Flip.** The room shifts left, right, forward or backwards. Creatures who cannot fly immediately fall to the opposite surface taking appropriate falling damage - usually 2d6 bludgeoning - and the same amount of damage as thunder damage. The target must make a DC 15 Dexterity saving throw to not be knocked prone. Prone characters use their entire move action to get back to their feet. Characters that fail the saving throw by more than 5 are dazed, characters already dazed are stunned until the end of their next turn.
- **Thunder Step.** *Kyogi teleport to any area he can see or to another room of his choice within the House of Withered Blossoms or Munasukaru's Penance. Immediately after he disappears, a thunderous boom sounds, and each creature within 10 feet of the space he left must make a DC 15 Constitution saving throw, taking 16 (3d10) thunder damage on a failed save, or half as much damage on a successful one.*

Rapid Drumming (Recharges 5-6). By increasing the speed of his drumming, all of his techniques get powered up - the area of effect of Three-Claw-Slash increases to a 10-foot sphere (making it a six-claw-slash) and all damage dice are doubled for both three-claw-attack and room flip until the end of the encounter. This increase in damage and range only occurs once during an encounter. Also, creatures are bounced around the room as it shifts rapidly. Each creature in the target room must make a DC 15 Dexterity saving throw, taking 40 (9d8) bludgeoning and thunder damage on a failed save, or half as much damage on a successful one.

REACTION

Drumming. As a reaction to being attacked Kyogi uses Drumming.

Kumi-Daiko. When Kyogi is first bloodied Rapid Drumming recharges and he uses it. This does not consume his reaction for the turn.

LEGENDARY ACTIONS

Kyogi can take 3 legendary actions but his only option is Drumming. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turn.

TACTICS

Uses thunderwave to keep foes at bay as part of Drumming (as well as his other thunder spell as needed) until he has exhausted his spell slots.

OMEN

When he is slain permanently the slayer sees vision of a frustrated artist whose father was dismissive of his writing and eventually made him hateful and become an oni with Anumaramon's blessing.

THE MADHOUSE SKILL CHALLENGE

The demon is just ahead of you - always just out of reach - every time you think you have him the house configuration changes.

Complexity Requires [number of PCs] successes before 3 failures.

Primary Skills Acrobatics, Arcana, Athletics, History, Insight, Nature, Perception.

Other Skill Constitution, Medicine.

Process A skill challenge is a type of scene where the party needs to succeed on a certain number of ability checks before you reach a certain number of failures. We go to each person in turn, and you set up your scene yourself, describe how you try to overcome it, then make a check to see if you are able to succeed. If the party gets enough successes, you reach your destination safely. If the party fails the skill challenge, something bad will happen.

Each character can only use a skill proficiency once. Once [character A] makes a Wisdom (Perception) check during this skill challenge, they cannot use it again until the challenge is over. You can still make a Wisdom (Insight) check, just not another Perception roll. Tell the players the complexity but not the DC of each test.

- **Victory** If the PCs succeed, they are able to battle the oni head-on.
- **Defeat** If the PCs fail, Kyogai uses **rapid drumming** and then disappears to fight another day.

It is up to each PC to decide what skill to use and describe the related scene, below are some ideas to help the DM adjudicate the test. Each time a skill is passed the DCs of all skills increase by +1. The base DC for all checks is 15. At the *end of each test* Kyosgai uses his drumming ability or casts a spell which affects the whole party.

- Athletics to charge
- Stealth to distract and sneak up
- Intimidation to make him angry about his father, and so he misses a beat.
- Persuasion to convince him his father was wrong and he is a good writer (there are sheets of writing scattered around the room).
- Performance to entrance him with artistic expression. This has a DC of 20 since he has become a hateful oni.

ONI, MEZU

Gozu and Mezu are the two guardians of the gates of hell in Japanese mythology. Where Gozu is about brute force, Mezu is much more subtle.

Though Gozu and Mezu are the most famous and most commonly depicted in story and art, they are not the only animal-headed demons in Great King Enma's employ. Deer, tiger, lion, and boar-headed demons are also said to serve among the upper ranks of the guardians of hell. They operate the great torture chambers of Jigoku and oversee the torment of countless souls. Gozu, Mezu, and other animal-headed demons originate in Indian mythology, which was imported along with Buddhism to Japan by way of China. Mezu is a horse-headed demon and some say tikbalang are his offspring though they are not oni as such.

MEZU

Huge fiend (oni), lawful evil

Armor Class 18 (natural armor)

Hit Points 337 (27d10 + 189)

Speed 40 ft., fly 40 ft.

STR DEX **CON** INT **WIS** **CHA**

29 (+9) 12 (+1) 25 (+7) 26 (+8) 24 (+7) 26 (+8)

Saving Throws DEX +8, CON +14, INT +15, WIS +14

Skills Deception +15, Perception +14, Stealth +8

Damage Resistances cold, fire, lightning

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that are not jade

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Truesight 120 ft., passive Perception 24

Languages All, Telepathy 120 ft.

Challenge 23 (50,000 XP)

Demon Blood Magic. Mezu's spellcasting ability is Charisma (spell save DC 23). He can innately cast any blood magic and wu-ien spell as well as the following spells, requiring no material components.

- At will: alter self (can become Medium-sized when changing his appearance), detect magic, dispel magic, phantasmal force
- 3/day each: confusion, dream, mislead, programmed illusion, seeming
- 1/day each: mirage arcane, modify memory, project image

Discorporation. Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed oni turns into black smoke before dissipating. It gains a new body in 1d10 x CR days, regaining all its hit points and becoming active again. NB: This trait only applies outside of Jigoku.

Regeneration. Mezu regains 23 hit points at the start of its turn if it has at least 1 hit point. If the oni takes jade based damage, this trait doesn't function at the start of the oni's next turn.

LEGENDARY Resistance (3/Day). If Mezu fails a saving throw, he can choose to succeed instead.

Magic Resistance. Mezu has advantage on saving throws against spells and other magical effects.

Magic Weapons. Mezu's weapon attacks are magical.

Undetectable. Mezu can't be targeted by divination magic, perceived through magical scrying sensors, or detected by abilities that sense demons or fiends.

ACTIONS

Multiattack. Mezu makes three attacks: one with his bite and two with his fists.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. **Hit:** 19 (3d6 + 9) piercing damage.

Fist. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. **Hit:** 22 (3d8 + 9) bludgeoning damage.

LEGENDARY ACTIONS

Mezu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Mezu regains spent legendary actions at the start of his turn.

- **Whip.** *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. **Hit:** 20 (2d10 + 9) slashing damage. If the target is a Large or smaller creature, it is also grappled (escape DC 24). The grappled target is also restrained. While the target is grappled it takes 20 (2d10 + 9) slashing damage at the start of its turn. Mezu can grapple only one creature with his tail at a time.
- **Phantasmal Killer (Costs 2 ACTIONS).** Mezu casts phantasmal killer, no concentration required.

ONI-NO-MEZU, GREATER

Huge fiend (oni), neutral evil

Armor Class 19 (natural armor, masterwork o-yori)

Hit Points 310 (23d12 + 161)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

25 (+7) 11 (+0) 25 (+7) 6 (-2) 13 (+1) 15 (+2)

Saving Throws DEX +6, CON +9, WIS +5

Skills Athletics +10, Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that are not jade

Senses Darkvision 120 ft., passive Perception 17

Languages Common, Giant, Goblin, Tengu, Spirit Tongue

Challenge 10 (5,900 XP)

Demon Blood Magic. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

- At will: darkness, cause fear, fly, invisibility, polymorph (self only)
- 3/day each: astral projection (self plus 50 pounds of objects only), cloud chariot (self plus 50 pounds of objects only), etherealness (self plus 50 pounds of objects only).
- 1/day each: blood fire, charm person, cone of cold, gaseous form, sleep

Spellcasting. The oni is a 10th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The oni has the following wu-ien spells prepared:

- Cantrips (at will): dancing lights, detect magic, flare, light
- 1st level (4 slots): backbiter, fiery eyes, iron scarf, melt
- 2nd level (3 slots): fire shuriken, hold person, whip
- 3rd level (3 slots): animate fire, fireball, fire wings
- 4th level (3 slots): dancing blade, poly-morph other, wall of fire
- 5th level (2 slots): *fire breath*

Discorporation. Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed oni turns into black smoke before dissipating. It gains a new body in 1d10 x CR days, regaining all its hit points and becoming active again. NB: This trait only applies outside of Jigoku.

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point. If the oni takes jade based damage, this trait doesn't function at the start of the oni's next turn.

Magic Resistance. The oni has advantage on saving throws against spells and other magical effects.

Wisteria Aversion. Oni avoid the fuji flower as its fragrance makes them ill. If forced to take any action while within line of sight of a wisteria plant the oni has disadvantage on attack rolls, ability and skill checks.

ACTIONS

Multiattack. The oni makes two huge naginata attacks. The first of those attacks that hits deals an extra 18 (4d8) damage if the oni has taken damage since its last turn. He may replace one of his huge naginata attacks with a spell.

Huge Naginata. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 24 (4d8 + 6) slashing damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

ONI-NO-MEZU, LESSER

Large monstrosity (oni), neutral evil

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

18 (+4) 14 (+2) 14 (+2) 9 (-1) 13 (+1) 11 (+0)

Skills Athletics +6, Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Giant, Goblin, Tengu, Spirit Tongue

Challenge 2 (450 XP)

Charge. If the oni moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Wisteria Aversion. Oni avoid the fuji flower as its fragrance makes them ill. If forced to take any action while within line of sight of a wisteria plant the oni has disadvantage on attack rolls, ability and skill checks.

ACTIONS

Multiattack. The oni makes two attacks: one with its pike and one with its hooves or two with its longbow.

Yari. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. **Hit:** 9 (1d10 + 4) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage.

Yumi. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. **Hit:** 6 (1d8 + 2) piercing damage.

Unlike their sire, these have their anatomy reversed - with the body of a horse and the head, arms and torso of a man. These creatures form the bulk of oni cavalry armies.

ONI, MOK KOR THE HEALER

"Five Storm Oni"

Large giant, lawful evil

Armor Class 17 (dehnuka)

Hit Points 118

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	12 (+1)	14 (+2)	22 (+6)

Saving Throws Cha +10, Str/Con +6, Dex/Int/Wis +1

Skills Arcana +6, Acrobatics +5, Deception +11, Perception +7, Medicine +7, Religion +6

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Giant

Challenge 7 (2,900 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 18). The oni can innately cast the following spells, requiring no material components:

- At will: darkness, invisibility
- 3/day each: cure wounds, shield of faith
- 1/day each: charm person, mass cure wounds, gaseous form, sleep

Divine Eminence. As a bonus action, Mok Kor can expend a spell use to cause his melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If he expends a daily spell use, the extra damage increases by 1d6.

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

Guidance. Allies within 10ft of Mok Kor have advantage on their attack rolls.

Rallying Cry. Mok Kor may forgo an attack this round to remove a condition from an ally he is aware of.

ACTIONS

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) slashing damage.

Daikatana. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. **Hit:** 24 (3d6 + 4) slashing damage.

Commander. Instead of making an attack roll, Mok Kor can command an ally to make an attack against a target of his choice within reach.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

REACTION

Guided Strike (Recharges after a Short or Long Rest). Mok Kor grants a +10 bonus to an attack roll made by himself or another creature within 30 feet of him. He can make this choice after the roll is made but before it hits or misses.

ONI, MUNASUKARU OKAMI

"Least of the Five Storms"

Large fiend (ja noi oni), chaotic evil

Armor Class 18 (*do-maru of broken flesh, ring of protection*)

Hit Points 400

Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
29 (+9)	13 (+1)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Saving Throws STR +15, CON +11, WIS +10, CHA +10*

Skills Arcana +8, Athletics +14, History +8, Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't jade

Damage Vulnerabilities Poison

Senses Darkvision 60 ft., Passive Perception 19

Languages Common, Goblin, Giant, Spirit Tongue (Oni)

Challenge 13 (10,000 XP)

**includes bonus from ring of protection.*

Demon Blood Magic. Munasukaru's innate spellcasting ability is Charisma (spell save DC 17). She can innately cast the following spells, requiring no material components:

- At will: darkness, invisibility
- 1/day each: bull's strength, charm person, cone of cold, gaseous form, sleep
- 3/day each: command, doom

Aura: Barbed Hooks. Any creature that starts its turn within 10 feet of Munasukaru takes 5 piercing damage and is cursed.

Discorporation. Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed oni turns into black smoke before dissipating. It gains a new body in 1d10 days, regaining all its hit points and becoming active again.

Do Maru of Broken Flesh (1/Day). Once per day as a bonus action Munasukaru may heal herself for 27 (4d8+9) hit points and ends all harmful conditions. Using this ability causes scarification and the creature loses 1d4 Charisma points which can be healed by magic or regain 1 ability point after a long rest. If the armour heals for maximum hit point this Charisma damage can not be reversed short of a *wish* or similar powerful magic.

Held Aloft. Munasukaru flies using her hair which holds her aloft. She does not provoke attacks of opportunity so long as she has hair.

Legendary Resistance (3/Day). If Munasukaru fails a saving throw, she can choose to succeed instead.

Magic Weapons. Munasukaru's weapon attacks are magical.

Regeneration. Munasukaru regains 20 hit points at the start of her turn if she has at least 1 hit point. If she takes jade based damage, this trait doesn't function at the start of her next turn.

ACTIONS

Multiattack. Munasukaru makes two red nail attacks. She may also use fire breath and wail if available but not in the same round.

Red Nails. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. **Hit:** 30 (6d6 + 9) necrotic damage. This attack scores a critical hit on a 19 or 20 and does 60 necrotic damage on critical hits. If the target is a creature, that creature becomes cursed by Munasukaru. The curse lasts for 10 minutes. While the creature is cursed, Munasukaru has advantage on all attacks against it.

Wail (Recharge 6). Munasukaru releases a mournful wail. This wail has no effect on okami – though they cover their ears instinctively. All other creatures within 30 feet of her that can hear her must make a DC 13 Wisdom or Honour saving throw. On a failure, a creature takes 35 (3d6) psychic damage and is frightened. On a success, a creature takes half damage and is not frightened.

Piercing Shimada (Recharge 5–6). Munasukaru hair burrows underground piercing the ground and up to 10 feet into the air in a 20-foot sphere at a point Munasukaru can see. Each creature in that area must make a DC 18 Dexterity saving throw, taking 56 (16d6) necrotic and piercing damage on a failed save, or half as much damage on a successful one.

Change Shape. Munasukaru magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into her true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If she dies, she reverts to her true form, and her glaive reverts to its normal size.

REACTION

Sentinel. If a creature provokes an attack of opportunity and Munasukaru hits that target, their movement ends.

Death Lilies. See Sidebar.

LEGENDARY ACTIONS

Munasukaru can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

- **Move.** Munasukaru moves up to her fly speed.
- **Spell.** Munasukaru casts a spell.
- **Blood Reaper.** All creatures currently cursed by Munasukaru and within 20 feet of her take 5 necrotic damage and she heals the same amount.
- **Any action (3 actions).** Munasukaru may choose from any of her available actions and use them.

LAIR ACTIONS

Munaskura's Penance is the oni's lair. When fighting inside her lair, Munasukaru can use lair actions. On initiative count 20 (losing initiative ties), she can take one lair action to cause one of the following effects; she can't use the same lair action two rounds in a row with the exception of the spectral dragon which activate every round on initiative count 20:

- **Spectral Dragon Head (Yamata-no-Orochi).** Through the planar conduit, a massive, dragon head of primal elemental energy snaps for you. The dragon head has a reach of 20 feet from the demon kimon gate and has +11 to attack and does 12 (2d6 + 5) fire and necrotic damage on a hit, and the target is grappled and takes ongoing 10 fire and necrotic damage at the start of their turn while grappled (Escape DC 19). The dragon head retreats if Munasukara is killed or if the demon kimon gate is permanently closed (see skill challenge).
- **Hairy Tentacles.** Munasukaru hair penetrates the ground and five black tentacles appear anywhere in her lair. She may maintain this affect from round to round without impeding her movement but must use a lair action to move the hairy tentacles. These tentacles otherwise act as the spell *Evard's Black Tentacles*, creatures that take damage from these tentacles are also cursed.
- **Transfer Suffering.** Munasukaru can transfer a single harmful spell effect or condition from herself to one a creature with the okami tag or a cursed creature.
- **Cursed Obedience.** Up to four cursed creatures that she can see must make a DC 17 Wisdom saving throw or use their reactions to move up to their speed and make one weapon attack against any hostile-to-Munasukaru creature within range.
- **Carnivorous Beetle Swarm.** A swarm of red carnivorous beetles appear and execute Munaskura's vengeance on an enemy. The swarm does necrotic damage, and this damage heals Munasukaru for the amount of damage while within Munasukaru's Penance.

REGIONAL EFFECTS

A region containing Munasukaru's lair becomes warped by the creature's unnatural presence, which creates one or more of the following effects:

- The area within 1 mile of her lair is subject to her fury (see sidebar).
- The vegetation within 1 mile of Munasukaru's penance is a overgrown lush area that is so abundant in life that it is cancerous (see "The Garden of Vivid Decay" as an example).
- Up to four creatures infested with black-green phage that she can see must make a DC 22 Wisdom saving throw or use their reactions to move up to their speed and make one weapon attack against any hostile-to-drakainia creature within range.

DESCRIPTION

鬼女: Kijo - A female demon. These Yokai of Japanese Folklore look like human females but are hideous in appearance, with red eyes, claws, long horns and twisted faces. Kijo are women that were transformed into demons through jealousy, terrible crimes, or due to the most intense of grudges held against others. Kijo will often retreat to deep in the mountains and avoid people, focusing on pursuit of magic to continue their bad deeds or fulfill their revenge.

TREASURE

- *do-maru of broken flesh* (+2 *do-maru*; has the glamour trait and appears as a noble lady's kimono),
- *flawed crystal ball* (the subject of the scrying automatically notices the magical sensor created by the *crystal ball*),
- *clear spindle ioun stone*,
- *ring of protection*
- **Sacred Brush.** "A ritually purified brush that restores Onmyo items by 30% of the maximum number of Onmyo items you can prepare. It was sprinkled with sacred water collected at the precise moment of sunrise.". Restores 1d3 spell slots of levels 1d4. Maybe used for lower-level slots. For example, if the sacred brush restores 1 level 4 slot it can restore 1 level 4, 3, or 1 slot.

OMEN

When killed the wielder of the mortal blade and any spirit sensitive character (Shaman, Shukenja and Wu-Jen) experience the grudge that turned Munasukara into an Oni - her husband was a feudal lord and to save face executed her son. He later executed her to protect the family. Munasukara burns with a palatable bitterness over her life and the loss of her son.

ENVIRONMENT

Death Lilies

When Munasukara is bloodied tears fill her eyes and splatter as she battles. Each tear creates a death lily as it hits the ground - a beautiful red lily that produces a necrotic miasma. Munasukara is immune to the miasma but all other non-okami take 1d6 HD damage at the start of each round. If the target is already at 0 HD they instead take that much damage in HD.

The lilies can be avoided if a PC sacrifices some of its combat ability to attack carefully and avoid the lilies by effectively being slowed:

- An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

- If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

Alternatively, a PC can make a DC 15 Arcana or Religion check to disable the lilies or spend an Action keeping the lilies at bay from round to round.

Munasukaru Fury

Munasukaru's subconscious pain manifests itself within the Pagoda (her lair) differently to outside. Each time the party rolls a critical failure on an attack roll it triggers Munasukaru "Hairy Tentacle Attack" lair action. Also keep track using a large die (or cards) each time this happens so the PCs have some idea something is escalating - a growing dread.

They can cancel a level of fury by expending a spirit emblem. During the final encounter with Munasukaru each pip/card on the die will trigger an effect:

1. **Horrific Dread.** Munasukaru's to-hit and damage with her nail attack action increases by 5 - this effect is cumulative.
2. **At What Cost?** While within Munasukaru's Penance and until they defeat her, any PC reduced to 0 hit points loses 1 point of CON permanently.
3. **Demonic Laughter.** Munasukaru's wail action now recharges on 5~6).
4. **Lurking Fear.** A raven tengu joins the final battle.
5. **Shadows from the Deep.** All allied creatures in the battle benefit from Munusakaru's regeneration trait.

ONI, NIGANKONA THE FIRE YAI

Huge fiend (oni), lawful evil

Armor Class 21 (do-maru)

Hit Points 270 (20d12 + 140)

Speed 40 ft. fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	23 (+6)	14 (+2)	12 (+1)	15 (+2)

Saving Throws DEX +4, CON +11, CHA +5

Skills Arcana +5, Deception +8, Athletics +13, Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't jade

Damage Immunities Fire

Senses Darkvision 60 ft., passive Perception 15

Languages Common, Giant, Spirit Tongue

Challenge 18 (20,000 XP)

Demon Blood Magic. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

- At will: darkness, invisibility, smoke form (This ability functions like *gaseous form*, except the cloud has the properties of the smoke cloud from a pyrotechnics Spell), fireball, scorching ray, fire shield (warm shield only), wall of fire
- 1/day each: charm person, sleep (level 5), incendiary cloud

Discorporation. Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed oni turns into black smoke before dissipating. It gains a new body in 1d10 days, regaining all its hit points and becoming active again.

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point. If she takes jade based damage, this trait doesn't function at the start of her next turn.

Legendary Resistance (3/Day). If the oni fails a saving throw, he can choose to succeed instead.

Siege Monster. The oni deals double damage to objects and structures.

ACTIONS

Multiattack. The oni can use his Frightful Presence then makes two attacks.

Tetsubo of the Titans. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. **Hit:** 22 (4d6 + 8) bludgeoning damage plus 7 (2d6) fire damage plus 7 (2d6) piercing damage.

Fiery Missile. *Ranged Weapon Attack:* +13 to hit, range 180 ft., one target. **Hit:** 30 (4d10 + 8) fire damage.

Stomp. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. **Hit:** 18 (2d10 + 7) bludgeoning damage.

Frightful Presence. Each creature of the oni's choice that is within 60 feet of him and can see or hear him must succeed on a DC 17 Wisdom saving throw or become frightened of him for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the oni's Frightful Presence for the next 24 hours.

Shoulder Charge. The oni moves up to 40 feet in a straight line and can move through the space of any creature smaller than Huge. The first time it enters a creature's space during this move, it makes a maul attack against that creature. If the attack hits, the target must also succeed on a DC 21 Strength saving throw or be pushed ahead of the oni for the rest of this move. If a creature fails the save by 5 or more, it is also knocked prone and takes 18 (3d6 + 8) bludgeoning damage, or 29 (6d6 + 8) bludgeoning damage if it was already prone.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

LEGENDARY ACTIONS

The oni can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. the oni regains spent legendary actions at the start of his turn.

- Attack.** The oni makes a weapon attack.
- Bellow (Costs 2 ACTIONS).** The oni yells menacingly at one creature he can see within 60 feet of him. That creature must succeed on a DC 17 Wisdom saving throw or become frightened of him for 1 minute. If the creature is already stunned instead. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the oni's Bellow for the next 24 hours.
- Wide Berth (Costs 3 ACTIONS).** The oni moves up to half his speed and can move through the space of any creature smaller than Huge. The first time the oni enters a creature's space during this move, the creature must make a DC 21 Dexterity saving throw. If the saving throw succeeds, the creature is pushed 5 feet away from the oni. If the saving throw fails, that creature is knocked prone, and the oni can make a stomp attack against it.

ONI, NINDINZEGO THE TAKO THAT WALKS

Large monstrosity (fiend, oni), chaotic evil

Armor Class 19 (natural armor)

Hit Points 82 (11d10 + 22)

Speed 10 ft., climb 30 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	16 (+3)	10 (+0)	7 (-2)

Skills Athletics +4, Perception +2, Stealth +4

Damage Resistances acid, cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Aklo, Oni

Challenge 6 (?? XP)

Innate Spellcasting. Nindinzego's spellcasting ability is Intelligence (+6 to hit, spell save DC 15). It can innately cast the following spells, requiring no material components:

- At Will: *minor illusion*
- 3/day: *darkness*, *poison spray* (2d12)
- 1/day: *desecrate*, *unholy blight* (as fireball that does necrotic damage that only effects good creatures for 28 (8d6) or neutral creatures for 14 (4d6))

Desecrate. Nindinzego has desecrated its lair increasing the DC of all its spells by +1 and adding +1 to its spell and melee attacks (included).

Magic Resilience. Nindinzego gains 1 boon (+1d6) when making saving throws against magical effects.

Sense of Doom. The sense of doom that fills Nindinzego's alien mind causes it to have disadvantage on saving throws against fear effects. In addition, each time it rolls a natural 1 on an attack roll or saving throw, and each time it takes a critical hit, it becomes shaken for the following round, taking a –1d4 penalty on all d20 rolls for that duration.

Smite Good (1/Day). Nindinzego deals an extra 14 (4d6) damage when it hits a target of good alignment with a weapon attack. Nindinzego intuitively knows if a creature is good before using this trait.

ACTIONS

Multiattack. Nindinzego uses its wand of scorching ray and then makes two attacks: one with its bite and one with its tentacles.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature grappled by the Nindinzego. **Hit:** 7 (2d4 + 2) piercing damage.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. **Hit:** 24 (9d4 + 2) bludgeoning damage, or 14 (5d4 + 2) bludgeoning damage if the Nindinzego is grappling a creature other than the target or if the Nindinzego is on the ground or floor. The target is also grappled (escape DC 14) unless the Nindinzego is already grappling a creature. Until this grapple ends, the target is restrained and takes 14 (5d4 + 2) bludgeoning damage at the start of its turn.

Wand of Scorching Ray. Nindinzego wields this wand in one of its tentacles. It has 30 charges and can be used to cast scorching ray (+5 to hit, three rays that do 2d6 fire damage to a target within 120 feet).

TREASURE

+1 Spirit Emblem, *wand of scorching ray*

ONI, ONE-EYED ONI

ONE-EYED ADULT

Huge giant (oni), chaotic evil

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't jade

Senses passive Perception 12

Languages Giant, Oni

Challenge 5 (1,800 XP)

Regeneration. The oni regains 5 hit points at the start of his turn if he has at least 1 hit point. If he takes jade based damage, this trait doesn't function at the start of his next turn.

Weak Spot (1/Day). The oni has a single horn. Attacks against this horn have disadvantage but it is vulnerable to all damage.

ACTIONS

Quick Hooks. The oni makes two slam attacks. On the first round of combat (only) it may also use rock before advancing into melee.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. **Hit:** 18 (3d8 + 5) bludgeoning damage. If both attacks land on the same target it must make a DC 16 Constitution saving throw or be stunned until the end of the creatures next turn.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. **Hit:** 21 (3d10 + 5) bludgeoning damage.

Body Slam (1/Day). The oni uses its bulk to crush an opponent. All creatures in a 15 foot sphere centred on the oni must make a DC 13 Dexterity saving throw, taking 24 (7d6) bludgeoning and force damage on a failed save and are knocked prone, or half as much damage on a successful one and knocked back 10 feet. The oni also falls prone.

ONE-EYED IMP

Small giant (ONI), chaotic evil

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't jade

Senses passive Perception 12

Languages Giant, Oni

Challenge 5 (1,800 XP)

All Grown Up! If the oni drains 4 HD in total from a target with its **long tongue** it may use a free action to shift into its adult form - a one-eyed oni. Damage carries over to the adult form.

Regeneration. The oni regains 5 hit points at the start of his turn if he has at least 1 hit point. If he takes jade based damage, this trait doesn't function at the start of his next turn

ACTIONS

Long Tongue. *Ranged Weapon Attack:* +8 to hit, range 20 ft., one target. **Hit:** Target loses 1d4 HD and the imp gains that many points as a bonus in AC. If the target does not have any HD it takes that number in HD damage.

REACTION

Sidestep. As a reaction to being hit by a melee or ranged weapon attack, the oni may add 3 to his AC against an attack that would hit him. If this causes the attack to miss it may make a long tongue attack if the triggering target is within reach.

ONI, ONI LORD ANUMARAMON

PHASE I

ANUMARAMON

AC always hits, but all damage is reduced to 1.

Hit Points 28

DEFENCE

- All attacks only do 1 damage.
- Aura of Law provided by the Jade Throne, any creature that can see Anumaramon cannot break the rules. In terms of combat this includes:
 - Change. May not use no spirit emblems,
 - Change. May not reroll any rolls.
 - Change. May not benefit from healing (10 feet).
 - Time. Creatures cannot take bonus actions or reactions.
 - Fate. Anumaramon never gains or suffers from advantage or disadvantage.
 - Movement. No enemies gain the benefit of magical movement.

However, Anumaramon is vulnerable to chaos, including the most chaotic of forces – arcane magic. This means a chaos-based attack (left to the DM's interpretation) does 2 damage against him.

Phase Change. When Anumaramon is reduced to 0 hit points, move to phase II.

OFFENSE

- Scores critical hits on 19 or 20 and uses both the Devil and Giant critical table from DCC.
- His attacks never miss.

ACTIONS

Roll randomly for what Anumaramon does round to round. At the end of his turn he always releases a void bomb which moves towards the closest PC and always takes 2 rounds to hit.

1. **Mind blast.** 3d4 INT, 100 ft. cone. A creature reduced to 0 INT is completely controlled by Anumaramon and cannot recover their INT until he releases them or is killed. When released the character suffers the effect of a feeblemind spell until they successfully save.
2. **Void Kanebo.** Melee. 50 force damage. A creature reduced to 0 by this attack is turned to dust.
3. **Darts of Annihilation.** For each target, you loose a dart of magical energy. Provided there is an unobstructed path between you and the target, the dart hits. A target with a hp score of 35 or lower disappears, along with everything it was wearing and carrying that is not a relic. A relic drops to the ground in the space the target occupied. Otherwise, the target takes 50 force damage
4. **Void Bomb.** Whenever Anumaramon moves he leaves a force bomb in the space he just left. This bomb works as the dart of annihilation but slowly homes in on targets (5 feet per round).
5. **Demi.** Make a CON saving throw or the target's hit points are quartered.
6. **Multiattack.** Roll twice and take 2 actions.

PHASE II

ANUMARAMON

The Jade Champion, Void Yai and Shapeshifting Master of Darkness.

Huge fiend (Oni), lawful evil

Armor Class 19 (great armor)

Hit Points 1,000

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	22 (+6)	18 (+4)	24 (+7)

Saving Throws DEX +8, CON +13, WIS +10, CHA +13

Skills Arcana +11, Deception +12, Perception +10

Damage Resistances fire; see the invulnerability trait

Damage Immunities cold

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages Oni, Telepathy 120 ft.

Challenge 20 (25,000 XP)

Innate Spellcasting. Anamurumon's spellcasting ability is Charisma (spell save DC 21). Anamurumon can innately cast the following spells, requiring no material components:

- At will: detect magic, darkness, invisibility, gaseous form, dispel magic, misty step
- 3/day each: hold monster, wall of fire, teleport, charm person, cone of cold, sleep, fireball
- 1/day each: dominate person, implosion (target a corporeal creature, it takes 200 force damage on a failed Constitution saving throw or half as much on a success. A creature dies if reduced to 0 hit points).

Commanding Voice. Anamurumon imposes a bane (-1d6) on targets of his enchantment spells and has advantage on all Charisma based ability and skill checks.

Chill Shield. Thin and wispy flames wreath Anamurumon's body for as long as he wishes, shedding cold but bright light in a 10-foot radius and dim light for an additional 10 feet. Anamurumon may activate and deactivate the aura as a free action. Whenever a creature within 5 feet of him hits him with a melee attack, the shield erupts with flame. The attacker takes 9 (2d8) cold damage from a cold shield.

Fear Aura. Any creature hostile to Anamurumon that starts its turn within 20 feet of him must make a DC 21 Wisdom saving throw, unless Anamurumon is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the Anamurumon's Fear Aura for the next 24 hours.

Magic Resistance. Anamurumon has advantage on saving throws against spells and other magical effects.

Magic Weapons. Anamurumon's weapon attacks are magical.

Regeneration. Anamurumon regains 10 hit points at the start of his turn if he has at least 1 hit point.

Invulnerability. Anamurumon ignores the first 10 points of damage from any single attack – magical or otherwise. Even damage above and beyond this amount is halved. Jade weapons ignore the halving of damage after the initial 10 points are nullified. Honourable weapons nullify invulnerability entirely.

Legendary Resistance (3/Day). If Anamurumon fails a saving throw, he can choose to succeed instead.

Void Form. Anamurumon can assume an incorporeal state as part of his movement, allowing him to go through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object. In addition, he becomes resistant to all damage while in this form and his AC becomes 23 for the duration. In this form, he appears as a solid black shadow of his true form. He automatically reverts to his normal form at the start of his next turn.

Void Trap. When a void oni uses any teleportation effect on itself, it can choose to arrive at its destination in void form as part of the teleportation. When it does so, it leaves behind a temporary void sphere in a square of its choice that was part of its space before it teleported. The sphere itself moves at a fly speed of 30 feet toward the closest enemy creature on the oni's next turn. If no appropriate creature is within 30 feet, the sphere does not move that round. If the sphere enters a square occupied by a creature (or if a creature touches the sphere), that creature must make a DC 21 Dexterity saving throw taking 75 (10d6 + 40) force damage or half as much on a success. Once the sphere damages a creature with this effect, the sphere vanishes — it also vanishes on its own after 24 hours in the unlikely event that it never discharges on a creature. The concept of the void is a difficult one for many individuals to grasp, for it encompasses more than just an absence of anything. The concept of "void" as an element also represents the heavens above, the dark places between the stars, the nature of the spiritual world, and even the capacity to create and envision new ideas. The void yai represents all of these possibilities, interpreted in a way that exemplifies the evil of the oni race.

ACTIONS

Void Kanabo. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. **Hit:** 15 (2d6 + 8) bludgeoning damage plus 21 (6d6) fire damage. One of the following effects also triggers:

- The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature immune to poison instead makes a DC 21 Strength saving throw or is knocked flying 10 feet or 20 feet on a critical fail and falls prone.
- The void kanabo also scores a critical hit on a 19 or 20. Targets that are critically hit must make a DC 21 Constitution saving throw or become staggered until the end of the creature's next turn. A staggered creature can only move, make a bonus or attack action. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

Void Missile. Magic Weapon Attack: +14 to hit, range 180 ft., three targets. **Hit:** 23 (3d10 + 7) force damage. The target must succeed on a DC 21 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Unlimited Shapechanger. Anamurumon magically polymorphs into a non-construct creature of equal to or less than his CR, or back into his true form. Other than his size, his statistics are the same in each form however he gains access to any special movement type the creature has as well as any of its traits and attacks in addition to his normal litany of actions and traits. His equipment also transforms and will function normally if the new shape allows it. Otherwise, it is absorbed into the new form. If he dies, he reverts to his true form, and his kanabo reverts to its normal size. He may use this action as bonus action, reaction or spend legendary actions to trigger the effect.

REACTION

Kanabo. Anamurumon makes a kanabo attack as a reaction to being hit.

ONI, PIRIN THE SPIRITMASTER

"Five Storm Oni"

Large giant, lawful evil

Armor Class 16 (scales of the lizard)

Hit Points 110 (13d10 + 39)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	12 (+1)	14 (+2)	22 (+6)

Saving Throws DEX +3, CON +6, WIS +4, CHA +5

Skills Arcana +5, Deception +8, Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Giant

Challenge 7 (2,900 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 18). The oni can innately cast the following spells, requiring no material components:

- At will: darkness, detect magic*, invisibility
- 3/day each: magic missile, burning hands, black tentacles
- 1/day each: cone of cold, gaseous form, mind spike*, scales of the lizard (as mage armor), sleep

*Divination spell

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

Portent (Recharges after Pirin Casts a Divination Spell). When Pirin or a creature he can see makes an attack roll, a saving throw, or an ability check, he can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

Spirit Retinue. An oni spiritmaster starts combat with four howling spirits. These four spirits are part of the oni spiritmaster's XP value. An oni spiritmaster can have up to twelve howling spirits as part of its retinue, with each four howling spirit beyond the first four increasing his CR by 1.

Devour Spirit. As a bonus action the oni spiritmaster devours one howling spirit within sight, killing it and recharging harassing spirits, howling blast, or spirit form.

ACTIONS

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) slashing damage.

Dread Fear. *Ranged Magic Attack:* +13 to hit, range 100 ft., one target. **Hit:** 15 (2d10 + 6) necrotic damage, and the target takes a -2 penalty to attack rolls against the oni spiritmaster and undead creatures (DC 18 Constitution saving throw ends this effect at the end of the creature's turn).

Harassing Spirits (1/Day). The oni spiritmaster chooses a target he can see within 100 feet of him and summons spirits to harass it. The target must make a DC 18 Dexterity saving throw or take 22 (3d10 + 6) necrotic damage and has disadvantage on all attack rolls and Constitution saving throws to maintain concentration spells. While the creature has disadvantage it takes 5 psychic damage at the start of its turn. On a successful save the target takes half damage. A creature may repeat the saving throw at the end of its turn to end this effect.

Howling Blast (1/Day). All enemies in a 25-foot cone must make a DC 18 Wisdom saving throw or take 15 (2d8 + 6) psychic damage, and is knocked prone, or half damage on a success.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

REACTION

Spirit Form (1/Day). As a reaction to being hit, the oni spiritmaster becomes insubstantial gaining resistance to all damage until the end of his next turn. As part of the reaction, he may devour a spirit to recharge it for use.

ONI, RED ONRYOKI

Huge fiend (oni), chaotic evil

Armor Class 19 (natural armor)

Hit Points 310 (23d12 + 161)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	25 (+7)	6 (-2)	13 (+1)	14 (+2)

Saving Throws STR +13, DEX +6, CON +13, WIS +7

Skills Perception +7

Damage Resistances Fire, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that are not Jade

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., passive Perception 17

Languages Abyssal

Challenge 17 (18,000 XP)

Charge. If the onryoki moves at least 15 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 38 (7d10) piercing damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be pushed up to 20 feet away and knocked prone.*

Magic Resistance. The onryoki has advantage on saving throws against spells and other magical effects.

Siege Monster. The onryoki deals double damage to objects and structures.

Break the Shackles. The red onryoki begins the battle shackled, the black does not. Once the red has been reduced to 50% of its starting hit points (155) the chains shatter and it loses its ball and chain attack and gains ball toss instead.

ACTIONS

Multiattack. The onryoki makes three attacks: two with its fists and one with its ball and chain (or ball toss).

Fist Pound. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. **Hit:** 20 (3d8 + 7) bludgeoning damage.

Ball and Chain (Melee). *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. **Hit:** 23 (3d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Ball Toss (Range). *Ranged Weapon Attack:* +13 to hit, range 60/120 ft., one target. **Hit:** 33 (4d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Constitution saving throw or be knocked stunned until the end of its next turn.

Gore. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. **Hit:** 45 (7d10 + 7) piercing damage.*

Additional Attacks:

Belly Flop	Does a quick belly flop that releases a small shock wave. Gives the player a good opportunity to deal damage.
Spin	Spins weapons around him in a large, sweeping motion. Easily blocked if you have enough ki. Onryoki likes to do this when being attacked from behind, so keep on your toes

DESCRIPTION

Onryoki is a giant red demon born from the amassment of vengeful spirits. Half its face is a burning flame of anger, while the other half is warped by grudge. Countless spirits give it an eerie appearance, and horrendous voices emit from its body. Most would want to avert their eyes from this horrid demon.

Pronounced "on RYO key." A huge red oni born from a pack of angry ghosts. Half of its face is contorted in anger, the other twisted with grudge. The faces of countless vengeful ghosts appear across its body, letting out shrieks that send terror down the spines of all within earshot.

Filled with fury and grudge, the sight of a living human sends it into a berserk rampage. Its preferred attack, using iron balls and chains draped over its body, is powerful enough to defeat even highly experienced samurai. The two horns on its head emit a weird glow. It is said that horns represent the source of power for an oni, meaning they lose their strength if their horns are damaged. But only the most powerful and precise strike could hope to shatter them.

*Traits and actions marked with an asterisk are for the black onryoki, not the lesser red. The black onryoki also has maximum hit points – they are otherwise identical.

ONI, RISHA THE LURKER

"Five Storm Oni"

Large giant, lawful evil

Armor Class 16 (studded leather)

Hit Points 79

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	16 (+3)	14 (+2)	12 (+1)	10 (+0)

Saving Throws Dex +9, Str/Con +5, Int/Wis/Cha +0

Skills Arcana +7, Acrobatics +11, Deception +5, Perception +6, Stealth +11

Senses darkvision 60, passive Perception 16

Languages Common, Giant

Challenge 7 (2,900 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 11). The oni can innately cast the following spells, requiring no material components:

- At will: darkness, invisibility
- 1/day each: charm person, cone of cold, gaseous form, sleep

Evasion. If Risha is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Sneak Attack. Once per turn, Risha deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of hers that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

Cunning Action. Risha can Dash, Disengage, or Hide as a bonus action.

Guerrilla. When Risha makes an attack while hidden, she doesn't reveal herself and can remain in hiding.

ACTIONS

Multiattack. Risha makes two wakizashi attacks.

Claw (Oni Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) slashing damage.

Wakizashi. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. **Hit:** 9 (1d6 + 6) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

ONI, SHURA NO ONI

"Demon of Hatred"

Huge fiend (oni), chaotic evil

Armor Class 19 (natural armor)

Hit Points 310 (23d12 + 161)

Speed 40 ft.

STR DEX CON INT WIS CHA

25 (+7) 11 (+0) 25 (+7) 6 (-2) 13 (+1) 14 (+2)

Saving Throws STR +13, DEX +6, CON +13, WIS +7

Skills Perception +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks that are not jade

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Common, Spirit Tongue

Challenge 17 (18,000 XP)

Charge. If the oni moves at least 15 feet straight toward a target and then hits it with a shoulder attack on the same turn, the target takes an extra 38 (7d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be pushed up to 20 feet away and knocked prone.

Discorporation. Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed oni turns into black smoke before dissipating. It gains a new body in 1d10 x 17 days, regaining all its hit points and becoming active again. NB: This trait only applies outside of Jigoku.

Magic Resistance. The oni has advantage on saving throws against spells and other magical effects.

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains a 17 hit points at the start of its turn if it has at least 1 hit point. If the oni takes jade based damage, this trait doesn't function at the start of the oni's next turn.

Siege Monster. The oni deals double damage to objects and structures.

Wisteria Aversion. Oni avoid the fuji flower as its fragrance makes them ill. If forced to take any action while within line of sight of a wisteria plant the oni has disadvantage on attack rolls, ability and skill checks.

ACTIONS

Multiattack. The oni makes three attacks: two with its fists and one with its hoof.

Fist. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. **Hit:** 20 (3d8 + 7) bludgeoning damage and an additional 20 fire damage if it is the second fist attack in a Multiattack action.

Stomp. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. **Hit:** 23 (3d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Shoulder Barge. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. **Hit:** 45 (7d10 + 7) piercing damage.

Shower of Fire. This acts as a 9th level scorching ray (+8 ranged spell attack, 7 rays).

Eruption (Recharge 6). The oni flares up in flame, then leaps high into the air before slamming down in a large fiery explosion. Each target within 20 feet of the oni must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

Sweep. As a reaction to having more than one creature adjacent to him (within 5 feet) the oni uses its flaming arm and sweeps around itself in a spin. All creatures within 10 feet must make a DC 14 Dexterity saving throw or take 22 (4d10) fire damage.

Variable Resistance. As a reaction to taking energy damage the oni gains resistance to that damage type for 1 minute. This resistance can be overwritten by other reactions in later combat rounds.

DESCRIPTION

Shura (修羅 Carnage) is what those who go on killing eventually become. They don't remember why, but they are simply enraptured and kill solely for the joy it brings them. These oni are uncontrollable and the best the oni lords can do is point them in a direction and hope they do more damage to their mortal enemies than to their own forces. They are engines of destruction, but, luckily, very rare.

ONI, SUSAMARU OKAMI

Large fiend (goblinoid, oni, okami), lawful evil

Armor Class 16 (ashigaru)

Hit Points 176 (16d8 + 48) 206

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws DEX +7, CON +6, WIS +4, CHA +5

Skills Acrobatics +7, Deception +8, Perception +4

Senses Darkvision 60 ft., passive Perception 14

Languages Common, Giant, Oni

Challenge 7 (2,900 XP)

Blood Demon Arts - Hiasobi Temari. Susamaru may summon dense terami (hand-balls) at will and as part of her terami attack action. These temari do double damage to objects ignoring all resistances. If a non-magical weapon or item is used to block a temari it is destroyed after blocking. For example, if Susamaru hits a target wearing o-yoroi and rolls above the target's AC provided by the armor, the attack destroys the armor.

Discorporation. Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed oni turns into black smoke before dissipating. Susamaru gains a new body in 1d10 days, regaining all her hit points and becoming active again.

Magic Weapons. Susamaru's weapon attacks are magical.

Regeneration. Susamaru regains 10 hit points at the start of its turn if it has at least 1 hit point. If she takes jade based damage, this trait doesn't function at the start of her next turn.

Evasion. If Susamaru is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Cunning Action. On each of her turns, Susamaru can use a bonus action to take the Dash, Disengage, or Hide action.

ACTIONS

Multiattack. Susamaru makes two attacks, either with her claws or her temari.

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Temari. *Ranged Weapon Attack:* +8 to hit, range 60/120 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. On a critical hit the target's bones are broken or some other body part takes massive damage - roll on the Lingering Injuries table.

Change Shape. Susamaru magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into her true form. Other than her size, her statistics are the same in each form - this includes her equipment.

REACTION

Quick Step. If an attack hits Susamru she can impose disadvantage on the attack.

VILLAIN ACTIONS

Villain actions occur one per round in the order presented at the end of another creatures turn during the round indicated.

1. **Four Arms.** Susamaru grows another pair of arms. Her multiattack action increases from two attacks to four and her Strength increases to 22 (+6) + attack info. Gets an extra attack first turn.
2. **Six Arms.** Susamaru grows another pair of arms. Her multiattack action increases from four attacks to six and her Strength increases to 24 (+7).
3. **Eight Arms.** Susamaru grows another pair of arms. Her multiattack action increases from six attacks to eight and her Strength increases to 26 (+8).

ONI, TIEFLING

Medium fiend (cambion), lawful evil

Armor Class 17 (kimono)

Hit Points 82 (11d8 + 33)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Saving Throws STR +7, CON +6, INT +5, CHA +6

Skills Deception +6, Intimidation +6, Perception +4, Stealth +7

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Oni

Challenge 5 (1,800 XP)

Fiendish Blessing. The AC of the half-oni geisha includes her Charisma bonus.

Oni's Anger. When the half-oni geisha dies, she may take an action before expiring.

ACTIONS

Flying Daggers. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 4) piercing damage, plus 3 (1d6) fire damage. If this attack bloodies an opponent, the geisha may use flying daggers a second time against the same opponent.

ONI, WIND AND ICE (PHASE I) – RIMIKO OF THE FIVE STORMS

Huge fiend (oni), neutral evil

Armor Class 16 (a gale)

Hit Points 123 (13d12 + 39) [scratch: 256]

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	18 (+4)

Saving Throws DEX +3, CON +6, WIS +4, CHA +7

Skills arcana +5, deception +8, perception +4

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't jade

Damage Immunities cold

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 14

Languages Draconic, Kami, Giant, Oni, Sylvan, Telepathy 120 ft.

Challenge 7 (2,900 XP)

Demon Blood Magic. Rimiko's innate spellcasting ability is Charisma (spell save DC 15). The wind yai can innately cast the following spells, requiring no material components:

- At will: darkness, invisibility, detect magic, fog cloud, light
- 3/day each: feather fall, misty step, telekinesis
- 1/day each: charm person, breath of frost (cone of cold), control weather, gaseous form, meld into ice (as meld into stone, except it only works on ice), sleep

Cold Aura. Rimiko radiates an aura of intense cold. All creatures within 5 feet of the undead monster take 3 (1d6) points of cold damage.

Discorporation. Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed wind yai turns into black smoke before dissipating. It gains a new body in 1d10 years, regaining all her hit points and becoming active again. However, Anumaramon may allow her to come back after 1d10 days.

Heart of the Hungry Strom. Rumiko has invested much of her power over the years into her scheme to take over the monastery and create a permanent storm. This binds her to the frost gem. Attacking either damages Rumiko in phase I, and when Rumiko reaches 0 hit points or fewer, the gem is also destroyed. The gem's defenses (AC and saving throws) are identical to the spirit of winter's, and the gem has resist all. Destruction of either triggers phase II as Rumiko sees her plans undone, she tires one desperate gambit – to take control of the monasteries kami and kill these samurai.

Magic Resistance. Rimiko has advantage on saving throws against spells and other magical effects.

Magic Weapons. Rimiko's weapon attacks are magical.

Regeneration. Rimiko regains 10 hit points at the start of its turn if it has at least 1 hit point.

Snow Vision. Rimiko can see perfectly well in snowy conditions and does not suffer any penalties to perception while in snow.

ACTIONS

Multiattack. Rimiko makes two attacks with her kanabo.

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) slashing damage.

Quality Kanabo. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. **Hit:** 14 (3d6 + 4) bludgeoning damage, or 7 (1d6 + 4) bludgeoning damage in Small or Medium form.

Freezing Kiss. The wind yai kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) cold damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Heavenly Strike (1/Day). Rimiko encases her target in ice. Any creature within line of sight up to 30 feet away must make a DC 15 Constitution saving throw. If the saving throw fails by 5 or more, the creature is instantly petrified as they are incased in ice. Otherwise, a creature that fails the save begins to freeze and is restrained.

The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic. Once a creature is petrified Rimiko snaps her fingers and the ice explodes causing 7 (2d6) cold damage to the target and all creatures within a 10-foot sphere not encased in ice.

Change Shape. Rimiko magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the wind yai dies, it reverts to its true form, and its glaive reverts to its normal size.

REACTIONS

Kiss of Death. Whenever a creature within 5 feet of Rimiko is charmed by her or incapacitated she may use her reaction to perform a Freezing Kiss.

LEGENDARY ACTIONS

Rimiko can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The wind yai regains spent legendary actions at the start of her turn.

- **Cast a Spell.** Rimiko casts a spell.

- **Shocking Missile.** Rimiko can fire a bolt of electricity from her third eye. The target must make a DC 15 Dexterity saving throw (if the target is wearing metal armor, they have disadvantage on the die roll). This attack has a range of 180 feet and deals 14 (4d6) thunder and lightning damage. Upon being struck by this attack, the target must make a DC 15 Constitution save or be deafened for 1 minute and pushed back 10 feet and knocked prone. On a successful save the target is pushed by 5 feet, not deafened or knocked prone.
- **Roaring Gale (Costs 2 Actions).** Rimiko selects a point within sight on which to conjure a violent updraft, violently flinging her opponents into the air. Each creature in a 10 foot sphere must make a DC 18 Strength or Dexterity saving throw or be hurled 1d6 × 10 feet straight up, and lands prone in a spot 1d4 × 5 feet from its original position, on a success the targets only take 3 (1d6) cold damage. She selects the direction she wishes to throw her victims, and may select a different direction for each victim, though each must be thrown in a straight line. Creatures take falling damage for any impacts while traveling up or down in this way; if a creature collides with an object during its sideways movement, both the creature and the object take 1d6 points of damage and the creature is knocked prone in the space adjacent to the obstacle. If all targets, make their saving throw then the legendary actions are not used up.

ONI, WIND AND ICE (PHASE II) – RIMIKO OF THE FIVE STORMS

Wind Yai

Huge fiend (oni), neutral evil

Armor Class 12 (a failing gale)

Hit Points 200 (16d12 + 96) 400

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	22 (+6)	14 (+2)	12 (+1)	18 (+4)

Saving Throws CON +10, WIS +7, CHA +7

Skills arcana +5, deception +8, perception +4

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't jade

Damage Immunities cold

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 14

Languages Draconic, Kami, Giant, Oni, Sylvan, Telepathy 120 ft.

Challenge 9 (5,000 XP)

Discorporation. Unless killed using a special weapon – like a mortal blade or a jade enchanted weapon – a destroyed wind yai turns into black smoke before dissipating. It gains a new body in 1d10 years, regaining all her hit points and becoming active again. However, Anumaramon may allow her to come back after 1d10 days.

Elemental Surge (1/Day). When Rimiko hits a target with frost kanabo it does maximum damage (32 cold damage).

Snow Vision. Rimiko can see perfectly well in snowy conditions and does not suffer any penalties to perception while in snow.

ACTIONS

Multiattack. Rimiko makes two frost kanabo attacks.

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) slashing damage.

Frost Kanabo. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. **Hit:** 21 (3d8 + 8) cold damage and the target is pushed back 10 feet. The target is immobilized until the end of Rimiko's next turn.

Bolt of Frost. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. **Hit:** 30 (4d10 + 8) bludgeoning and cold damage and the target's space and all adjacent spaces (within 5 feet) become difficult terrain until the end of Rimiko's next turn.

Swirling Blizzard (1/Day). All creatures in a 20 foot sphere that Rimiko chooses within line of sight must make a DC 15 Dexterity or Constitution saving throw or take 16 (2d8 + 9) cold damage and lose 10 feet of movement until the end of their next turn or half damage on a successful save.

Change Shape. Rimiko magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the wind yai dies, it reverts to its true form, and its glaive reverts to its normal size.

REACTION

Frost Shield. When hit by an attack that is not fire based, Rimiko may raise an icy shield that gives +4 to her AC until the end of her next turn.

ENCOUNTER: WIND AND ICE ONI

Only use phase two version if phase 1 was too easy.



4e Combat Map from Dungeon Magazine

Setup

This encounter takes place when the PCs first interact with the gemstone at the top of the ruined pagoda. The Rimiko comes forth from the gemstone to defend it.

- Rimiko of the Five Storms (Air/Ice)

When the PCs trigger the gemstone, read:

The gemstone pulses with blue light and a wave of energy knocks you back. A thin stream of white mist issues forth from the centre of the sapphire, coalescing into the form of a beautiful woman – despite the fact she has three eyes and fangs – the same woman depicted throughout the monastery. Thick mist rolls off her technicoloured robe, congealing the air into heavy frost that clings to everything nearby. She regards you with contempt and says “This is what Anumaramon fears – a half frozen boy and his ronin? A little bit of cold has almost killed them. Give me the boy and the Amatatsu seal and you are free to go. I promise you the boy will not be harmed while under my care”.

Assuming the PCs don't agree.

She sighs as a storm begins to coalesce around her and she begins to rise into the air. “A pity, but you will all make fine ice sculptures if nothing else”. The sapphire continues to crackle with energy, the blue light pulsing rhythmically, as if it were the beating heart.

Tactics

Rimiko is now fool and stays in the air for most of the battle as needed. She does focus her attacks on anyone targeting the Heart of the Hungry Storm (sapphire). Perhaps the most dangerous tactic available to her is to try and position herself so that her *shocking missile* includes one or more characters who are within 10 feet of the tower's edge. A fall from the top of the tower deals 3d6 bludgeoning damage.

Rimiko does not pursue PCs who retreat back into the tower – she is happy for the weather or her minions to kill them. However, if the PCs completely disengage, Rimiko may enter the gemstone, where she gains regeneration 20, meaning that she needs less than a minute to become fully healed. (She cannot use this tactic as long as there are PC combatants on the roof of the tower.)

Features of the Area

Illumination: Bright light.

Rubble: The indicated squares on the map are filled with broken shards of ice and stone. These squares are treated as difficult terrain.

Choke Frost: This light, white mist surrounds the gem out to 10 feet and congeals into thick ice as creatures or other sources of heat move through it. While a creature is in the choke frost their speed is halved. As a move action, a creature can negate this penalty. Creatures that are resistant or immune to cold are immune to this effect.

Development

Once the PCs have defeated Rimiko, the magical prison of ice shatters and collapses. Read the following:

Rimiko clutches her chest and howls in agony. A spiderweb of tiny cracks spreads across the sapphire's surface. Moments later, the next pulse of blue energy surges forward from the gemstone, but its structure is no longer able to contain the elemental forces. The sapphire explodes, tiny shards scattering in all directions. Rimiko's form wavers and blurs momentarily before she regains her composure, shoots you a baleful look and flees deeper into the monastery.

The sky above the tower begins to grow lighter as the grey clouds scatter and disperse. The swirling snow stops falling and the howling of the chill wind falls silent for the first time since you set foot on Kochiyama-san. The world appears suddenly peaceful, as if nature recognizes that its proper course has been restored.

Move to phase 2 when the PCs are ready – but be aware she will dominate the kami in 10 minutes.

TREASURE

A **bundled Jizo statue** (wondrous item that can be used to cast *raise dead* once). “*Small Shintao effigy bound in red cloth. Raise in prayer between one's palms to restore a dead hero to life. To enswathe a Jizo statue is to express feelings of parental love. The bundle of cloth is to at least ensure that the little one goes on in peace.*”

DESCRIPTION

Dressed all in white, with pale skin and hair of white, this enchantingly beautiful woman smiles wickedly into the snowy night.

The yuki-onna are ancient spirits of the snow and ice. Typically, evil and cruel, these creatures wear the form of a beautiful woman. Most yuki-onna are tied to a single geographic area, such as a forest or mountain. Some of these, in areas of lasting cold, employ lesser oni as minions and maintain small mountain estates, in imitation of human nobles. Others merely haunt their territories, working mischief as it suits them. While popular romances tell of yuki-onna who fall in love with mortal men, such occurrences are rare. More often, a yuki-onna spares a man only when she perceives she might gain some advantage. While the majority of yuki-onna are now evil, they were not always so. Some speculate they came under the power of yama-uba, mountain hags in league with the oni. Regardless of how it happened, the yukionna are allies of the oni and have, as a race, rejected their celestial roots. They actively work to torment their kami kin; at least until it is clear the oni truly have the upper hand in their war against humanity.

ONI-HANZO “THE GIANT TOAD”

Huge fey (yokai), lawful neutral

Armor Class 20

Hit Points 178 (17d12 + 68)

Speed 30 ft., fly 40 ft. (hover)

STR DEX CON INT WIS CHA

16 (+3) 21 (+5) 18 (+4) 18 (+4) 20 (+5) 14 (+2)

Saving Throws STR +8, DEX +10, INT +9, WIS +10

Skills Arcana +9, Insight +10, Perception +10

Damage Resistance bludgeoning, piercing and slashing from nonmagical attacks that aren't crystal

Senses passive Perception 20

Languages Common, Spirit Tongue

Challenge 16 (15,000 XP)

Amphibious. The Giant Toad can breathe air and water.

Ethereal Sight. The Giant Toad can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Evasion. If the Giant Toad is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Ninjutsu. The Giant Toad has access to all ninja-tricks and ninjutsu's available to a ninja. He has 20 ki points to use.

Psychic Defense. While the Giant Toad is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

Standing Leap. The Giant Toad's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Yokai. As a spirit, Giant Toad have advantage on saving throws against all enchantment effects except those of other yokai. Yokai can sense any passages to Gaki-do and the ethereal plane within one mile.

ACTIONS

Multiattack. The Giant Toad uses Smoke Rings (if available) and then makes three unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. **Hit:** 14 (2d8 + 5) bludgeoning damage plus 18 (4d8) psychic damage. If the target is a creature, the Giant Toad can choose one of the following additional effects:

- The target must succeed on a DC 18 Strength saving throw or drop one item it is holding (Giant Toad's choice).
- The target must succeed on a DC 18 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 18 Constitution saving throw or be stunned until the end of the Giant Toad's next turn.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. **Hit:** 8 (1d10 + 3) piercing damage plus 11 (2d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and he can't bite another target.

Swallow. The Giant Toad makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the Giant Toad, and it takes 21 (6d6) acid damage at the start of each of the Giant Toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Smoke Rings (Recharge 4-6). The Giant Toad exhales smoke from his pipe in a 60-foot cone. Each creature in that area must succeed on a DC 16 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws, and do half damage with Strength-based attacks for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack, the Giant Toad deflects the missile. The damage he takes from the attack is reduced by 1d10 + 5. If the damage is reduced to 0, the Giant Toad catches the missile if it's small enough to hold in one hand and he has a hand free.

LEGENDARY ACTIONS

The Giant Toad can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Giant Toad regains spent legendary actions at the start of its turn.

- **Strike.** The Giant Toad makes one unarmed strike.
- **Teleport.** The Giant Toad magically teleports, along with any equipment it is wearing and carrying, to an unoccupied space it can see within 30 feet of it.
- **Change Gravity (Costs 3 ACTIONS).** The Giant Toad casts the reverse gravity spell. The spell has the normal effect, except that the Giant Toad can orient the area in any direction and creatures and objects fall toward the end of the area.

DESCRIPTION

The Giant Toad is, as its name implies, a yokai in the form of an enormous toad. This one is even larger than a human being, capable of standing on two legs and even wielding a spear. Legends say that toads, which are long lived, are particularly capable of attaining consciousness and turning yokai, but there are other theories as well. This particular yokai's original form was Hattori Hanzo's father, the first Hanzo to bear the title. Feared as Oni-Hanzo for his ability to lead the Iga Clan, he forced those who would succeed him to undergo harsh training. It seems this devotion to the future of his clan bound itself to this world and transformed into the form of a Giant Toad to continue training his successors.

ONIKAGE

Large fiend (undead), chaotic evil

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 60 ft., fly 90 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

18 (+4) 15 (+2) 16 (+3) 10 (+0) 13 (+1) 15 (+2)

Senses passive Perception 11

Languages Common and Spirit Tongue but can't speak

Challenge 3 (700 XP)

Keen Smell. The onikage has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) poison damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 20 (3d10 + 4) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the onikage can't bite another target.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target not grappled by the onikage. **Hit:** 13 (2d8 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Ethereal Stride. The onikage and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

DESCRIPTION

Onikage, or demon horse, are mounts used by oni and their servants to travel between Spirit Realms and for cavalry. These horses are demonic undead creatures with scaled, horse-shaped bodies, long fangs, crocodilian tails, glowing eye sockets, and clawed hooves. They range from dark green to bruise-purple, with tentaclelike manes of contrasting color.

Onikages hunger for living flesh, and if they are alone, they attack any living creature without thought or fear. These foul creatures often serve as mounts for still worse oni allies, however, and learn to bring their instinctive hunger under control when they carry a rider. Onikage are most often found serving as mounts for maho-bujins, akutsukai, or akutenshi.

ORACLE OF KALI

Medium humanoid (human), lawful neutral

Armor Class 16 (studded leather, buckler)

Hit Points 180 (24d8 + 72)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 16 (+3) 17 (+3) 16 (+3) 15 (+2) 17 (+3)

Saving Throws DEX +7, INT +7

Skills Acrobatics +7, Deception +7, Perception +6, Stealth +7

Damage Resistances Poison; bludgeoning, piercing and slashing.

Senses passive Perception 16

Languages Common

Challenge 12 (8,400 XP)

Blink. Roll a d20 at the end of each of Abhishek's turns for as long as he wishes. On a roll of 11 or higher, he teleports 40 feet away.

Brave. Abhishek has advantage on saving throws against being frightened.

Evasion. If Abhishek is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

LEGENDARY Resistance (3/Day). If Abhishek fails a saving throw, it can choose to succeed instead.

Reactive. Abhishek can take one reaction on every turn in a combat.

Sneak Attack. Once per turn, Abhishek deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and he doesn't have disadvantage on the attack roll.

Oracle of Kali (Recharges after a Short or Long Rest). As a bonus action, Abhishek takes a moment to call on Kali his patron. Kali blesses him for 1 minute. While blessed, he gains the following benefits:

- He becomes large size increasing his strength, damage and reach.
- He has advantage on Strength checks and Strength saving throws
- He gains resistance to bludgeoning, piercing, and slashing damage.
- He gains an extra pair of arms (four) increasing his attacks from 2 to 4.
- He gains the blink, legendary resistance and reactive traits.

ACTIONS

Multiattack. Abhishek makes two Kukri of Lifestealing attacks, one Shield Bash and one Lightning Spear attack.

Kukri of Lifestealing. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage plus 17 (5d6) necrotic damage. Abhishek heals for this much damage. This weapon scores a critical hit on a 19 or 20.

Lightning Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. and range 20/60 ft., one target. **Hit:** 11 (2d6 + 4) lightning damage. If the target is a Large or smaller creature, it must succeed on a DC 15 Dexterity saving throw or be pushed back 5 feet (this may trigger a trap).

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. **Hit:** 9 (2d4 + 4) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or be pushed back 5 feet (this may trigger a trap).

REACTION

Parry. Abhishek adds 4 to its AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

Abhishek can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turn.

- **Attack.** Abhishek makes an attack.
- **Surprising Charge.** Abhishek takes the Dash action at the end of this movement he may make a Lightning Spear attack which does double damage so long as he moved at least 10 feet.
- **Heal (1/Day).** Abhishek heals himself or another creature. The target magically regains 20 (4d8 + 2) hit points. If the target is not a worshiper of Kali it instead takes 20 (4d8 + 2) necrotic damage.

ORIENTAL LICH

The Opawang is neither dead nor a spirit. He is a 2,000-year-old man with great magical power. The Opawang was once the Black Leopard Priest and led his cult's followers against the expansion of the Shou Lung empire. The empire crushed his army and burned his temples, but the Black Leopard Priest escaped to Akari Island with a large number of his followers. There they built his city in the center of this rich land.

The Opawang appears to be a normal man of middle years with a waxy, almost translucent complexion. Muscles and bones can be seen beneath the skin in bright light, and the Opawang's eyes glow with an unearthly radiance when he is angry (similar to the wu-jen fiery eyes spell—and with the same effect).

Opawang is a unique lich that is both an 18th level wu-jen and shukenja. He has absolute mastery over the ochimo.

P'OH

Small fey (yokai), chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d6 + 24)

Speed 25 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

18 (+4) 13 (+1) 18 (+4) 10 (+0) 12 (+1) 9 (-1)

Skills *Athletics* +6, *Intimidate* +3, *Perception* +3

Senses *Darkvision* 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP)

Innate Spellcasting. The p'oh's spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring no material components:

- At will: *invisibility*
- 1/week: *drought*

Outsize Strength. While grappling, the p'oh is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

ACTIONS

Multiattack. The p'oh makes three attacks with its iron bar.

Iron Bar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage. If the target is a non-undead creature it must make a DC 12 Constitution saving. If the saving throw is successful, the victim suffers no further effect. If the saving throw fails, the victim is desiccated by the drying touch of the p'oh, and loses 1d2 points of Constitution. If the victim's Constitution drops to 2, the character cannot fight, stand, cast spells, or take any other actions. If his Constitution drops to 0, the victim is dead. If a desiccated victim survives its encounter with a p'oh, it recovers 1 Constitution point per day.

Drought (1/Week). All water sources — lakes, rivers, streams, ponds, marshes, wells, etc. — within a 5-mile radius of the p'oh dry up completely. Natural water sources, unless restored by other magic such as *create water*, will not recover until enough precipitation has fallen to refill them. Magical water sources will recover at a rate of 10% per day. Seas and oceans are not affected by drought.

DESCRIPTION

This diminutive humanoid boasts impressive powers and is greatly feared by the common folk. He is among the most arrogant and obnoxious of the lesser spirits.

The p'oh stands no more than 3 feet tall. He has ruddy bronze skin and long red hair, often tied in a ponytail with dried vines. He has narrow eyes, either blue or green, a pug nose, and oversized ears. His thin mouth is usually twisted in a condescending grin. His stubby legs make him wobble when he walks. He wears gowns made of the finest silk, interwoven with threads of gold and silver.

The p'oh speaks the language of his own kind (Sylvan) as well as the trade language (Common).

COMBAT

A p'oh is more of a pest than a fighter, avoiding physical combat whenever possible. He will threaten, insult, and otherwise intimidate potential adversaries, attacking only as a last resort. When facing equal or inferior opponents who refuse to back down or give in to his demands, the p'oh will attack, fighting fearlessly and without mercy. When facing formidable foes who refuse to be intimidated, the p'oh usually will withdraw, rather than risk his own neck. He can become *invisible* at will.

If combat ensues, the p'oh attacks, wielding a club cut from a dead tree, or an iron rod instead. Occasionally, a p'oh carries a more common weapon, such as a katana or a wakizashi.

Common folk are most fearful of the p'oh's ability to *create drought* (as the *wu jen* spell). The p'oh can use this power once a week, affecting an area 5 miles in diameter. The drought persists until one of the following occurs: the p'oh cancels it, the p'oh is killed, or the spell is countered by a *dispel magic* or *ice storm* (or any other rain effect).

HABITAT/SOCIETY

The p'oh is a wandering spirit, active both day and night. He is most commonly encountered in agricultural lands well away from populous areas. Once the p'oh arrives in a suitable area, he locates a secure lair, such as a cave, a high plateau, or a hollow tree in a dense forest.

After the p'oh has chosen a lair, he appears to the peasants, announcing that he has honored them with his presence by settling in their area. The p'oh then demands that the peasants make weekly offerings to him (which the p'oh will collect while *invisible*). If the peasants make the requested offerings and the p'oh accepts them, the p'oh remains in the area, causing no mischief. If the offerings are insufficient, the p'oh will become angry and cause a drought to settle in the area. The drought continues until the peasants resume their offerings (or otherwise make peace with the p'oh), or until the p'oh is driven away or destroyed.

Offerings that a p'oh requests usually involve large quantities of water or other potables, as well as fruits and vegetables. Sometimes a p'oh intentionally demands ridiculous offerings from the peasants he oversees, either to test their resolve or simply to harass them. Such demands might include a basket of corn containing exactly 10,001 kernels, 100 gallons of water from a distant ocean, or an unmelted snowflake. If the villagers refuse or cannot comply, the p'oh punishes them with drought.

On rare occasions, the Celestial Emperor sends a p'oh to an area to punish the inhabitants for some transgression or crime. In such instances, the p'oh forgoes his normal requests for offerings, and leaves after he has caused a drought according to the Emperor's wishes. More often, however, the p'oh acts on his own initiative. Along country roads, peasants commonly erect small shrines in the p'oh's honor, in an attempt to keep these pesky creatures appeased.

ECOLOGY

The p'oh can eat virtually anything, but he has an exceptional capacity for liquid nourishment. In a single sitting, he can guzzle gallons of water, milk, or wine.

PENNAGGOLAN

Pennaggolans are among the most fearsome undead creatures in existence. A type of vampire, they prey on the weak and sickly, attacking lone farmhouses or small bands of travelers while they sleep. In its natural form, a pennaggolan is a horrid floating head, with entrails and intestines hanging down from the neck. The creature can manipulate these gruesome tentacles with hideous strength, whipping them around throats and limbs to squeeze the life out of its victims before feeding on their blood.

Pennaggolans prefer to use stealth and guile to search for food. They can appear as normal humans by squeezing their entrails back into their original bodies, and often infiltrate isolated communities disguised as travelers or peasants. They can only feed in their natural form, however, and they are easily recognized in this form. Pennaggolans speak any languages they knew in life.

PENNAGGOLAN TEMPLATE

A humanoid can become a pennaggolan. When a creature becomes a pennaggolan, it retains all its statistics except as noted below.

- **Type.** Type is changed to undead (shapechanger).
- **Alignment.** Lawful Evil.
- **Speed.** In humanoid form, a pennaggolan's speed is the same as the base creature. In its natural form, it flies at a speed of 50 feet.
- **AC.** The base creature's natural armor increases by +4.
- **Abilities.** Increase from the base creature as follows: Str +4, Dex +2, Int +2, Wis +2, Cha +4.
- **Saving Throws.** The pennaggolan gains proficiency in DEX, WIS and CHA saving throws if the base creature is not already proficient.
- **Skills.** The pennaggolan gains proficiency in Deception and Stealth if the base creature is not already proficient.
- **Languages.** Pennaggolans speak any languages they knew in life.
- **Damage Resistances.** Pennaggolans gain resistance to cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
- **Senses.** The pennaggolan gains darkvision with a radius of 60 feet.
- **Challenge.** Recalculate the CR of the newly birthed pennaggolan pre the guidelines in the *Dungeon Master's Guide* to recalculate the rating after you apply the template.
- **Create Spawn.** Pennaggolans usually kill their victims by strangulation before draining all their blood. If a character dies from a pennaggolan's blood drain ability, however, the victim is at risk of rising again as a pennaggolan. If the body remains unburied for three days, it is transformed into a pennaggolan. The new creature is not under the control of the pennaggolan that created it, but it is irredeemably evil, feeling no attachment to its old life.
- **Fear Aura.** As a free action, a pennaggolan in its natural form can create an aura of fear in a 30-foot radius. Creatures within this distance of the pennaggolan must succeed at a Wisdom save or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
- **Regeneration.** The pennaggolan regains 10 hit points at the start of its turn if it has at least 1 hit point. If the pennaggolan takes radiant damage or damage from jade weapons, this trait doesn't function at the start of the pennaggolan's next turn.
- **Shapechanger.** A pennaggolan can make itself appear humanoid by squeezing its entrails back into the shell of its original body. (It must first soak the entrails in vinegar to reduce their engorgement.) In this form, it appears to be its original alignment when detect spells or the like are used on it, and it cannot be turned. If the body is destroyed while the head is separated from it, the pennaggolan dies in 1d4 days.
- **Turn Resistance.** A pennaggolan has advantage on saving throws against any effect that turns undead.

NEW ACTIONS

A pennaggolan retains all the attacks of the base creature and also gains a bite attack if it didn't already have one. Anywhere where **XX** is noted calculate bonuses normally – for example for a to-hit it would be Strength (or Dex depending on which ability score is higher than the base creature) plus proficiency bonus for the final CR of the creature:

Bite. *Melee Weapon Attack:* +XX to hit, reach 5 ft., one willing creature, or a creature that is grappled by the pennaggolan, incapacitated, or restrained. **Hit:** 7 (1d6 + [Strength Bonus]) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the pennaggolan regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a pennaggolan.

Entrails (Pennaggolan Form Only). *Melee Weapon Attack:* +XX to hit, reach 10 ft., one creature. **Hit:** 8 (1d8 + XX) bludgeoning damage. Instead of dealing damage, the pennaggolan can grapple the target (escape DC XX). A grappled creature automatically takes 8 (1d8 + XX) bludgeoning damage at the start of its turn.

Domination. A pennaggolan can crush an opponent's will just by looking into his or her eyes. The pennaggolan targets one humanoid it can see within 30 feet of it. If the target can see the pennaggolan, the target must succeed on a DC XX Wisdom saving throw against this magic or be charmed by the pennaggolan. The charmed target

regards the pennaggolan as a trusted friend to be heeded and protected. Although the target isn't under the pennaggolan's control, it takes the pennaggolan's requests or actions in the most favorable way it can, and it is a willing target for the pennaggolan's bite attack. Each time the pennaggolan or the pennaggolan's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the pennaggolan is destroyed, is on a different plane of existence than the target or takes a bonus action to end the effect.

SAMPLE PENNAGGOLAN

This example uses a Crane Clan veteran as the base creature.

PENNAGGOLAN CRANE CLAN VETERAN

Medium undead (shapechanger), lawful evil

Armor Class 17 (O-Yori)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

21 (+5) 15 (+2) 14 (+2) 12 (+1) 13 (+1) 14 (+2)

Saving Throws DEX +4, WIS +3, CHA +4

Skills Athletics +5, Deception +4, Perception +3, Stealth +4

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical Attacks

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

Create Spawn. Pennaggolan veterans usually kill their victims by strangulation before draining all their blood. If a character dies from a pennaggolan's blood drain ability, however, the victim is at risk of rising again as a pennaggolan. If the body remains unburied for three days, it is transformed into a pennaggolan. The new creature is not under the control of the pennaggolan that created it, but it is irredeemably evil, feeling no attachment to its old life.

Fear Aura. As a free action, a pennaggolan veteran in its natural form can create an aura of fear in a 30-foot radius. Creatures within this distance of the pennaggolan must succeed at a DC 11 Wisdom save or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Regeneration. The pennaggolan veteran regains 10 hit points at the start of its turn if it has at least 1 hit point. If the pennaggolan takes radiant damage or damage from jade weapons, this trait doesn't function at the start of the pennaggolan's next turn.

Shapechanger. A pennaggolan veteran can make itself appear humanoid by squeezing its entrails back into the shell of its original body. (It must first soak the entrails in vinegar to reduce their engorgement.) In this form, it appears to be its original alignment when detect spells or the like are used on it, and it cannot be turned. If the body is destroyed while the head is separated from it, the pennaggolan dies in 1d4 days.

Turn Resistance. A pennaggolan veteran has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The pennaggolan veteran makes two katana attacks. If he has a wakizashi drawn, he can also make a wakizashi attack.

Katana. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Wakizashi. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d6 + 5) piercing damage.

Tate-Uguchi Shudo. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. **Hit:** 7 (1d10 + 2) piercing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the pennaggolan, incapacitated, or restrained. **Hit:** 7 (1d6 + [Strength Bonus]) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the pennaggolan regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a pennaggolan.

Entrails (Pennaggolan Form Only). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. **Hit:** 9 (1d8 + 5) bludgeoning damage. Instead of dealing damage, the pennaggolan can grapple the target (escape DC 15). A grappled creature automatically takes 9 (1d8 + 5) bludgeoning damage at the start of its turn.

Domination. A pennaggolan can crush an opponent's will just by looking into his or her eyes. The pennaggolan targets one humanoid it can see within 30 feet of it. If the target can see the pennaggolan, the target must succeed on a DC 11 Wisdom saving throw against this magic or be charmed by the pennaggolan. The charmed target regards the pennaggolan as a trusted friend to be heeded and protected. Although the target isn't under the pennaggolan's control, it takes the pennaggolan's requests or actions in the most favorable way it can, and it is a willing target for the pennaggolan's bite attack. Each time the pennaggolan or the pennaggolan's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the pennaggolan is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

PIG SPIRIT

"Fatboy Slim"

CORRUPTED FOREST SPIRIT

Large beast (yokai), chaotic evil

Armor Class 10 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	9 (-1)	13 (+1)	19 (+4)

Saving Throws DEX +7, CON +6, WIS +4

Skills Perception +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that are not crystal

Senses Darkvision 60 ft., passive Perception 14

Languages understands Common but cannot speak

Challenge 8 (3,900 XP)

Charge. If the demon boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 17 (5d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the demon boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Worms. If the demon boar is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away, and it loses its Burrowing Worm action.

ACTIONS

Multiattack. The demon boar makes three bloodletting tusk attacks and uses burrowing worm.

Bloodletting Tusks. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. **Hit:** 11 (2d6 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Hok Fong regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Burrowing Worm. A worm launches from the demon boar at one humanoid that the spawn can see within 10 feet of it. The worm latches onto the target's skin unless the target succeeds on a DC 11 Dexterity saving throw. The worm is a Tiny undead with AC 6, 1 hit point, a 2 (-4) in every ability score, and a speed of 1 foot. While on the target's skin, the worm can be killed by normal means or scraped off using an action (the demon boar can use this action to launch a scraped-off worm at a humanoid it can see within 10 feet of the worm). Otherwise, the worm burrows under the target's skin at the end of the target's next turn, dealing 1 piercing damage to it. At the end of each of its turns thereafter, the target takes 7 (2d6) necrotic damage per worm infesting it (maximum of 10d6). A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a spawn of Kyuss. If a worm-infested creature is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away.

TACTICS

Due to his damage resistance Slim is immune to the leeches and so charges through the mud to get to foes. Due to his large size the mud does not impede his movement.

Design Note: Fatboy Slim

In my campaign this creature was the familiar of Hok-Fung (warlock bloodbender) and was named Fatboy Slim. Inspired by the corrupted boar spirit in Mononoke-hime.

REGRETTA, THE BRONZE LICHE

Medium undead (construct), lawful evil

Armor Class 17 (natural armor)

Hit Points 396 (36d8 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	16 (3)	16 (3)	20 (5)	14 (2)	16 (3)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +19, History +12, Insight +9, Perception +9

Senses truesight 120 ft., passive Perception 19

Languages Abyssal, Common, Draconic, Infernal

Challenge 21

Damage Threshold. Regretta is a machine lifeform and is hardened for combat. She has a damage threshold of 10 against all attacks.

LEGENDARY Resistance (3/Day). If Regretta fails a saving throw, she can choose to succeed instead.

Regeneration. Regretta regains 15 hit points at the start of her turn if she has at least 1 hit point. If she takes thunder damage, this trait doesn't function at the start of her next turn.

Rejuvenation. If destroyed Regretta gains a new body in 1d10 days, regaining all her hit points and becoming active again. The new body appears within 5 feet of her phylactery.

The Right Hand of Nagash. Regretta wields the Right Hand of Nagash and may use any of its powers instead of a lair action, legendary action or action.

Throne Room. While Regretta is in her throne room she may extend the range of any of her abilities to anywhere in that room she can see. She may also spend a legendary action to recharge Healing Surge, Gaze of Command, Lightning Storm, and Staff of Storms. This consumes her bonus action.

Turn Resistance. Regretta has advantage on saving throws against any effect that turns undead.

ACTIONS

Shadow Storm. Regretta makes a lightning bolt and orb of shadow attacks against two different targets. She may also use gaze of command if available.

Death Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. **Hit:** 10 (3d8 + 5) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target rolls a 1 on the saving throw, they are reduced to 0 hit points and are dying.

Healing Surge (1/Day). Regretta regains 139 hit points. She gains a +2 bonus to all defenses (AC and saving throws) until the start of her next turn.

Lightning Bolt. Regretta chooses a target she can see within 100 feet. The target must make a DC 20 Dexterity saving throw or take 18 (3d8 + 5 lightning) damage, and the target is moved 15 feet and is dazed for 1 minute, or half damage and no additional effects on a success (a dazed target can only move or take one action). The target may repeat the save at the end of its turn to end the dazed effect.

Orb of Shadows. Regretta chooses a target she can see within 100 feet. The target must make a DC 20 Dexterity saving throw or take 21 (3d10 + 5) necrotic damage, and the target is moved 15 feet and is blinded for 1 minute, or half damage and no additional effects on a success. The target may repeat the save at the end of its turn to end the blinded condition.

Gaze of Command (Recharge 5-6). Regretta chooses a target she can see within 30 feet. The target must make a DC 20 Wisdom saving throw or take 32 (5d10 + 5) psychic damage, and the target is dominated (as the appropriate spell) for 1 minute.

Lightning Storm (Recharge 5-6). Regretta chooses a point she can see within 50 feet of her. The area bursts into a raging storm of blades and electricity in a 10-foot cylinder that is 30 feet high which lasts until the end of her next turn. Any creature that is caught in the initial formation of the storm must make a DC 20 Constitution saving throw or take 18 (3d8 + 5) lightning and necrotic damage. The area of the storm is considered difficult terrain. Any creature that starts its turn within the zone takes 20 lightning and necrotic damage. She can sustain or dismiss the storm as a bonus action. She may have more than one storm active at a time.

Right Hand of Nagash. Regretta uses an ability from The Right Hand of Nagash.

REACTIONS

Staff of Storms (1/Day). After making an attack that deals lightning damage, Regretta deals 23 (3d8 + 10) lightning and thunder damage to every creature in a 15-foot square centered on her. This action does not consume her reaction.

Silence! In response to any noise – including singing or spells with verbal components, Regretta can target the offending creature and silence it. The target must make a DC 20 Wisdom saving throw or become silenced as the spell except it only affects the target for 1 minute. The target may repeat the saving throw at the end of its turn to resist this effect.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the lich can take a lair action to cause one of the following magical effects; the lich can't use the same effect two rounds in a row:

- **Right Hand of Nagash Recovery.** Regretta rolls a d8 and regains that many charges for her Right Hand of Nagash.
- **Necrotic Grasp.** Regretta targets one creature she can see within 30 feet of her. A crackling cord of negative energy tethers the lich to the target. Whenever she takes damage, the target must make a DC 18 Constitution saving throw. On a failed save, Regretta takes half the damage (rounded down), and the target takes the remaining damage. This tether lasts until the target is killed or the target is no longer in the lich's lair.

- **Tomb Guardians.** Regretta calls forth the spirits of creatures that were buried with her as an honour guard. These apparitions materialize and attack one creature that she can see within 60 feet of her. The target must succeed on a DC 18 Constitution saving throw, taking 52 (15d6) necrotic damage on a failed save, or half as much damage on a success. The apparitions then disappear.
- **Right Hand of Nagash.** The lich uses an ability from The Right Hand of Nagash.

LEGENDARY ACTIONS

Regretta can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of its turn.

- **Cantrip.** Regretta casts any cantrip.
- **Death Touch (Costs 2 ACTIONS).** Regretta uses its Death Touch.
- **Frightening Gaze (Costs 2 ACTIONS).** Regretta fixes her gaze on one creature she can see within 10 feet of her. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A target that fails the saving throw by more than 5 will also use its action to take the Dash action to move away from her for the duration. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.
- **Disrupt Life (Costs 3 ACTIONS).** Each non-undead creature within 20 feet of her must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.
- **Action Point (1/Day).** Regretta may use any of her available actions.
- **Lich's Disdain.** Regretta chooses a target she can see within 30 feet of her. The target must make a DC 20 Dexterity saving throw or take 14 (2d8 + 5) psychic damage, and the target is teleported 20 feet above any unoccupied space within 100 feet of the lich, a creature that falls takes 11 (2d10) bludgeoning damage.
- **Lightning Storm.** Regretta uses lightning storm if available.
- **The Right hand of Nagash.** Regretta uses an ability from The Right Hand of Nagash.

DESCRIPTION

Regretta is an ancient "lich" or, more correctly a liche, who has a bronze machine body. She has lost her mind and doesn't even know who she is but will still fight to protect herself instinctively. Regetta wields the Right Hand of Nagash. Are beautifully sculpted body has the appearance of a Egyptian queen.

ROKUROKUBI

Medium humanoid (yuan-ti), neutral evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

18 (+4) 18 (+4) 18 (+4) 17 (+3) 15 (+2) 18 (+4)

Saving Throws DEX +9, WIS +7, CHA +9

Skills Perception +7, Stealth +9

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Darkvision 120 ft., Passive Perception 17

Languages Common, Yuan-Ti

Challenge 15 (13,000 XP)

Innate Spellcasting. The rokurokubi's spellcasting ability is Charisma (spell save DC 12). The rokurokubi can innately cast the following spells, requiring no material components:

- At will: animal friendship (snakes only)
- 3/day each: poison spray, suggestion

Spellcasting. The rokurokubi is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The rokurokubi has the following wu-jen spells prepared:

- Cantrips (at will): mage hand, prestidigitation, ray of frost
- 1st level (4 slots): comprehend languages, fog cloud, sleep
- 2nd level (3 slots): detect thoughts, gust of wind, mirror image
- 3rd level (3 slots): animate dead, bestow curse, nondetection
- 4th level (3 slots): blight, greater invisibility
- 5th level (1 slot): dominate person

Elongate Neck. A rokurokubi can stretch her neck from a normal human length up to 20 feet. While her neck is retracted, she looks human.

Magic Resistance. The rokurokubi has advantage on saving throws against spells and other magical effects.

No Sleep. A rokurokubi does not need to sleep and is immune to all sleep effects.

Nightfall Aura. A rokurokubi can create an aura of darkness and silence (as the spells) with a radius of 15 feet. The rokurokubi is immune to the effects of her aura and can activate or suppress this ability as a free action. These aura effects can be dispelled as if they were spells.

Legendary Resistance (3/Day). If the rokurokubi fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. The rokurokubi makes two attacks, only one of which can be a bite attack.

Katana. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. **Hit:** 8 (1d8 + 4) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one creature. **Hit:** 7 (1d6 + 4) piercing damage plus 10 (3d6) **necrotic** damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. The target must make a DC 17 Charisma saving throw or become cursed. While cursed the target is silenced (as the spell) and loses 1 Charisma point per day until they make a successful saving throw. The curse lasts until ended with a remove curse spell, or similar magic. Charisma damage heals 1 point per day after the curse is lifted but the target remains silenced until all Charisma damage is fully healed. A creature reduced to 0 Charisma becomes unconscious until the curse is lifted or starves to death.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one creature. **Hit:** 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the creature is restrained, and the rokurokubi can't constrict another target. While grappled the target automatically takes 13 (2d8 + 4) bludgeoning damage at the start of its turn.

LEGENDARY ACTIONS

The rokurokubi can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The rokurokubi regains spent legendary actions at the start of its turn.

- **Move.** The rokurokubi moves up to its speed without provoking opportunity attacks.
- **Constrict.** The rokurokubi makes one unarmed strike.
- **Bite. (Costs 2 ACTIONS).** The rokurokubi makes one bite attack.

DESCRIPTION

This human-sized woman is dressed in simple peasant clothing. From her shoulders sprouts a grotesquely long neck that coils about like a snake, and razor-sharp teeth fill her gaping maw.

Rokurokubi are sly and cunning, and delight in causing suffering. They sometimes befriend a group of travelers or a peasant family, only to slay them one at a time in secret. They commonly disguise themselves as travelers and attack other travelers they meet on the road.

Like a number of other monsters — the hannya, the naga, and the hebi-no-onna — the rokurokubi combines features of a serpent with human appearance. The rokuro-kubi's only snake- like feature, though, is its long neck, which it can coil around an opponent to squeeze or strangle him to death. Under most circumstances, rokurokubi are indistinguishable from humans, and they take pains to maintain the illusion of humanity. They typically dress in fine clothes, or else the humble garments of a pilgrim or other traveler. The illusion is quickly shattered when a rokurokubi attacks its chosen victim, as it stretches its neck like a huge snake, to a length of up to 20 feet. A rokurokubi's mouth is filled with sharp fangs. Rokurokubi speak Common and Yuan-Ti.

SANSHU DEKI

Large ooze (yokai), unaligned

Armor Class 8

Hit Points 51 (6d10 + 18)

Speed 10 ft., climb 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	6 (-2)	3 (-4)	2 (-4)

Skills Deception +1, Stealth +2

Damage Immunities acid, cold, lightning, poison, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages -

Challenge 3 (700 XP)

Amorphous. The sanshu denki can move through a space as narrow as 1 inch wide without squeezing.

Antimagic Susceptibility. The sanshu denki is incapacitated while in the area of an anti-magic field. If targeted by dispel magic, the sanshu denki must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Corrosive Form. A creature that touches the sanshu denki or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the sanshu denki corrodes. After dealing damage, the weapon takes a permanent cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the sanshu denki is destroyed after dealing damage. The sanshu denki can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

False Appearance. From a distance the sanshu denki can pass itself off as a lizard or crocodile. It can make Deception checks with advantage to maintain the ruse until a creature is within 10 feet of it where its nature is revealed.

Slippery. The sanshu denki has advantage on ability checks and saving throws made to escape a grapple.

Swamp Camouflage. The sanshu denki has advantage on Dexterity (stealth) checks made to hide in swampy terrain.

ACTIONS

Oozing Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. **Hit:** 7 (1d8 + 3) piercing damage plus 9 (2d8) acid damage. In addition, non-magical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Pseudopod Tail. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. **Hit:** 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Sticky Goo. When a creature misses the sanshu denki with a melee weapon attack, the sanshu denki uses its gooey skin to catch the weapon. The attacker must succeed on a DC 13 Strength saving throw, or the weapon becomes stuck to the sanshu denki's gooey skin. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 13 Strength check and succeeding.

DESCRIPTION

This wild sanshu denki as migrated to the swamp. It appears as a lizard/alligator shaped ooze and acts like an animal.

SHAN SAO

Small fey (yokai), chaotic neutral

Armor Class 14 (natural armor)

Hit Points 31 (7d6 + 7)

Speed 20 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

15 (+2) 10 (+0) 12 (+1) 11 (+0) 10 (+0) 8 (-1)

Skills Perception +4, Stealth +6, Survival +4

Condition Immunities Frightened

Senses Darkvision 120 ft., passive Perception 14

Languages Common, Sylvan

Challenge 2 (450 XP)

Innate Spellcasting. The shan sao's spellcasting ability is Wisdom (spell save DC 10). It can innately cast the following spells, requiring no material components:

- 3/day *polymorph* (bird only)
- 1/day: *conjure animals* (tigers only, duration 1 day)

Friend of the Animal Court. The shan sao can communicate with beasts as if they shared a language. When speaking to felines they have advantage on Charisma (Diplomacy) skill checks.

ACTIONS

Multiattack. The shan sao makes two attacks with its uchi-ne.

Uchi-ne (Javelin). *Melee Weapon or Ranged Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage.

Cause Disease (1/Day). The shan sao points at a target within 10 feet. The creature must make a DC 11 Constitution saving throw or contract a random disease.

DESCRIPTION

The shan sao are a race of tiny humanoids who live in woodland hills. Fearless and private, they have little contact with the outside world.

Shan sao stand about 1 foot tall, and resemble humans with squat, plump bodies. Their skin is deep orange or dark brown. Unruly mops of brown or blonde hair tumble about their shoulders. They have broad noses, slightly pointed ears, and oversized feline eyes, which are green, blue, or golden. Males and females alike wear long cotton smocks, which are gathered at the waist with rope. Their clothes are clean but poorly made; the smocks often hang over their feet and drag along the ground.

Shan sao speak their own tongue (Sylvan), the trade language (Common), and that of the animal court, including the language of tigers.

COMBAT

Though small, shan sao are accomplished fighters, quick to take offense and equally quick to return it. They are apt to pursue fleeing enemies rather than permit their escape. Shan sao have no tolerance for trespassers or disturbances of any kind; loud noises especially annoy them, particularly the sound of bursting bamboo.

An average shan sao force is armed as follows: short swords (60%), darts (25%), and uchi-ne (15%).

Three times per day, shan sao can *polymorph* into the shape of a bird. They usually assume the forms of crows, ravens, or other common birds native to the immediate area. Once per day, they can summon tigers. The animals fight for the shan sao and can understand the feys desires and needs. The tigers remain with the shan sao for up to a full day, although they will leave earlier if no longer needed.

A few shan sao (5%) may cast the spells of a wu jen. These tribal shamans have a spell casting level is 3rd. Typical spells in this fey's arsenal include *fiery eyes*, *hail of stone*, *magic missile*, *ventriloquism*, *read thoughts*, *fog cloud*, *pyrotechnics*, *stinking cloud*, *hold person*, and *suggestion*.

All shan sao are immune to all types of fear.

HABITAT/SOCIETY

Shan sao dwell in the hearts of thick bamboo groves. They live in simple, thatched houses, centered around a communal cooking pot. A settlement comprises 3-30 (3d10) males, and half as many females. The number of children equals 25% of the total number of adults. Some settlements (10%) are guarded by 1-2 tigers, which share the humanoids' lair.

A shan sao force encountered away from its settlement is always male. Responsibilities of hunting and defense fall mainly on the males, but females will fight to the death to defend their homes. Females have 1 Hit Die, but otherwise their abilities equal those of males.

One adult male serves as king, with absolute authority over his settlement. Once a year, the shan sao summon their tiger allies and discuss the king's accomplishments during the previous twelve months. If the tigers agree that the king has performed adequately, the king will continue his leadership for another year. If the tigers feel the king's performance has been less than satisfactory, they will nominate a new member of the tribe to take his place. Shan sao always accept the tigers' recommendations. If the tigers nominate a new king, the old king graciously steps down.

ECOLOGY

Shan sao can eat just about any type of fruit, vegetable, and grain, but they prefer the special stew that brews continually in their communal cooking pot. The stew includes a variety of herbs, spices, fruits, and meats. It has a

distinctive aroma, combining the strong odors of onions, cherries, and cinnamon. In spite of its unusual smell, it is delicious and nourishing. One ladle of the stew will fortify a human for a full day. Wealthy gourmets with a taste for exotic foods have been known to pay as much as 1,000 ch'ien for a flask of shan sao stew.

SHENZUZHO THE HEADLESS

Huge undead (yokai), neutral evil

Armor Class 15 (tattered ghostly armor)

Hit Points 189 (14d12 + 98)

Speed 40 ft.

STR DEX CON INT WIS CHA

25 (+7) 9 (-1) 24 (+7) 3 (-3) 10 (+0) 12 (+1)

Saving Throws STR +11, CON +11, WIS +4

Skills Athletics +11, Perception +4

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that are not crystal

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 14

Languages Common (can't speak)

Challenge 12 (8,400 XP)

Sickly Blue-Green Cloud. All creatures within 5 feet of the headless are slowed. This effect ends the moment the creature leaves the aura. A creature that is using divine confetti is immune to this effect.

Telegraphed Attacks. The headless is tough but slow and lumbering, and its attacks are slow, and it does not defend itself. All attacks against the creature have advantage.

Shenzuzho's Rage (Recharges after a Short or Long Rest). As a bonus action, the headless can enter a rage at the start of its turn. The rage lasts for 1 minute or until the headless is incapacitated. While raging, the headless gains the following benefits:

- The undead has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the giant gains a +4 bonus to the damage roll.
- The undead has resistance to bludgeoning, piercing, and slashing damage.

ACTIONS

Multiattack. The headless makes two attacks with its Ghostly Purple Daikatana.

Ghostly Purple Daikatana. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. **Hit:** 26 (3d12 + 7) slashing damage, or 30 (3d12 + 11) slashing damage while raging. A target hit by this attack, and the target must succeed on a DC 11 Wisdom saving throw against being terrified. On a failed save, the creature is frightened, it has the urge to run away. It must repeat the saving throw the next time it is hit. On a success, the effect ends. On a failure, the creature is paralyzed with fear for 1 minute. On a third hit the creature drops to 0 hit points and is dying.

Wind Step. The headless turns invisible and teleports up to 240 feet next to a target and then makes a Ghostly Purple Daikatana attack.

TREASURE

Shenzhuzhu Sugar. This sugar grants Shenzuzho's Rage.

DESCRIPTION

A headless is a type of undead from Toshigoku – the realm of slaughter – that has been enslaved by magic. He who possess its earthly head controls its spirit body. If the head is destroyed or no one commands, it the spirit will tend to stay where it was left slaughtering anything that comes near. It makes a strange keening sound when it attacks and has a sickly bluish orange aura.

SHI-HIMEI

"Deathshrieker"

Medium undead (construct, yokai), chaotic evil

Armor Class 20 (natural armor)

Hit Points 128 (32d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (5)	10 (0)	20 (5)	17 (3)	20 (5)

Saving Throws Con +6, Int +11, Wis +9, Cha +11

Senses truesight 120 ft., passive Perception 13

Languages Common

Challenge 18

Aura: Despair. An enemy that starts its turn within 30 feet of the deathshrieker takes 10 psychic damage and is slowed.

Death Rattle. When the deathshrieker is reduced to 0 hp it sings its last song. All creatures within 30 feet of it must make a DC 15 Constitution saving throw or be reduced to 0 hit points. On a success, the target is reduced to half their starting hit points instead.

ACTIONS

Life Drain. The deathshrieker targets a creature that it can see within 10 feet of it. The target must succeed on a DC 19 Constitution saving throw or take 21 (6d6) necrotic damage. On a successful save, the creature is weakened until the end of its next turn (a weakened creature does half damage with weapons or attacks that are keyed to a physical ability score).

Songs of the Damned (Recharge 5-6). The deathshrieker emits a bloodcurdling howl. Each creature within 30 feet of it that can hear the howl must succeed on a DC 15 Constitution saving throw or take 5d12 + 10 psychic damage. On a successful save, the creature takes half damage and is frightened until the end of its next turn.

LEGENDARY ACTIONS

The deathshrieker can take 1 legendary action per day. It can take this action at the end of another creature's turn. The deathshrieker regains spent legendary actions after a long rest.

- **Action Point (1/Day).** The deathshrieker may take an available action.

SHIROKINUKATSUKAMI

Large fey (yokai), lawful good

Armor Class 18 Natural Armor

Hit Points 175 (27d8 + 54)

Speed 40 ft., fly 40 ft.

STR DEX CON INT WIS CHA

16 (+3) 18 (+4) 14 (+2) 19 (+4) 20 (+5) 23 (+6)

Saving Throws INT +9, WIS +10, CHA +11

Skills Insight +10, Intimidation +11, Perception +10, Persuasion +11

Damage Immunities cold, poison

Damage Resistances Fire, Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Truesight 120 ft., Passive Perception 20

Languages All

Challenge 14 (11,500 XP)

Innate Spellcasting. The shirokinukatsukami's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The shirokinukatsukami can innately cast the following spells, requiring no material components:

- At will: detect evil and good, discern shapechanger, detect charm (as detect magic but reveals creatures that have the charmed condition), detect harmony, detect thoughts, invisibility, become astral (as astral projection but the shirokinukatsukami bodily travels to the astral), dream, protection from evil, teleport, gaseous form
- 3/day: dispel evil, wind walk, compulsion
- 1/day: divine word, heal

Flyby. The shirokinukatsukami doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Magic Resistance. The shirokinukatsukami has advantage on saving throws against spells and other magical effects.

Regeneration. The shirokinukatsukami regains 10 hit points at the start of its turn if it has at least 1 hit point left.

ACTIONS

Multiattack. The shirokinukatsukami makes two attacks with its Purple Paws.

Purple Paws. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. **Hit:** 9 (2d4 + 4) slashing damage plus 27 (6d8) radiant damage. If the target is a creature it is grappled (Escape DC 19). While grappling a target the shirokinukatsukami loses its Purple Paw attack.

Goring Tusks. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one grappled target. **Hit:** 42 (7d10 + 4) piercing damage.

Rake. A target grappled by the shirokinukatsukami automatically takes 9 (2d4+4) slashing damage at the start of the shirokinukatsukami turn.

REACTION

Rake. As a reaction to first grappling a target the shirokinukatsukami may use its rake attack.

DESCRIPTION

A powerful and kindly greater spirit, the shirokinukatsukami is a nemesis of evil and a protector of worthy humans. Also known as the Eater of Dreams, the appearance of the shirokinukatsukami is perhaps the most bizarre of any spirit creature. It has the thick body of a horse, standing on the oversized legs of a tiger. Fine brown or golden hair covers its body, accented with bold, bright patterns in a variety of colors. Its face is that of a lion, complete with a thick mane of coarse hair. But it has the eyes of a human, the trunk and tusks of an elephant, and the tail of a cow. In addition, it has the arms of an ape, ending in tiger's paws that are equipped with long, purple talons. The shirokinukatsukami speaks the languages of all humans, humanoids, animals, and spirits. It also speaks the language of the Celestial Court. Its laugh, which frequently punctuates its conversation, resembles the cawing of a crow.

COMBAT

This greater spirit is a fearless, skilled, and courteous fighter. Unless ambushed, it precedes its attacks with a polite offer: the spirit creature informs its potential victims of the foolishness of their actions and gives them the opportunity to withdraw. At times, the shirokinukatsukami may offer its opponents an alternative course of action. For instance, a shirokinukatsukami might suggest that an evil spirit take refuge in a temple and ask the Celestial Court for mercy, in order to change its evil, criminal ways.

If an opponent attacks a shirokinukatsukami, or assaults a human protected by the strange creature, the shirokinukatsukami fights without mercy. It attacks with its front paws and its goring tusks. If both paws score a hit, it rakes its victims with its rear paws.

HABITAT/SOCIETY

The shirokinukatsukami is a staunch enemy of evil spirits and often arrives at night in the homes of humans who are tormented by such spirits. Though humans can petition the spirit creature for aid, usually by praying to the full moon or leaving offerings of flowers and gifts on a windowsill, it is sometimes sent by the Celestial Emperor to specifically protect some deserving or noted person. For those who have successfully beseeched its aid or who have been selected by the Celestial Emperor for special protection, the shirokinukatsukami enters through a window at night, usually invisible or in *smoke form*. Slipping into the bed chamber, it takes a position at the head of the bed, guarding over its charge. During the night, it uses its powers to destroy or drive away any encroaching evil spirits, leaving at the first light of dawn. The shirokinukatsukami is never seen during the daytime.

The shirokinukatsukami has no permanent lair. Instead, it roams the world and the Celestial lands searching for evil spirits. It is quite likely that no more than four shirokinukatsukami exist.

ECOLOGY

This spirit creature gains sustenance from the dreams of a human it deems worthy of its protection. The shirokinukatsukami can freely enter the human's dreams, while still maintaining its vigilance against evil spirits. Such activity has no ill effect on the human whatsoever; if the human experiences a dream where a shirokinukatsukami is dancing, gardening, or engaging in some other recreational activity, he knows that his dreams have been visited by a friendly shirokinukatsukami.

SOHEI TEMPLE MASTER

"Mathieson the Righteous"

Medium humanoid (human), lawful good

Armor Class 18 (legendary dragon clan ashigaru)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Saving Throws STR +9, DEX +7, CON +8

Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8

Senses passive Perception 15

Languages Common, Spirit Tongue

Challenge 12 (8,400 XP)

Divine Health. Mathieson is immune to disease.

Indomitable (3/Day). Mathieson can reroll a saving throw he fails. He must use the new roll. He has already used this trait once.

Magic Resistance Aura. While holding his jade katana, Mathieson creates an aura in a 10-foot radius around him. While this aura is active, he and all creatures friendly to him in the aura have advantage on saving throws against spells and other magical effects.

Survivor. Mathieson regains 10 hit points at the start of his turn if he has at least 1 hit point but fewer hit points than half his hit point maximum.

ACTIONS

Multiattack. Mathieson makes two weapon attacks.

+3 Jade Katana. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. **Hit:** 15 (2d6 + 8) slashing damage. If the target is an oni or tainted, it takes an extra 11 (2d10) radiant damage. This attack cancels oni regeneration until it takes a long rest.

Kozoku. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., up to three targets within 5 feet of each other. **Hit:** 8 (1d6 + 5) piercing damage.

Sense Alignment. Mathieson chooses one creature he can see within 60 feet of him and determines its alignment, as long as the creature isn't hidden from divination magic by a spell or other magical effect.

REACTION

Good Fortune. Mathieson can sidestep 1 non-magical attack as a reaction.

LEGENDARY ACTIONS

Mathieson can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turn.

- **Weapon Attack.** Mathieson makes a weapon attack.
- **Command Ally.** Mathieson targets one ally he can see within 30 feet of him. If the target can see and hear the him, the target can make one weapon attack as a reaction and gains advantage on the attack roll.
- **Frighten Foe (Costs 2 ACTIONS).** Mathieson targets one enemy he can see within 30 feet of him. If the target can see and hear him, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of Mathieson's next turn.
- **Zanmoto (1/Day, Costs 3 ACTIONS).** Mathieson selects a target and strikes with his jade katana. The creature immediately loses half its starting hit points. If this attack would kill the target it may make a DC 15 Constitution saving throw to be reduced to 1 hit point instead. Oni have disadvantage on this roll.

DESIGN NOTE: YOJIMBO

This character also works well as a Yojimbo – bodyguard. Just drop the Command Ally, Sense Alignment and Magic Resistance Aura. Inspired by Yojimbo for FFX.

SPIDER, HUSK SPIDER

Huge undead, chaotic evil

Armor Class 11 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	19 (+4)	1 (-5)	3 (-4)	5 (-3)

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 6

Languages —

Challenge 8 (3,900 XP)

Legendary Action (1/Day). The husk spider can use its **LEGENDARY** Action at any time during the round, but at the end of another creature's turn, and then can choose to any of its actions.

Spider Climb. The husk spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The husk spider ignores movement restrictions caused by webbing.

Undead Fortitude. If damage reduces the husk spider to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the husk spider drops to 1 hit point instead.

ACTIONS

Flurry of Bites. The husk spider makes two horrific bite attacks, each against a different target. If available, it may also use Web of Souls or Rotting Web.

Horrific Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 33 (4d12 + 7) piercing damage, and the target gains vulnerability to necrotic damage.

Rotting Webs (Recharge 5–6). Ranged Weapon Attack: +10 to hit, range 30/60 ft., one creature. **Hit:** The target is restrained by webbing while restrained the target takes 5 necrotic damage at the start of its turn. As an action, the restrained target can make a DC 17 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Web of Souls (1/Day). All non-evil creatures in a 15-foot square adjacent to the husk spider must make a DC 15 Wisdom saving throw or be pushed back 15 feet and are immobilized until the end of their next turn.

TACTICS

The husk spider leads off with a rotting webs attack if it can affect only enemies in the large blast. If not, it uses web of souls first to push enemies away from kumo it is protecting and her bodyguards, then spends its action point to use rotting webs. On its later turns, it uses flurry of bites against targets taking ongoing damage from its rotting webs.

Perception DC 22: The spider is desiccated and moves awkwardly. You think it might actually be an undead husk of a spider!

DESIGN NOTE: SUMMARY STATBLOCK

When actually playing these monsters, I do not use the full statblock, I use a summary which looks like this:

Name

AC XX, HP XX, Speed XX

Saves Good, Average, Bad

Bullet point summary of traits – only if relevant to combat.

ACTIONS

(I will also roll a random die to determine what actions the monster takes – Multiattack just being one of the options)

This makes 5e monsters much easier to run.

SPIRIT CENTIPEDE

The spirit centipede (a giant centipede with the yokai template) is a poisonous shapeshifter that frequently administers punishments on behalf of the Celestial Bureaucracy. The creature resembles an enormous centipede about 4 feet long, complete with a segmented body, multiple legs, and two long feelers. However, it has a human face with a bald head, bushy moustache, and nine eyes evenly distributed about its head. The chitinous shell covering the length of its body alternates segments of green, scarlet, and silver.

The spirit centipede can utter simple phrases in Common, as well as in languages common to the area it inhabits and Spirit Tongue (Kami).

Combat: The greater spirit centipede can freely shapeshift between five forms, each representing one of the Five Venoms originally identified by the great Wa scholar Hujiko Jiriki (All Medium sized versions of the following creatures with the yokai template applied – centipede, scorpion, snake, spider, and toad). Shapeshifting is an action.

All five forms are about the same color and size and gain the additional action to cough up a black fog cloud with a 15' diameter sphere with additional effects based on the creature's form (otherwise treat it as a stinking cloud spell with a recharge of 6).

As detailed below, movement rates and black cloud attacks vary between forms. Though the centipede can shapeshift an unlimited of times per day, it only can use a given fog cloud attack three times per day. Victims must contact the cloud to suffer its effects. (The creature itself is immune.) All effects are cumulative.

- **Centipede.** Victims must save vs. paralyzation or become immobile for the next 2-8 (2d4) rounds.
- **Scorpion.** Victims must save vs. spells. Failure means their vision is blurred for the next 2-8 (2d4) rounds. During that time, they suffer a -4 penalty to all to-hit rolls.
- **Snake.** Victims suffer 1-10 hit points of poison damage. A successful saving throw vs. poison cuts this damage in half.
- **Spider.** Victims are affected as if by a *pain* spell (Dexterity and Strength are reduced to 3, -3 penalty on to hit rolls, -1 on damage rolls, -3 on reaction attacking adjustment, +4 on reaction defensive adjustment) for the next 2-8 (2d4) rounds. A successful saving throw vs. spells negates this effect.
- **Toad.** Victims immediately fall into a deathlike coma for 1-6 turns. A successful saving throw vs. death magic negates this effect.

HABITAT/SOCIETY

Spirit centipedes have no permanent lairs. They roam from place to place in search of food, or travel as directed by the Celestial Bureaucracy to punish heretics or the unworthy.

ECOLOGY

All spirit centipedes can eat most inorganic objects, but they have a special taste for minerals. When freely given, and kept in an earthenware jar inside a building, a scale from a greater spirit centipede has the same properties as a *charm of protection from disease*.

LESSER SPIRIT CENTIPEDE

The lesser spirit centipede is a smaller (Small) version of the greater spirit centipede, with a few changes. Its chitinous shell is entirely black. Its shapeshifting is limited to three forms: centipede, snake, and toad. Its fog clouds work the same, except the region of effect is reduced to a 10-foot diameter. Regardless of its current form, if a lesser spirit centipede crawls over the body of an ailing person, it mimics a *cure disease* spell.

LEAST SPIRIT CENTIPEDE

The least spirit centipede is a small (Tiny) version of the lesser spirit centipede, with a few changes. Its chitinous shell is entirely white. It can shapeshift only between two forms: centipede and toad. Its fog clouds work the same, except the diameter of the cloud is reduced to 5 feet. A spirit centipede may give its reincarnation as a favor or to repay a debt of honor. When it dies under these conditions, the creature's body turns to brass. The brass body works as a *charm of protection from spirits* when hung inside a building.

Example Spirit Centipede:

COVETOUS SHEN PUNISHER OF THE GREEDY

Medium beast (yokai), lawful neutral

Armor Class 13 (natural armor)

Hit Points 5 (1d8 + 1)

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

5 (-3) 14 (+2) 12 (+1) 10 (+0) 7 (-2) 3 (-4)

Damage Resistance bludgeoning, piercing and slashing from nonmagical attacks that aren't crystal

Senses Blindsight 30 ft., Passive Perception 8

Languages Common, Spirit Tongue

Challenge 1/4 (50 XP)

Ethereal Sight. The yokai can see 60 feet into the Ethereal Plane.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. **Hit:** 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Black Fog Cloud (Recharge 6). The spirit centipede exhales a 15- foot cone of paralyzing smoke. Each creature in that area must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The spirit centipede magically polymorphs into a Tiny, Small or Medium scorpion, snake, spider, or toad, or back into its true form. It retains its Int, Wis and Cha scores and its Black Fog Cloud action changes based on the creature it shifted into:

- **Scorpion.** The spirit scorpion exhales a 15- foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Snake.** The spirit snake exhales a 15- foot cone of poison gas. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one. The target is also poisoned for 1 minute on a failed save. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Spider.** The spirit spider exhales a 15- foot cone of pain gas. Each creature in that area must succeed on a DC 10 Constitution saving throw or have disadvantage on all attack rolls, ability and skill checks and saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Toad.** The spirit toad exhales a 15- foot cone of cloying gas. Each creature in that area must succeed on a DC 10 Charisma saving throw or become unconscious for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

THE MUKABE – THE GREAT CENTIPEDE

Huge monstrosity (yokai), lawful neutral

Armor Class 17 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 50 ft., climb 40 ft.

STR DEX CON INT WIS CHA

23 (+6) 16 (+3) 18 (+4) 10 (+2) 14 (+2) 12 (+1)

Skills Perception +6, Stealth +7

Damage Resistance bludgeoning, piercing and slashing from nonmagical attacks that aren't crystal

Damage Immunities poison

Senses Darkvision 90 ft., Passive Perception 16

Languages Common, Spirit Tongue

Challenge 11 (7,200 XP)

Ethereal Sight. Mukabe can see 60 feet into the Ethereal Plane.

ACTIONS

Multiattack. Mukabe makes two attacks: one with its chomp and one head bash.

Chomp. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. **Hit:** 22 (3d10 + 6) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or take 17 (5d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Head Bash. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. **Hit:** 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) force damage to all creatures within 10 feet of the target. Even on a miss the force damage is still applied.

Breath Weapons (Recharge 5–6). Mukabe uses one of the following breath weapons.

- **Poison Spew (Recharge 5–6).** Mukabe exhales a line of poison that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) poison damage on a failed save, or half as much damage on a successful one.
- **Paralysing Spit.** Mukabe exhales paralyzing gas in a 20-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw or become paralyzed for 1 minute (save ends). This effect ends for a creature if the creature takes damage.

LEGENDARY ACTIONS

Mukabe can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Mukabe regains spent legendary actions at the start of its turn.

- **Rock Puke.** *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. **Hit:** 28 (4d10 + 6) bludgeoning damage.
- **Swallow.** Mukabe makes one bite attack against a Medium or smaller target. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside Mukabe, and it takes 21 (6d6) acid damage at the start of each of the Mukabe's turns. Mukabe can have only one creature swallowed at a time. If Mukabe takes 30 damage or more on a single turn from the swallowed creature, he must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of him. If Mukabe dies, a swallowed creature is no longer restrained by him and can escape from the corpse by using 15 feet of movement, exiting prone.

SWARM OF GRYPHS

Large swarm of Medium monstrosity, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., swim 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 10 ft., passive Perception 10

Languages --

Challenge 2 (450 XP)

Implant Eggs (1/Day). A gryph can implant eggs into a target creature. It extends an ovipositor from its abdomen and penetrates the victim's flesh as part of its sting attack. On a hit, the ovipositor implants 1d4 eggs in the victim. The eggs draw nutrients from the target's flesh, and sickens the target imposing disadvantage on all ability check and attack rolls. The eggs grow swiftly, hatching in a mere 1d4 minutes into ravenous gryph chicks that immediately burrow out of the victim's body. This deals 2 points of Constitution damage per gryph chick, after which the hatchlings immediately take wing and fly away (if needed, use game statistics for a bat to represent a hatchling). Removing implanted eggs requires a DC 20 Wisdom (Medicine) check; each attempt deals 1 hit point of damage. Although immunity to disease offers no special protection against gryph egg implantation, *remove disease*, *heal*, *greater restoration*, or similar effects automatically destroy any implanted gryph eggs.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium monstrosity. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Sting. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. **Hit:** 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. On a failure the target is implanted with 1d4 eggs. To hit roll is required for targets in heavy armor, otherwise, this attack effect all creatures that shares a space with the swarm.

TAKO

Small aberration (tako), lawful neutral

Armor Class 13 (natural armor)

Hit Points 3 (1d6)

Speed 5 ft., swim 30 ft.

STR DEX **CON** **INT** **WIS** **CHA**

9 (-1) 15 (+2) 11 (+0) 12 (+1) 10 (+0) 10 (+0)

Skills Perception +2, Stealth +4

Senses Darkvision 30 ft., Passive Perception 12

Languages Octopi, Telepathy 15 ft.

Challenge 1/2 (100 XP)

Innate Spellcasting (Psionics). The tako's innate spellcasting ability is Intelligence (spell save DC 11). It can innately manifest the following spells, requiring no components:

- At will: detect thoughts, levitate
- 1/day each: dominate monster (aquatic creatures only)

Hold Breath. While out of water, the octopus can hold its breath for 30 minutes.

Scaly Command (1/Day). As a bonus action, the tako commands sea animals (aquatic beasts) to do its bidding. It operates as an animal friendship spell with the following changes:

- The tako may target as many Beasts as its CR (minimum of 1).
- The tako can communicate with any charmed animal as though they shared language.

Squeeze. The octopi can move through a space as narrow as 2 inch wide without squeezing.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Tentacle Knives. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. **Hit:** 3 (1d6) slashing damage.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. **Hit:** 1 bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

Tiny Mind Blast. The octopi manifests psychic energy in a 15-foot cone. Each creature in that area must succeed on a DC 11 Intelligence saving throw or take 4 (1d8) psychic damage and be stunned until the end of its next turn. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TAKO WARMACHINES

Medium Construct (tako), lawful neutral

Armor Class 19 (hardened coral-plasteel body)

Hit Points 127 (15d8 + 60)

Speed 40 ft., swim 40 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

18(+4) 16(+3) 18(+4) 13(+1) 14(+2) 10 (+0)

Saving Throws Int +5, Wis +6, Cha +4

Skills Athletics +8, Deception +7, Insight +6, Stealth +7

Senses darkvision 120 ft., passive Perception 12

Languages Octopi

Challenge 9 (5,000 XP)

Localized Teleportation Device. Local teleportation-field bracelets encircle the apicari's arms and tail. These devices allow it to make its claw and sting attacks remotely, though still on the apicari's turn and using its actions.

ACTIONS

Vorpal Claws. *Melee Weapon Attack:* +8 to hit, reach LOS, one target. **Hit:** 8 (1d8 + 4) slashing damage. On a critical hit it decapitates its target. A DC 12 Intelligence (Arcana) check identifies the vorpal claws for what they are and a DC 12 Wisdom (Perception) check notices them.

Sting. *Melee Weapon Attack:* +8 to hit, reach LOS, one target. **Hit:** 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DEVELOPMENT

When reduced to 0 hit points the automaton stops moving (but does not fall down), its chest cavity opens and a tako crawls out and tries to make it back to the ocean. If any other other apicari are still active it will attempt to protect the tako.

DESCRIPTION

Takos appear as slightly larger than usual octopuses, covered with tough mantles of leathery skin. They are normally light green (males) or orange-red (females), though they can change their color with ease. They have eight supple tentacles, lined with circular muscles that act as suction cups. A single golden eye is centered in their heads, and sharp, protruding jaws resembling the bill of a parrot emerge from beneath their tentacles. Takos have their own language based on tentacle movements and coloration changes.

Though normally docile, takos are extremely xenophobic and attack any creature that invades their territory (and they tend to see the entire ocean as their territory). In addition, they have a strong sense of honor; they avenge attacks and ally with members of other races who assist them. They are crafty opponents, using seven arms to make attacks (with weapons or grappling) while anchoring themselves with one. They typically use tridents or battleaxes as weapons or weapons specifically built for their tentacles.

Though the tako themselves are not overly formidable their war machines are. They are also master breeders and are able to control sea creatures creating formidable war beasts as well.

TAKOBAKE SAMURAI

Medium aberration, lawful evil

Armor Class 15 (do and kusazuri)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 12 (+1) 19 (+4) 17 (+3) 17 (+3)

Saving Throws INT +7, WIS +6, CHA +6

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses Darkvision 120 ft., passive Perception 16

Languages Common, Spirit Tongue; Telepathy 120 ft.,

Challenge 7 (2,900 XP)

Innate Spellcasting (Psionics). The takobake samurai's innate spellcasting ability is Intelligence (spell save DC 15, +8 to hit with spell attacks). It can innately cast the following spells, requiring no components:

- At will: mage hand (the hand is invisible)
- 3/day each: jump, misty step, nondetection (self only), tongues
- 1/day each: telekinesis

Magic Resistance. The takobake samurai has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The takobake samurai may take two armament actions.

Armament. Takobake samurai carry an array of weapons and may choose which they use from round to round. However, they cannot switch weapons mid turn:

- **Katana.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 8 (1d10 + 3) slashing damage plus 10 (3d6) psychic damage.
- **Jumonji Yari.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack plus 10 (3d6) psychic damage.
- **Tanegashima Matchlock.** *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. **Hit:** 7 (1d10 + 2) piercing damage plus 10 (3d6) psychic damage.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. **Hit:** 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the takobake samurai. **Hit:** The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the takobake samurai kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5–6). The takobake samurai manifests psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DESCRIPTION

Mad with power the Jade Regent Shogun leads his tainted house of the Takobake Clan to war in search of powerful relics and ever greater glory and to finally rule Carao (mythological Japan). Among his legions of loyal soldiers, the Takobake Samurai are trained as elite knights, spearman and gunners, unleashing powerful volleys of lethal, Corrupted Jade enriched musket shot to tear apart their foes on the field of battle. Though these mutant samurai play a pivotal role in any clash of armies, they are also dispatched as small groups of scouts and raiders to infiltrate enemy strongholds, track down lost artifacts, or eliminate any who would dare challenge the Jade Regent!

TASLOI

Medium humanoid (goblinoid), chaotic evil

Armor Class 13 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft., climb 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

16 (+3) 14 (+2) 14 (+2) 6 (-2) 12 (+1) 7 (-2)

Skills Athletics +5, Perception +3, Stealth +6

Senses passive Perception 13

Languages Common

Challenge 1/2 (100 XP)

Sunlight Sensitivity. While in sunlight, the tasloi has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Nimble Escape. The tasloi can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The tasloi makes two half-spear attacks.

Half-Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage.

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. **Hit:** 6 (1d6 + 3) bludgeoning damage.

DESCRIPTION

Small but vicious jungle-dwellers, tasloi clamber through the trees with ease, ambushing unwary travelers.

Tasloi are long-legged, flat-headed humanoids. They walk in a crouching posture, couching their knuckles to the ground from time to time. Their skins are a lustrous green and are thinly covered with coarse black hair. Their catlike eyes shine a bright gold color.

Tasloi are hardly the most fearsome dangers of the jungle in numbers. They know the lairs of more powerful monsters, and often set up obvious escape routes from such place, hoping to lure weakened opponents into ambushes while they flee from a losing battle.

They are quick to flee when outmatched, but usually return to harry their enemies, hoping to wear them down through repeated attacks. If they manage to take an enemy down, they try to abscond with the body if at all possible, for they eat humanoid flesh.

They are skilled at taming giant wasps which they use in battle.

TENGU

Tengus appear as human-sized, bipedal crows with feathered arms, pointed beaks, and huge wings. They wear clothing and occasionally armor pieces like those worn by humans and wield human weapons (particularly the katana). While in their natural form they have the heads of crows, when they shapeshift to human form, they always have incredibly long, pointed noses. Tenges come in a variety of shapes and sizes and some are kami though most are oni or other varieties of monster:

- Yamabushi Tengu (Oni)
 - Kikonu v1 and v2.
 - Sōjōbō.
- Karasu Tengu (Monstrosity)
 - Warrior.
 - Blood Bender.

Kenkus are also a type of tengu that has no affiliation with any of the Spirit Realms and have made Ningen-Do their home.

Tengus are skilled warriors, fighting with the katana like a human samurai. Their techniques are unorthodox, to say the least, making use of their wings to buffet the enemy, and emphasizing dodging and mobility. Presented below is a kami tengu. Though not outright hostile to humans they are testing spirits and won't part with their knowledge and skill without extensive testing of the supplicant.

TENGU NO KAMI

Medium celestial (kami, tengu), any good or neutral

Armor Class 17 (grace of wind)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 90 ft.

STR DEX CON INT WIS CHA

18 (+4) 18 (+4) 18 (+4) 17 (+3) 20 (+5) 20 (+5)

Saving Throws WIS +9, CHA +9

Skills Arcana +7, History +7, Insight +9, Perception +9, Religion +7

Damage Resistances acid, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities Charmed, Exhaustion, Frightened

Senses truesight 120 ft., passive Perception 19

Languages All, Telepathy 120 ft.

Challenge 10 (5,900 XP)

Innate Spellcasting. The tengu's spellcasting ability is Charisma (spell save DC 17). The tengu can innately cast the following spells, requiring only verbal components:

- At will: detect evil and good, alter self, prestidigitation, thunderclap, blur, invisibility, major image
- 1/day each: commune, raise dead

Spellcasting. The tengu is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Tengu never use spells that do fire damage. The priest has the following shukenja spells prepared:

- Cantrips (at will): light, wind slice (as sacred flame but does piercing damage instead of fire), thaumaturgy
- 1st level (4 slots): cure wounds, guiding bolt, sanctuary
- 2nd level (3 slots): lesser restoration, spiritual weapon
- 3rd level (2 slots): dispel magic, spirit guardians

Art of the Living Blade. The tengu's weapon attacks are magical, jade and crystal based. When the tengu hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Local Knowledge. A tengu kami is intimately familiar with the natural world in the area where it lives. It automatically has access to the information learned from the commune with nature spell.

Magic Resistance. The tengu has advantage on saving throws against spells and other magical effects.

Mimicry. The tengu can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 17 Wisdom (Insight) check.

Wing Baffle. A tengu uses its wings in melee, not (usually) to fly, but to buffet and disorient its opponents. Each round, as part of its normal attacks, a tengu can make a Deception check (opposed by its opponent's Insight check). If this check is successful, the tengu's attack that round gains a +2 bonus to attack-rolls and damage.

ACTIONS

Multiattack. The tengu makes two melee attacks.

Jade Crystal Katana. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) slashing damage plus 18 (4d8) radiant damage.

Healing Touch (3/Day). The tengu touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Change Shape. The tengu magically polymorphs into a humanoid or beast (raven only) that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the tengu's choice). If in humanoid form it always has an exceptionally long nose. In a new form, the tengu retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any

statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

TENGU-NO-ONI

Medium fiend (oni, tengu), lawful evil

Armor Class 14 (natural)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	8 (-1)	9 (-1)	6 (-2)

Skills Stealth +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 9

Languages Common, Spirit Tongue (Oni)

Challenge 3 (700 XP)

Discorporation. Unless killed using an honorable weapon – like a mortal blade – a destroyed oni turns into black smoke before dissipating. It gains a new body in 1d10 years, regaining all its hit points and becoming active again. Anumaramon, whom Kikonu has pledged his service to, may choose to bring him back and may also impose penalties if he so chooses after each resuscitation.

Nekode. Kikonu has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Spell Resistance. Kikonu has a boon (+1d6) when making saving throws against magic.

Steal Voice (3/Day). No more than once per target per day, Kikonu can attempt to steal a victim's voice as part of its bite attack. When it does so, the creature bitten must make a DC 13 Wisdom save or lose the ability to speak aloud. This prevents the use of any spell with verbal components and the use of command- word-activated magic items, among other difficulties. The Kikonu's voice changes to match the one stolen. The victim's voice remains stolen until the oni steals another voice, until the oni agrees to give the stolen voice back (an action requiring the oni to touch the victim), or until the next sunrise. Any effect that removes curses (such as remove curse) can restore a stolen voice (DC for success, if required, equals the save DC of the steal voice ability—DC 13 for most Kikonu), as does the death of the oni who stole the voice in the first place.

ACTIONS

Claw (Oni Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 6 (1d8 + 2) piercing damage and steal voice.

Freezing Arrows of Yuki. Range Weapon Attack: +4 to hit, range 50 ft., one target.

Kikonu chooses one of the following effects on a hit:

- **Hit:** 9 (2d6 + 2) cold damage.
- **Icebound Noroi (Recharge 5-6).** Kikonu selects a target within 50 feet who must make a DC 13 Wisdom saving throw. On a failed save the target is cursed and takes 12 (3d6 + 2) cold damage the next time it moves. It may repeat the saving throw to end this effect at the end of its turn. If the target succeeds at the saving throw this ability automatically recharges.
- **Freezing Cloud (1/Day).** Kikonu create a 20-foot-radius sphere of cold fog centred on a point within 50 feet. The sphere spreads around corners, and its area is heavily obscured (blindness). Kikonu may determine which creatures can see normally in the cloud (kenku ninjas in this case). It lasts for 1 hour or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

REACTION

Lead from the Rear. When a creature Kikonu can see targets him with an attack, he chooses another ally within 5 feet of him. The attack is redirected to the target ally instead.

TENGU, KARASU

Medium humanoid (kenku), neutral evil

Armor Class 16 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., climb 30 ft., fly 10/20 ft*

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Oni, Goblin

Challenge 1 (200 XP)

Drift. A karasu tengu flies in short bursts and can't use its fly speed to hover. When it flies, it must end its move action by landing on a solid surface. *

Ferocity. When the karasu tengu is reduced to 0 hit points it continues fighting and dies at the end of its next turn.

Iron Hand. Karasu tengu may wield great swords with one hand.

Pounce. If the karasu tengu moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the karasu tengu can make one daikatana attack against it as a bonus action.*

Surprise Attack. If the karasu tengu surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

* see the Wings action for details.

ACTIONS

Daikatana. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. **Hit:** 11 (2d8 + 2) slashing damage.

Corbie Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. **Hit:** 9 (2d6 + 2) slashing damage.

Wings 2 (1/Day). As a bonus action the karasu tengu can sprout two wings granting it a 15 ft. fly speed and the drift trait.

Wings 4 (1/Day). As an action the karasu tengu may sprout four wings granting it a 20 ft fly speed and the drift trait. It then may immediately use its Pounce action and it has advantage on the attack role. The DC of the Strength check is increased to 15.

TENGU, KARASU BLOOD SORCERESS NEVAKALI

Medium humanoid (goblinoid), neutral evil

Armor Class 16 (natural armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft., climb 30 ft., fly 10 ft (drift)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	16 (+3)	9 (-1)

Skills Stealth +6, Survival +2

Damage Vulnerabilities necrotic (susceptible to haemophilia)

Senses darkvision 60 ft., passive Perception 13

Languages Oni, Goblin

Challenge 4 (200 XP)

Blood Bender. Nevakali's enchantment spells are difficult to resist and she imposes a bane (-1d6) on saving throws on creatures she targets with these spells. In addition, she has 7 blood points. She can use these points in a few different ways (1 point each):

- She can use them as additional spell slots.
- They can be used to enhance a spell by increasing its spell level.
- Add (or increase) the damage of a spell by 7 (2d6) necrotic damage.

When all blood points are used up Nevakali gains a level of exhaustion. She recovers blood points after taking a long rest and not being exhausted.

Drift. Nevakali flies in short bursts and can't use her fly speed to hover. When she flies, she must end its move action by landing on a solid surface.

Ferocity. When Nevakali is reduced to 0 hit points she continues fighting and dies at the end of her next turn.

Pounce. If Nevakali moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the karasu tengu can make one katana attack against it as a bonus action.

Regeneration. Nevakali regains 1 hit points at the start of her turn for each blood point she has.

Surprise Attack. If Nevakali surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Spellcasting. Nevakali is a 7th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following maho-tsukai spells prepared:

- Cantrips (at will): acid splash, fire bolt, ray of frost, shocking grasp
- 1st level (4 slots): cobra's breath (1d12 poison damage, 10ft Cone), magic missile, thunderwave
- 2nd level (3 slots): hold person, scare (WIS, Fright 1m), scorching ray
- 3rd level (3 slots): fireball, lightning bolt, vampiric touch (3d6 necrotic, heals caster)
- 4th level (1 slot): blood storm (as ice storm but necrotic damage)

ACTIONS

Bloodletting Katana. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. **Hit:** 11 (2d8 + 2) slashing damage plus *vampiric touch* (consumes a spell slot).

Corbie Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. **Hit:** 9 (2d6 + 2) slashing damage.

Boiling Blood (1 blood point). Nevakali picks up to two creatures within 120 feet of her. Constructs, undead, and other creatures that lack blood are immune to this spell. Each target must make a DC 13 Constitution saving throw. On a failed save, the target takes 2d6 fire damage as its blood begins to boil. An affected creature must repeat the saving throw at the end of each of its turns. On a failed save, an affected creature takes 1d6 fire damage and becomes incapacitated until the end of its next turn. On a successful save, the creature ends the effect on itself. If the fire damage causes the target to drop to 0 hit points, the target explodes, destroying itself and throwing ropes of boiling blood 10 feet in all directions. Each creature within the area must succeed on a Dexterity saving throw or take 1d6 fire damage.

REACTION

Shield. Nevakali raises a shield that cancels *magic missiles* or increases her AC by +5 until the end of her turn.

LEGENDARY ACTIONS

Nevakali can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Nevakali regains spent legendary actions at the start of its turn.

- **Cast a Spell.** Nevakali casts a spell (including *boiling blood*).
- **Fowl Games.** Nevakali uses her talons.

TENGU, KENKU NINJA

Medium humanoid (kenku, minion), chaotic neutral

Armor Class 13

Hit Points 1; the minion never takes half damage.

Speed 30 ft.

Saves +1

Ambusher. In the first round of a combat, the kenku has advantage on attack rolls against any creature it surprised.
Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Ninja-To. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage.

Yumi (Shortbow). Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage.

TENGU, KENKU SHARPSHOOTER

Medium humanoid (kenku), chaotic neutral

Armor Class 13 (add +2 for cover)

Hit Points 13 (3d8)

Speed 30 ft.

STR DEX CON INT WIS CHA
10 (+0) 16 (+3) 10 (+0) 11 (+0) 10 (+0) 10 (+0)

Skills Deception +4, Perception +2, Stealth +5

Senses Passive Perception 12

Languages Auran, Common understands but speaks only through the use of its Mimicry trait

Challenge 1/4 (50 XP)

Ambusher. The kenku has advantage on attack rolls against any creature it has surprised.

Hidden Strike. A kenku deals 8 (2d4 + 3) extra damage against any target from which it is hidden.

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Nekode. Kikonu has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Ninja. The kenku sharpshooter can take the Disengage or Hide action as a bonus action on each of its turns.

Sniper. When a kenku sharpshooter makes a ranged attack from hiding and misses, it is still considered to be hiding.

ACTIONS

Ninja-To. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) slashing damage plus wasp venom.

Hankyu. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage.

TENGU, KIKONU THE THIEF

Medium fiend (shapechanger, oni, yamabushi tengu), lawful evil

Armor Class 17 (yamabushi tengu shozuku)

Hit Points 97 (13d8 + 39)

Speed 30 ft., fly 30 ft.

STR DEX CON INT WIS CHA
15 (+2) 19 (+4) 16 (+3) 14 (+2) 12 (+1) 15 (+2)

Saving Throws DEX +7, CON +6, WIS +4, CHA +5

Skills Arcana +5, Acrobatics +7, Deception +8, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Oni

Challenge 7 (2,900 XP)

Demon Blood Magic. Kikonu's innate spellcasting ability is Charisma (spell save DC 13). Kikonu can innately cast the following spells, requiring no material components:

- Constant—see invisibility, ventriloquism
- 3/day—cataracts (CON, vision reduced to 10'), dimension door, hideous laughter, ray of enfeeblement, scorching ray, vanish (become invisible until the end of his next turn or until he attacks)
- 1/day—blur, glitterdust (show invis, blinded), invisibility

Blur. While in shadow, the first attack of each round against him always misses. The second attack suffers a -2 penalty, and all others are made at normal chances.

Regeneration. Kikonu regains 10 hit points at the start of its turn if it has at least 1 hit point. If Kikonu takes jade based damage, this trait doesn't function at the start of his next turn.

The Final Act. As a bonus action he calls for reinforcements and a kenku ninja joins the battle (see below).

Steal Voice (3/Day). No more than once per target per day, Kikonu can attempt to steal a victim's voice as part of its bite attack. When it does so, the creature bitten must make a DC 13 Wisdom save or lose the ability to speak aloud. This prevents the use of any spell with verbal components and the use of command- word-activated magic items, among other difficulties. The Kikonu's voice changes to match the one stolen. The victim's voice remains stolen until the oni steals another voice, until the oni agrees to give the stolen voice back (an action requiring the oni to touch the victim), or until the next sunrise. Any effect that removes curses (such as remove curse) can restore a stolen voice

(DC for success, if required, equals the save DC of the steal voice ability—DC 13 for most Kikonu), as does the death of the oni who stole the voice in the first place.

Susceptible to Patterns. Kikonu takes a –2d4 penalty on all saving throws against spells and effects that create patterns. Until the end of the round after he either makes a successful save against a pattern or recovers from the effects of a pattern, it is dazzled for 1 minute (disadvantage on perception checks and -1d4 to hit).

Yamabushi Weapons. Kikonu is skilled in the use of katanas, wakizashis, daikyu and the kusarigama. He gets a +1 bonus on attack and damage rolls with this weapon (included) and he cannot suffer from disadvantage when attacking with any of these weapons.

Discorporation. Unless killed using an honorable weapon – like a mortal blade – a destroyed oni turns into black smoke before dissipating. It gains a new body in 1d10 years, regaining all its hit points and becoming active again.

ACTIONS

Multiattack. Kikonu makes two black claw attacks, uses shadowy shuriken and his bonus action.

Black Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) piercing damage and 5 necrotic damage plus steal voice and if the target is anything except a kami, Kikonu can choose one of the following additional effects:

- The target is unable to take reactions until the end of Kikonu's next turn and take 2 (1d4) slashing damage for every 5 feet of movement it makes on its next turn.
- The target is inflicted with a powerful curse for 1 minute. While cursed, a creature must succeed a DC 10 Wisdom saving throw at the start of each of its turns or be unable to take an Action on that turn. A remove curse spell ends the effect early.
- The target is unable to cast spells of 1st level or higher on its next turn.

Shadowy Shuriken. Ranged Weapon Attack: +9 to hit, range 20/60 ft., one target. **Hit:** 5 (1d4 + 3) piercing and 12 (4d6) necrotic damage, the target is also blinded for 1 minute on a failed DC 17 Constitution saving throw.

Shinies! (1Day). Kikonu performs a short ritual, attempting to suck in valuables near him. Each creature within 30 feet of him, must succeed a DC 17 Dexterity saving throw, or have valuables magically lifted from their pockets. The valuables for each affected creature have a total value of 4d6 x 100 ¥. The valuables are pocketed by Kikonu.

Change Shape. Kikonu magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If he dies, it reverts to its true form, and its glaive reverts to its normal size.

Blood Arrows of Yajinden. Ranged Weapon Attack: +7 to hit, range 300/600 ft., one target. **Hit:** 11 (1d8 + 4) piercing damage and 5 necrotic damage. The arrow sticks to the target and continues to do necrotic damage at the start of the targets turn unless they spend an action to pull the arrow out. Pulling the arrow out causes another 4 piercing and necrotic damage. If the target is anything except a kami, Kikonu can choose one of the following additional effects:

- The target must succeed a DC 14 Constitution saving throw or be unable to take reactions until the end of the Kikonu's next turn and take 2 (1d4) slashing damage for every 5 feet of movement it makes on its next turn.
- The target must succeed a DC 14 Wisdom saving throw or be inflicted with a powerful curse for 1 minute. While cursed, a creature must succeed a DC 10 Wisdom saving throw at the start of each of its turns or be unable to take an Action on that turn. A remove curse spell ends the effect early.
- The target must succeed a DC 14 Charisma saving throw or be unable to cast spells of 1st level or higher on its next turn.
- Deliver one of his spells.

REACTION

No Honor in Death. When a non-minion ninja dies, Kikonu commands them to keep fighting for the glory of Anumaramon. The ninja must make a DC 12 Charisma saving throw or keep fighting with 1 hit point.

VILLAIN ACTIONS

Villain actions occur one per round in the order presented at the end of another creatures turn.

1. **What are you Waiting for, an invitation?** All ninja's get a free movement that does not provoke.
2. **Suffocate!** Kikonu pull's the air away from up to three living and breathing creatures within 120 feet of him, making it difficult for the creature to breathe. At the end of each round until the end of the encounter, each target takes 7 (2d6) bludgeoning damage and can only take 1 action this round (no multiattacks) (DC 15 Con save ends). Get over here!
3. **I will not fail again!** Any remaining ninja's get a free attack as a last gasp effort to defeat the heroes.

When Kikonu discorporates, the street is blanketed by a silence spell. His treasure is only available if he is slain with the mortal blade – a silvery chain worth 80 ¥ and a potion of renewal (cures 25 points of damage or any one ailment).

FLASHBACK

Spirit sensitive characters – like shaman's and shukenja or any character with a Religion skill of 10+ gets a glimpse into Kikonu's life when he was a human. Sometimes these are tragic, sometimes they were just evil people who deserved their fate:

You see a selfish little man envious of his more successful kabuki writers and actors. The other writer belittles Kikonu's play and lifes work. In a fit of envy and rage he poisons his rival but is caught by the magistrates. He is then beheaded and is sent to Jigoku to be punished.

TENGU, RAVENGUARD

Yamabushi Tengu

Medium fiend (shapechanger, yamabushi tengu, oni), lawful evil

Armor Class 15 (leather armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws DEX +3, CON +6, WIS +4, CHA +5

Skills Arcana +5, Acrobatics +7, Deception +8, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Oni

Challenge 7 (2,900 XP)

Innate Spellcasting. Kikonu's innate spellcasting ability is Charisma (spell save DC 13). Kikonu can innately cast the following spells, requiring no material components:

- Constant—see invisibility, ventriloquism
- 3/day—cataracts (CON, vision reduced to 10'), dimension door, hideous laughter (prone, incap), ray of enfeeblement (STR ½ dmg), scorching ray (3 rays, 2d6 fire)
- 1/day—blur (disadvantage), glitterdust (show invis, blinded)

Blinkstrike (3/Day). Kikonu can use a bonus action to teleport up to 30 feet right before making an attack with its wakizashi, gaining advantage on the attack. If the attack hits, he deals an additional 14 (4d6) damage to the target.

Magic Weapons. Kikonu's weapon attacks are magical.

Regeneration. Kikonu regains 10 hit points at the start of its turn if it has at least 1 hit point. If Kikonu takes jade based damage, this trait doesn't function at the start of the his next turn.

Spell Resistance. Kikonu has a boon (+1d6) when making saving throws against magic.

Steal Voice (3/Day). No more than once per target per day, Kikonu can attempt to steal a victim's voice as part of its bite attack. When it does so, the creature bitten must make a DC 13 Wisdom save or lose the ability to speak aloud. This prevents the use of any spell with verbal components and the use of command- word-activated magic items, among other difficulties. The Kikonu's voice changes to match the one stolen. The victim's voice remains stolen until the oni steals another voice, until the oni agrees to give the stolen voice back (an action requiring the oni to touch the victim), or until the next sunrise. Any effect that removes curses (such as *remove curse*) can restore a stolen voice (DC for success, if required, equals the save DC of the steal voice ability—DC 13 for most Kikonu), as does the death of the oni who stole the voice in the first place.

Susceptible to Patterns. Kikonu takes a –2d4 penalty on all saving throws against spells and effects that create patterns. Until the end of the round after he either makes a successful save against a pattern or recovers from the effects of a pattern, it is dazzled for 1 minute (disadvantage on perception checks and -1d4 to hit).

Yamabushi Weapons. Kikonu is skilled in the use of katanas, wakizashis, daikyu and the kusarigama. He gets a +1 bonus on attack and damage rolls with this weapon (included) and he cannot suffer from disadvantage when attacking with any of these weapons.

Discorporation. Unless killed using an honourable weapon – like a mortal blade – a destroyed oni turns into black smoke before dissipating. It gains a new body in 1d10 years, regaining all its hit points and becoming active again. **NB:** Due to the presence of Nevakali, Kikonu can reform each time the PCs take a short or long rest.

ACTIONS

Multiattack. Kikonu uses Shinies if available and then makes two attacks, either with its claw or its kusarigama.

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) piercing damage and *steal voice*.

Tengu Kusarigama. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. **Hit:** 15 (2d10 + 4) slashing damage. If the target is anything except a kami, Kikonu can choose one of the following additional effects:

- The target must succeed a DC 14 Constitution saving throw or be unable to take reactions until the end of the Kikonu's next turn and take 2 (1d4) slashing damage for every 5 feet of movement it makes on its next turn.
- The target must succeed a DC 14 Wisdom saving throw or be inflicted with a powerful curse for 1 minute. While cursed, a creature must succeed a DC 10 Wisdom saving throw at the start of each of its turns or be unable to take an Action on that turn. A *remove curse* spell ends the effect early.
- The target must succeed a DC 14 Charisma saving throw or be unable to cast spells of 1st level or higher on its next turn.

Blood Arrows of Yajinden. Ranged Weapon Attack: +7 to hit, range 300/600 ft., one target.

Hit: 11 (1d8 + 4) piercing damage and 5 necrotic damage. The arrow sticks to the target and continues to do necrotic damage at the start of the targets turn unless they spend an action to pull the arrow out. Pulling the arrow out causes another 4 piercing and necrotic damage.

Shinies! (1/Day). Kikonu performs a short ritual, attempting to suck in valuables near it. Each creature within 30 feet of him, must succeed a DC 17 Dexterity saving throw, or have valuables magically lifted from their pockets. The valuables for each affected creature have a total value of 4d6 x 100 ¥. The valuables are pocketed by Kikonu.

Change Shape. Kikonu magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If he dies, it reverts to its true form, and its glaive reverts to its normal size.

REACTION

Riposte. When a creature misses Kikonu with a melee attack, he can immediately make a melee attack against the creature. If the attack hits, Kikonu deals an additional 9 (2d8) damage.

LEGENDARY ACTIONS

Kikonu can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used

at a time and only at the end of another creature's turn. The yamabushi tengu regains spent legendary actions at the start of its turn.

- **Cast a Spell.** Kikonu casts a spell.
- **Bowshot.** Kikonu leaps into the air using its natural flight ability and makes space between itself and its target then shoots two arrows.

TREASURE

+1 Spirit Emblem.

GIANT TOE-BITER

"Belostomatid"

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 20 ft., fly 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA

17 (+3)	11 (+0)	15 (+2)	1 (-5)	13 (+1)	6 (-2)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Digestive Enzymes. A belostomatid injects a corrosive enzyme into its prey that both paralyzes and liquefies flesh. A creature that takes acid damage from a belostomatid's attacks must succeed at a DC 15 Constitution saving throw or be paralyzed for 1 minute. For every round the creature is paralyzed it takes 1d2 points of Constitution damage (*Note:* This is used to track how close the PC is to death, it does not have any other mechanical effects).

Hold Breath. The dolphin can hold its breath for 20 minutes.

Stench. Any creature other than a belostomatid that starts its turn within 5 feet of a belostomatid must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all belostomatid for 1 hour.

ACTIONS

Piercing Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the belostomatid can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The belostomatid spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

KOMORI YOKAI (BAT)

Medium fiend (yokai), neutral evil

Armor Class 16 (natural armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	12 (+1)	6 (-3)	15 (+2)	16 (+3)

Skills Perception +4, Stealth +7

Damage Resistance bludgeoning, piercing and slashing from nonmagical attacks that aren't crystal.

Damage Vulnerabilities radiant

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 14

Languages Common (cannot speak)–

Challenge 3 (700 XP)

Fear Frenzy. The komori yokai has advantage on attack rolls against frightened creatures.

Sunlight Sensitivity. While in sunlight, the komori yokai has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Blood Thinning Venom. When a creature suffers necrotic damage from the komori yokai, the creature must make a DC 12 Constitution saving throw. On a failed save, the creature becomes poisoned and takes 2 (1d4) necrotic damage at the end of each of its turns for 3 turns. Each time a creature fails the saving throw while already affected, the damage increases by 2 (1d4) necrotic damage and the duration is reset.

ACTIONS

Screeching Attack. The komori yokai uses screech if available and then a claw attack.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d6 + 5) slashing damage plus 14 (4d6) necrotic damage plus blood thinning venom.

Frightening Screech (Recharge 5–6). The komori yokai screeches. Each creature within 30 feet of it that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened of it for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the komori yokai's Frightening Screech for the next 24 hours.

TERRA COTTA WARRIOR

Medium construct, same alignment as summoner

Armor Class 18 (terracotta o-yori)

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities Poison, Psychic

Damage Vulnerabilities Force

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 6

Languages Understands the language of its summoner but does not speak

Challenge 1 (200 XP)

Antimagic Susceptibility. The terracotta warrior is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the terracotta warrior remains motionless, it is indistinguishable from a normal terracotta statue.

Strength of Earth. The terracotta warrior has a damage threshold of 5 against all non-force attacks.

Upgradeable. The terra cotta warrior may be given magic items which then fuse with the warrior permanently and provide their bonuses, traits and/or attack options to the terra cotta warrior.

ACTIONS

Multiattack. The terracotta warriors makes two melee attacks.

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

REACTION

Interceptor. When a creature moves towards the terracotta warrior's summoner or leaves an adjacent square, the warrior may use its reaction to make a slam attack. If it hits the target's speed is reduced to zero.

TIKBALANG

Large monstrosity (fiend), neutral evil

Armor Class 16 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	5 (-3)	20 (+5)	6 (-2)

Skills Perception+8

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks that are not cold iron

Damage Immunities fire

Condition Immunities Frightened

Senses darkvision60 ft., passive Perception 15

Languages understands Abyssal but can't speak

Challenge 8 (3,900 XP)

Innate Spellcasting. The fiendish tikbalang's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

- At will: fog cloud, gust of wind, pyrotechnics, command: flee
- 1/day each: dimension door, phantasmal killer

Sunlight Sensitivity. While in sunlight, the fiendish tikbalang has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Trampling Charge. If the fiendish tikbalang moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the fiendish tikbalang can make another hooves attack against it as a bonus action.

ACTIONS

Multiattack. The fiendish tikbalang makes two attacks: one with its bite and one with its hooves.

Rending Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) piercing damage, plus 22 (4d10) psychic damage if the target is frightened. This attack ignores damage resistance.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. **Hit:** 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Bay (Recharge 6). The fiendish tikbalang emits a keening howl in a 60-foot cone. Each creature in that area that isn't deafened must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the fiendish tikbalang's next turn. While a creature is frightened in this way, its speed is halved, and it is incapacitated. A target that successfully saves is immune to the bay of all tikbalangs for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. Any creature that fails the save also has disadvantage on attack rolls, saves, ability checks, and skill checks. This effect lasts for a number of days equal to the damage taken but is otherwise can be removed with a *remove curses* spell.

REACTION

Tik Tik Boom! When the fiendish tikbalang is first bloodied its Bay ability recharges and it uses it.

TACTICS

- **Before Combat.** Delighting in the fear of its prey, the Sandpoint devil prefers to enter combat under the shroud of night and magically created fog. It terrorizes its foes further by baying, circling overhead, or allowing lone wanderers to momentarily glimpse its form.
- **During Combat.** As soon as its foes are suitably skittish the Sandpoint devil charges into battle, trampling victims and catching as many as possible in a blast of its hellfire breath.
- The Sandpoint devil flees if reduced to fewer than 15 hit points.

LAIR

It lairs in the caves within the swamp. It is very rarely "home" at night.

DESCRIPTION

An unnatural amalgam of loathsome animal parts, this mangy beast skulks forward—walking perversely upright—on the rear legs of a powerful horse. Its body and head grossly equine, the torn wings of some giant bat sprout from the thing's poxspotted hide. Calloused, milky eyes glare balefully from a nearly skeletal head as a rasping hiss escapes a muzzle filled with broken yellow wolf teeth.

The Soggy Bog Monster will stalk the players initially – baying and then using dimension door to move and bay again. PCs catch glimpses of red eyes every time fog moves in. They start having bad dreams and so on.

TIME WITCH HOMURA

Medium humanoid (construct, human), neutral evil

Armor Class 18 (timelord buckler)

Hit Points 180 (24d8 + 72)

Speed 30 ft., fly 40 ft*

STR **DEX** **CON** **INT** **WIS** **CHA**
10 (+0) 18 (+4) 17 (+3) 16 (+3) 15 (+2) 17 (+3)

Saving Throws DEX +7, INT +7

Skills Acrobatics +7, Deception +7, Perception +6, Stealth +7

Senses passive Perception 16

Languages Common

Challenge 12 (8,400 XP)

Foresight. Homura is under a permanent foresight effect and can see into the immediate future. She can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against her. A dispel magic or antimagic effect can suppress this trait for the duration of the spell effect.

Time Stealing. Each of her attacks can rob a target of an action. Targets hit by any of Homura's attacks must make a DC 15 Charisma saving throw or lose a random action until the end of the target's next turn. For each action so lost Homura gains either another soul point or another action per the table below (her choice) which she may store for later or use immediately:

- 1-4: Move Action (an additional move or reaction)
- 5-7: **REACTION** (an additional move, reaction, or bonus)
- 8-9: Bonus Action (an additional action of any type)
- 10: Action (an additional action of any type)

Soul Gem of Jikū Mahō (Recharges after a Short or Long Rest). As a reaction, bonus or legendary, Homura uses her time magic to trigger one of the below effects. Each effect costs soul points and Homura has 10 soul points. All her soul gem spells use Charisma and have a DC 15 for saving throws and +7 for spell attacks:

- If Homura fails a saving throw, she can choose to succeed instead (1 point).
- Homura gains resistance to a damage type of her choice until the end of her next turn (1 point).
- Homura makes an attack (1 point).
- Homura performs a surprising charge and takes the Dash action. At the end of this movement she may make a slugspitter attack which does double damage so long as she moved at least 10 feet (1 point).
- Homura can use quick (haste) and slow (slow) (1 point).
- She can also stop/go a creature or object. She must touch the creature and what effect triggers depends on the situation. When time stop is active the creature is unfrozen and can act normally. If time stop is not active, then the creature must make Wisdom saving throw or become paralyzed. The creature can repeat the saving throw at the end of its turn to free itself.
- Homura uses bullet storm. She casts time stop and makes a number of slugspitter attacks as she can. These attacks do not cancel time stop and all trigger at the end of time stop or when Homura so chooses at any time after that point. These slugs damage (and any additional effects) is tallied and trigger in a 20-foot sphere centred on a point Homura can see (though she must pick this point during the time stop effect). Each creature takes the cumulative damage on a failed DC 16 Dexterity saving throw or half as much damage on a success (3 points).
- Homura stops time (as time stop but only for 1 round) and plants a bomb on a target. This bomb detonates when the time stop effect ends. The target takes 17 (5d6) ballistic damage (bludgeoning/force) and any target within 20 feet also takes this damage on a failed DC 17 Dexterity saving throw or half as much damage on a success (4 points).

Soul Gem Counter:	8

If the soul gem is exhausted Homura will turn into a witch (as a lich except her type is giant (fey), retains her current abilities in addition to the lich spells and her size gargantuan).

* This is a magical effect and can be dispelled. It reactivates at the start of Homura's next turn. While this trait is active Homura cannot fall. However, she must voluntarily (or involuntarily) land at the end of her fly movement.

ACTIONS

Old. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** The target ages 1d4 x 10 years. For each 10 years of aging the target gains a bane on all STR, DEX, CHA and CON related rolls and a boon on all INT and CHA rolls. This effect is reversed if Homura is killed or she no longer has line of sight on the target.

Slugspitters. Range Weapon Attack: +8 to hit, range 50/150 ft., one target. **Hit:** See below. This attack triggers Homura's time stealing trait. The slugspitter has the following options that Homura may change from attack to attack:

- **Revolver:** 13 ((2d8 +4) ballistic damage (bludgeoning/force).
- **Pistol:** 11 (2d6 +4) ballistic damage (bludgeoning/force). This weapon scores a critical hit on a 19 or 20 and also hits 1d4+1 additional targets on a critical hit.
- **Rifle:** Homura targets a 10-foot cube in front of her and each creature in the cube must make a DC 15 Dexterity saving throw or take 15 (2d10 +4) ballistic damage (bludgeoning/force), or half as much on a success.
- **Shotgun:** 13 (2d8 +4) ballistic damage, 26 ballistic damage if target is within 5 feet of Homura.

These weapons are stored in her time lord buckler and automatically appear in her hand when she reaches for them and teleport back when they are dropped or discarded.

Action Counter:	0

REACTION

Witch Wings. If Homura is subjected to an effect that makes her fall she may use her reaction to gain a 30 foot fly speed until the end of her next turn.

REACTION Counter:	

LEGENDARY ACTIONS

Homura can take 3 legendary actions, choosing from her Soul Gem options. Only one legendary action option can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

TOAD, GIANT TOADS

A variety of giant toads are common threats in the lands of Ori- E ntal Adventures. They range in size from the 4-foot-long fire toad to the 8-foot ice toad, and in intelligence from animal-level to a range approximating a dim human or a bright ogre. They all look more or less like their common, Diminutive cousins, though their coloration varies widely. The giant toad and giant ice toad already exist in 5e below are the fire and poison toad variants.

GIANT POISON TOAD

Large beast, unaligned

Armor Class 11

Hit Points 39 (6d10 + 6)

Speed 20 ft., swim 40 ft.

STR DEX CON INT WIS CHA

15 (+2) 13 (+1) 13 (+1) 2 (-4) 10 (+0) 3 (-4)

Damage Immunities Poison

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Amphibious. The toad can breathe air and water.

Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. **Hit:** 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target. The target must also make a DC 11 Constitution saving throw or become poisoned for 1 minute and the target is paralyzed while poisoned in this way. The target may repeat the saving throw at the end of its turn to end the poisoned condition.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

DESCRIPTION

In appearance, a poisonous toad is indistinguishable from a giant toad.

GIANT FIRE TOAD

Large beast (elemental), unaligned

Armor Class 11

Hit Points 39 (6d10 + 6)

Speed 20 ft., swim 40 ft.

STR DEX CON INT WIS CHA

15 (+2) 13 (+1) 13 (+1) 2 (-4) 10 (+0) 3 (-4)

Damage Immunities Fire

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Amphibious. The toad can breathe air and water.

Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. **Hit:** 7 (1d10 + 2) piercing damage plus 5 (1d10) fire damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Fireball Orb. The toad spits a magical ball of fire that explodes at a point it can see within 30 feet of it. Each creature in a 5-foot-radius sphere centered on that point must make a DC 11 Dexterity saving throw. A creature takes 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

DESCRIPTION

Fire toads are about 4 feet long and weigh about 100 pounds. Their skin is bright red and covered with rough, purple bumps.

UMI-BOZU

Pronounced “OOH-me BOW-zoo”. A large and very strange looking Yokai that inhabits ocean waters. Also known as “Umi-Nyudo” and “Umi-Hoshi.” A famed Yokai of many legends; it takes its name, which literally means “sea-monk”, from its round, bald head. Its appearances inevitably herald violent storms.

The Umi-bozu are Yokai with rounded heads, resembling a giant Buddhist monk, although only their head and shoulders may be seen. They assail ships in otherwise calm seas, often by night, cloaked by their dark skin. Umi-Bozu is a class of yokai as well as a specific yokai. Any ooze can have the following template applied to become an umi-bozu

- **Type.** Add yokai as a subtype.
- **Speed.** The creature gains a swim speed equal to its speed.
- **Abilities.** The creature has an intelligence of 8-12 – these are oozes/slimes animated by evil human souls, not mindless devourers. In fact, they will use treasure to lure victims to their deaths.
- **Alignment.** Any evil, usually neutral evil
- **Language.** As yokai, they speak Spirit Tongue – Kami and Oni.
- **Damage Resistances** An umi-bozu yokai have resistance to cold; piercing and slashing from nonmagical attacks that aren't crystal. They are also immune to bludgeoning damage and vulnerable to fire damage.
- **Amphibious.** The yokai can breathe air and water.
- **Ethereal Sight.** The umi-bozu yokai can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.
- **Appearance.** The umi-bozu tends to appear humanoid when it attacks – but only vaguely so.
- **ACTIONS.** The umi-bozu gains the following new attack options – to hit and damage should be scaled to the base creature's CR. Depending on the creature's CR and if it already has a **REACTION** consider adding Multiattack and Reactive as well (see the [DMG](#)). Damage numbers provided are guidelines.
 - **Body Slam (Recharge 6).** The yokai stretches its body out and slams down on nearby creatures. The area of effect of this attack is the Size of the creature and the range is its reach with its pseudopod attack. Each creature in the area must make a DC (8 + Proficiency + Strength) Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one.
 - **Vomit Water (1/Day).** The yokai vomits water in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC (8 + Proficiency + Strength) Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one.
 - **Catapult Weapon.** As a reaction to being hit, the umi-bozu spits out a weapon embedded in its body. This is a ranged attack with 20/40 feet that uses Strength as the attack ability and it does weapon damage x2 if it hits. For example, a katana/long sword would do 2d8 slashing damage.

Example umi-bozu using a black pudding as the base creature:

UMI-BOZU [BLACK PUDDING](#)

Large ooze (yokai), neutral evil

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft., swim 20 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	10 (+0)	6 (-2)	1 (-5)

Damage Resistances piercing and slashing from nonmagical attacks that aren't crystal.

Damage Immunities Acid, Cold, Lightning, Bludgeoning

Damage Vulnerabilities Fire

Condition Immunities [Blinded](#), [Charmed](#), [Deafened](#), [Exhaustion](#), [Frightened](#), [Prone](#)

Senses [Blindsight](#) 60 ft. (blind beyond this radius), [Passive Perception](#) 8

Languages Spirit Tongue (Kami, Oni)

Challenge 4 (1,100 XP)

Amphibious. The yokai can breathe air and water.

Amorphous. The yokai can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the yokai or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the yokai corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the yokai is destroyed after dealing damage. The yokai can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Ethereal Sight. The yokai can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Spider Climb. The yokai can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Body Slam (Recharge 6). The yokai stretches its body out and slams down on nearby creatures. The area of effect of this attack is the Size of the creature and the range is its reach with its pseudopod attack. Each creature in the area must make a DC 13 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The target is also exposed to its **corrosive form** trait.

Vomit Water (1/Day). The yokai vomits water in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

REACTION

Catapult Weapon. As a reaction to being hit, the yokai spits out a weapon embedded in its body:

- **Catapult Katana.** *Ranged Weapon Attack:* +5 to hit, range 20/40 ft., one target. **Hit:** 9 (2d8 + 3) slashing damage.

Split. When a yokai that is Medium or larger is subjected to lightning or slashing damage, it splits into two new yokai if it has at least 10 hit points. Each new yokai has hit points equal to half the original pudding's, rounded down. New yokai are one size smaller than the original yokai.

DESCRIPTION

Ko-umi-bozi, literally "small umi-bozu," are the resentful souls of samurai who died fighting at sea. They are said to lurk in the waves and ambush passing vessels, making them feared by fishermen, but also reportedly come up onto the shore at times.

Their bodies are made of jelly-like water, and despite their weapons, they attack only weakly. The faintly shining sphere at their core is said to be their vulnerable point, and there are legends of fishermen who successfully drove off attacking Ko-umi-bozu by harpooning this sphere when it happened to be exposed at the right time.

And the grand-daddy of all umi-bozu. THE Umi-Bozu

THE UMI-BOZU

Gargantuan fiend (oni, titan), chaotic evil

Armor Class 18 (natural armor)

Hit Points 462 (28d20 + 168)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	23 (+6)	20 (+5)	20 (+5)	16 (+3)

Saving Throws DEX +7, CON +13, WIS +12

Skills Perception +12

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Unconscious

Senses Truesight 120 ft., Passive Perception 22

Languages All, Telepathy 120 ft.

Challenge 23 (50,000 XP)

Innate Spellcasting. The Umi-Bozu's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The Umi-Bozu can innately cast the following spells, requiring no material components:

- At will: acid splash (17th level), detect magic
- 3/day each: blight, contagion, gaseous form

Amphibious. The Umi-Bozu can breathe air and water.

Foul. Any creature, other than an ooze, that starts its turn within 10 feet of The Umi-Bozu must succeed on a DC 21 Constitution saving throw or be poisoned until the start of the creature's next turn.

Legendary Resistance (3/Day). If The Umi-Bozu fails a saving throw, it can choose to succeed instead.

Magic Resistance. The Umi-Bozu has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Umi-Bozu's weapon attacks are magical.

Regeneration. The Umi-Bozu regains 20 hit points at the start of its turn. If it takes fire or jade damage, this trait doesn't function at the start of its next turn. The Umi-Bozu dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spider Climb. The Umi-Bozu can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The Umi-Bozu makes three the tentacle smash attacks.

Tentacle Smash. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. **Hit:** 21 (4d6 + 7) bludgeoning damage. Any creature killed by this attack is drawn into The Umi-Bozu's body, and the corpse is obliterated after 1 minute.

Eject Slime (Recharge 5–6). The Umi-Bozu spews out a corrosive slime, targeting one creature that it can see within 60 feet of it. The target must make a DC 21 Dexterity saving throw. On a failure, the target takes 55 (10d10) acid damage. Unless the target avoids taking any of this damage, any metal armor worn by the target takes a permanent –1 penalty to the AC it offers, and any metal weapon it is carrying or wearing takes a permanent –1 penalty to damage rolls. The penalty worsens each time a target is subjected to this effect. If the penalty on an object drops to –5, the object is destroyed.

Death Ray (1/Day). The Umi-Bozu exhales force in a 120--foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 88 (16d10) force damage on a failed save, or half as much damage on a successful one.

REACTION

Regurgitate. As a reaction to being hit, The Umi-Bozu spits out wreckage from sunken ships:

- **Catapult Wreckage.** *Ranged Weapon Attack:* +14 to hit, range 40/80 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage.

LEGENDARY ACTIONS

The Umi-Bozu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Umi-Bozu regains spent legendary actions at the start of its turn.

- **Acid Splash.** The Umi-Bozu casts acid splash.
- **Attack.** The Umi-Bozu makes one tentacle smash attack.
- **Corrupting Touch (Costs 2 Actions).** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one creature. *Hit:* 21 (4d6 + 7) poison damage and the target is slimed. Until the slime is scraped off with an action, the target is poisoned, and any creature, other than an ooze, is poisoned while within 10 feet of the target.

VOID ORACLE (PHASE I)

Cursed Oracle of the Void

Medium humanoid (human), neutral evil

Armor Class 17 (*shield of souls, oracles luck*)

Hit Points 332 (35d12 + 105)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	17 (+3)	21 (+5)	22 (+6)

Saving Throws CON +9, WIS +11, CHA +12

Skills Deception +12, Insight +11, Perception +11, Religion +9, Stealth+10

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 21

Languages Common, Draconic, Spirit Tongue

Challenge 20 (25,000 XP)

Divine the Future. All oracles (Light and Dark) have a natural ability to divine the future; this ability is in fact not magical, but part of their very nature. Any mortal being may ask the Oracle one question. If the Oracle wills it, she immediately knows the answer to this question – the knowledge simply appears in the Oracle's mind – and must tell the questioner the answer. The answer may be cryptic, but it is always truthful. A particular Oracle cannot use this ability more than once for any given mortal, even if he wishes to do so. Note that Oracles have some control over when this power is used. They need not use it on the first question posed to them ("Are you really the Oracle!"), though they may do so if they wish. Dark Oracles often answer the first question posed to them before even revealing their Oracle status. Light Oracles usually give the questioner a chance to confirm his question before answering.

Legendary Resistance (3/Day). If the void oracle fails a saving throw, it can choose to succeed instead.

Oracles Curse – Haunted. The void oracle is blind and has disadvantage on melee attacks and Wisdom (Perception) checks that rely on sight but advantage on spell attacks.

Phased Opponent. When the void oracle is reduced to 0 hit points she ages dramatically, and four swan heads emerge from her now desiccated body. Use the "Children of the King" stat block. If the area she occupies is too small for her new form she explodes out of the building unless she is underground.

Yokai's Fickle Favor. As a bonus action, the void oracle can bestow the malevolent spirits that haunt her blessing on one ally she can see within 30 feet of her. The ally takes 7 (2d6) psychic damage but has advantage on the next attack roll it makes until the end of its next turn.

ACTIONS

Multiattack. The void oracle makes two katana or three spirit butterfly kunai attacks. She may also summon a void terror.

Ancestral Ghost Touch Katana. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) slashing damage if used with two hands, plus 14 (4d6) psychic damage. In addition, the target must succeed on a DC 19 Wisdom saving throw or become frightened of the void oracle for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spirit Butterfly Kunai. *Magic Weapon Attack:* +9 to hit, range 15/30 ft., one target. **Hit:** 3 (1d6) piercing damage. If the target is hit three times by the kunai on one turn, the target must succeed on a DC 15 Constitution saving throw or suffer the following effects for 1 minute: the target's speed is halved, it has disadvantage on Dexterity saving throws, and it can't use reactions. Moreover, on each of its turns, it can take either an action or a bonus action, but not both. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

Doomsayer Blast (1/Day). The oracle utters a word of doom; all creatures in a 25-foot sphere must make a DC 19 Wisdom saving throw or take 22 (3d10+6) psychic damage, and the target is stunned until the end of the oracle's next turn. Spirit creatures take half damage and are dazed instead of stunned. This ability recharges if all targets make their saving throw.

Summon Void Terror (1/Day). The oracle magically summons a greater void terror. The summoned creature appears in an unoccupied space within 60 feet of her, acts as an ally of its summoner, and acts immediately after the summoner in initiative order. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

Horrid Fusion (1/Day). The void oracle teleports one creature of her choice within 30 feet to an unoccupied space on a solid surface elsewhere within 30 feet of her or the target. When the target arrives at its destination, it must succeed on a DC 19 Dexterity saving throw or one of its legs (or a similar limb) becomes fused with the solid surface, causing the target to take 27 (5d10) force damage. While it is fused with the surface, the target's speed becomes 0. This ability recharges if the target make their saving throw.

REACTIONS

Fighting Fan. The void oracle adds 5 to her AC against one attack that would hit her. To do so, she must be aware of the attack. The magical fan also blocks target spell attacks.

Corpse Bomb (1/Day). When a creature of Medium or Small size dies within 10 feet of Renshii, she imbues the corpse with unstable magic. The corpse stands up and becomes a zombie that radiates intense heat. Roll initiative for the zombie, which has its own turns. On its first turn, if it has any hit points remaining, it moves up to its speed in a direction she chooses and then explodes, destroying itself and dealing 2d10 fire damage and 3d6 necrotic damage to everything in a 30-foot radius. A creature in the area can make a DC 19 Dexterity saving throw and takes half as much damage on a successful save. If the zombie drops to 0 hit points before it can take its turn, it explodes as described above at the point where it becomes incapacitated. Renshii may always use this ability as a reaction even if she has already used her reaction. If she does, she losses one legendary action or legendary resistance.

LEGENDARY ACTIONS

The void oracle can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The void oracle regains spent legendary actions at the start of her turn.

- **Katana.** Renshii makes one attack with her katana.
- **Compel the Void.** An allied creature with the void subtype within 30 feet of Renshii uses its reaction to make one attack against a target of her choice that she can see. The void creature can move to make this attack.
- **Caller in the Void.** Renshii uses one of the following abilities if available – doomsayer blast, corpse bomb, summon void terror and horrid fusion.

VOID ORACLE (PHASE II)

Children of the King

Gargantuan monstrosity, neutral evil

Armor Class 19

Hit Points 264 (16d20 + 96)

Speed 0 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	28 (+9)	23 (+6)	17 (+3)	21 (+5)	22 (+6)

Saving Throws CON +9, WIS +11, CHA +12

Skills Deception +12, Insight +11, Perception +11, Religion +9, Stealth+10

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Lightning, Poison, Thunder

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned

Senses Darkvision 120 ft., Passive Perception 21

Languages Common, Draconic, Spirit Tongue

Challenge 23 (50,000 XP)

Flyby. The Void Oracle doesn't provoke opportunity attacks when she flies out of an enemy's reach.

LEGENDARY Resistance (3/Day). If the Void Oracle fails a saving throw, she can choose to succeed instead.

Living Storm. The Void Oracle is always at the center of a storm 1 mile in diameter. Heavy precipitation in the form of either rain or snow falls there, causing the area to be lightly obscured. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing. In addition, strong winds swirl in the area covered by the storm. The winds impose disadvantage on ranged attack rolls. The winds extinguish open flames and disperse fog.

Siege Monster. The Void Oracle deals double damage to objects and structures.

Multiple Heads. The Void Oracle has four heads. While she has more than one head, she has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the Void Oracle takes 25 or more damage in a single turn, one of her heads dies. If all her heads die, she dies. At the end of her turn, she grows two heads for each of her heads that died since her last turn, unless she has taken fire damage since her last turn. She regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the Void Oracle has beyond one, she gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the Void Oracle sleeps, at least one of her heads is awake.

ACTIONS

Multiattack. The Void Oracle makes as many freezing bite attacks as she has heads.

Freezing Bite. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. **Hit:** 23 (4d6 + 9) cold damage.

Cold Storm (Recharge 6). All other creatures within 120 feet of the Void Oracle must each make a DC 20 Dexterity saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature is also stunned until the end of its next turn.

LEGENDARY ACTIONS

The Void Oracle can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

- **Move.** The Void Oracle moves up to her speed.
- **Lightning Strike (Costs 2 ACTIONS).** The Void Oracle can cause a bolt of lightning to strike a point on the ground anywhere under her storm. Each creature within 5 feet of that point must make a DC 20 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.
- **Screaming Gale (Costs 3 ACTIONS).** The Void Oracle releases a blast of thunder and wind in a line that is 1 mile long and 20 feet wide. Objects in that area take 22 (4d10) cold and thunder damage. Each creature there must succeed on a DC 21 Dexterity saving throw or take 22 (4d10) thunder damage and be flung up to 60 feet in a direction away from the line. If a thrown target collides with an immovable object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown before impact. If the target would collide with another creature instead, that other creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone.

DESIGN NOTE: THE JADE REGENT

In my Oriental Adventure Campaign – The Divine Heir and the Jade Regent this character was named Renshii who supported the usurper Jade Regent. Phase 2 was inspired by this [piece of art](#).

WAKO

Like their brethren, the buccaneers and pirates, the wako ply the warm seas, boarding ships and raiding coastal towns. They are a vicious scourge, greatly feared by all who travel the seas of Kara-Tur. Composed of men of low class who have fled their homelands or have been hired by powerful lords, the wako are desperate and dangerous men. Even the fierce western pirates, from their few encounters with the wako, regard them with fear. The wako have a disregard for death. Knowing that horrible tortures and death await them should they ever be captured; they fight to the last man no matter how hopeless the situation. Likewise, they take no prisoners, except women who are carried to their towns as slaves. This attitude renders them utterly ferocious in battle.

For every 30 wako encountered there is a bushi present and for every 60 there is a barbarian. These are in addition to the numbers indicated by the dice. They are always led by a samurai. With him is a barbarian lieutenant and 1-3 bushi mates. For every 30 wako present there is a 5% chance that a wu-jen is present.

The arms and armor of a force of wako are:

- Hara-ate-gawa & sword – 50%
- Sword & bow – 10%
- Do-maru & sword – 15%
- Kote & spear – 10%
- Kote, do-maru, sword & bow – 5%
- Haramaki, sword, spear, & bow – 10%

All leaders and high-level types wear o-yoroi.

The lair of the wako is a permanent settlement, possibly on the lands of the sponsoring lord. It is walled and is well defended and patrolled.

Wako use any of the pirate stat block and/or bandit and thug for the average pirate. Regardless, all wako, irrespective of CR, class or type have the Ferocious trait added:

Ferocious. All wako fight with a + 2 on hit rolls and a + 1 on damage (not included).

WAKO, WARLORD

"Kapitan Krocodile"

Medium humanoid (human), lawful neutral

Armor Class 13

Hit Points 230

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Str +13, Dex/Con +9, Int/Wis/Cha +5

Skills Athletics +10, Intimidation +6

Condition Immunities grappled, frightened

Senses tremorsense 60, passive Perception 11

Languages Common

Challenge 8 (3,900 XP)

Bloodfury. When Crocodile is first bloodied, he becomes enraged; -2 AC and +2 attack and damage rolls. He may also end any ongoing condition or other effect affecting him and gains immunity to the stunned condition.

Desert Devil Fruit. Crocodile regains 20 hit points at the start of his turn. This regeneration stops for 1 turn if he is purposefully hit by blood (this causes his sand body to solidify), strikes a target that is bloodied, is exposed to sea water or he is reduced to 0 hit points. In addition, he can stretch his arms allowing him to make hook attacks against targets up to 15 feet away. When he is bloodied (reduced to 50% of his starting hit points) all actions with desert as part of their name recharge.

Legendary Resistance (1/Day). If Crocodile fails a saving throw, he can choose to succeed instead.

Press the Attack. Crocodile has advantage on attack rolls against bloodied targets (under 50% hit points).

Savage Assault. Once per turn, Crocodile can add 12 points of weapon damage to his attack.

Shifty. Crocodile can Disengage as a bonus action.

ACTIONS

Sandy Hook. *Melee Weapon Attack:* +10 to hit, reach 15 feet., one target. **Hit:** 30 (7d6 + 6) piercing damage.

Desert Spada (1/Day). Crocodile forms his right hand into a loose blade of fast-moving sand, and then stabs it into the ground, extending it along the ground like a torpedo, splitting anything in its path, including the very ground itself, through extreme and focused erosion created by the sand blade, which is strong enough to slice a man in half. All hostile creatures within 15 feet (2 creatures) must make a DC 14 Constitution saving throw or take 24 (7d6) piercing damage, and Crocodile pushes the target 10 feet.

Desert Girasole (1/Day). Crocodile creates another loose sand blade from his right hand, he stabs it into the ground causing a 10 foot square and 10 foot deep area in front of him to collapse forming a giant pit of quicksand. Targets in the area must make a DC 17 Dexterity saving throw or be trapped in quicksand. If the target fails by 5 or more, they are sucked away to an underground river (Crocodile will retrieve them after battle as he must honor the "no intentional killing" rule of the tournament).

Desert Grande Espada (1/Day). An altered and enhanced version of Desert Spada. While Desert Spada forms a long underground blade sand that slices everything its path, Desert Grande Spada slices the enemy with a rising sand blade that erupts from the ground with greater speed. Crocodile makes a sandy hook attack, if it hits instead of doing piercing damage this attack does slashing damage and decapitates the target on critical hit or if the slashing damage reduces the target to 0 hit points.

Barján (1/Day). Crocodile swings his right arm forward while leaving a crescent shaped trail of sand behind it. Anything hit by that trail is instantly robbed of all moisture because of Crocodile's dehydration ability and takes 36 (8d8) necrotic damage on a failed DC 16 Constitution saving throw, or half as much on a success. This ability automatically recharges if the target made its saving throw.

Sables: Passado (1/Day). He summons a ball of dense sand and throws it at an enemy (+10 to hit, 20 feet) and does 24 (7d6) bludgeoning damage to the target is blinded until the end of its next turn.

Sables (1/Day). Crocodile summons a massive tornado of sand and sends it on a rampage. The sable randomly moves around the battlefield with a 90-foot fly speed attacking hostile creatures by entering the target's space. Each creature in the sable's space must make a DC 17 Strength saving throw. On a failure, a target takes 19 (3d8 + 6) bludgeoning damage and is flung up 20 feet away from the sable in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Ground Secco (1/Day). Crocodile places his hand on the ground and uses his dehydration ability to dry out a huge area around him, turning it into a desert wasteland. This acts as the *destroy water* spell except it destroys 90 gallons of water and replaces it with sand every round he concentrates on this ability.

REACTION

Captain's Privilege. Crocodile uses his reaction to use an available action in response to taking damage.

LEGENDARY ACTIONS

Crocodile can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turn.

- **Action Economy.** Crocodile takes an available action of his choice.

TACTICS

Crocodile will take things into his own hands if his ship isn't winning the battle. At 50% damage he uses Ground Secco which dry's all the water in the arena and turns it into a desert like landscape.

He then uses Desert Girasole to “sink” the PCs ship.

DESIGN NOTE: BLOODIED.

Bloodied is shorthand for “half hit points”. 4e nomenclature.

WANG-LIANG

Consumed with jealous rage as their race enters into decline and humanity rises to the fore, the wang-liangs are an ancient, intelligent race of giants related to the common oni and the ogre mage.

A wang-liang stands approximately 10 feet tall and weighs about 600 pounds. Its body is covered in a soft pelt of lustrous dark brown or black hair, including a wild tangle of hair atop its head and, in males, a long dark beard. Its feet end in two broad toes with hooked black toenails, while its fingers have retractable claws. Its eyes are wide and large, almost feline, with black irises rimmed in luminous, fiery red. Its teeth are the sharp fangs of a carnivore.

Wang-liangs wear a variety of light clothing, made of cotton or silk and usually dyed red or green. In battle, they favor splint mail and wield exotic weapons like the lajatang.

Wang-liangs despise humans and rarely pass up an opportunity to kill, injure, humiliate, or harass them. For all that, they are creatures with a deep sense of honor, true to their word. Their intelligence makes them cunning foes. Apart from the way they look and their hatred of humanity the wang-liang uses the oni stat block with the following changes:

It gains telepathic bond (wang-liang only) as an at-will spell and replace regeneration with:

Regeneration. The wang-liang regains 10 hit points at the start of its turn. If the wang-liang takes acid or fire damage, this trait doesn't function at the start of the wang-liang's next turn. The wang-liang dies only if it starts its turn with 0 hit points and doesn't regenerate.

WARLOCK, BLOODBENDER HOK FONG

Medium humanoid (human, mythic), chaotic evil

Armor Class 10 (21 with bone armor)

Hit Points 120 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	13 (+1)	9 (-1)	19 (+4)

Saving Throws WIS +2, CHA +7

Skills Arcana +4, Intimidation +7, Perception +2, Stealth +5

Damage Resistances psychic

Damage Vulnerabilities necrotic (susceptible to hemophilia)

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Oni, Goblin

Challenge 8 (3,900 XP)

Innate Spellcasting. Hok Fong's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Hok Fong can innately cast the following maho-tsukai spells, requiring no material components:

- At will: alter self, detect magic, eldritch blast (at 11th level), false life*, levitate (self only)*, bone armor* (as mage armor except he has overcharged it with 6 blood points granting an AC of 21)
- 1/day each: blood storm (as ice storm but necrotic damage), circle of death, enthrall, suggestion, fireball, vampiric touch* (3d6 necrotic, heals caster)
- 3/day each: hellish rebuke, hex, scorching ray (at 3rd level)

* These spells are cast before combat.

Blood Bender. Hok Fong's enchantment spells are difficult to resist, and he imposes a bane (-1d6) on saving throws on creatures he targets with these spells. In addition, he has 12 blood points. He can use these points in a few different ways (1 point each):

- He can use them as additional spell usage per day.
- They can be used to enhance a spell by increasing its spell level.
- Add (or increase) the damage of a spell by 14 (4d6) necrotic damage.

When all blood points are used up Hok Fong gains a level of exhaustion. He recovers blood points after taking a long rest and not being exhausted.

Blood Call. Anytime Hok Fong scores a critical hit the target loses a HD. If the target cannot lose a HD it instead takes necrotic damage equal to its HD.

Bloody Resistance (3/Day). If Hok Fong fails a saving throw, he can choose to succeed instead. Once all usages are expended, he may instead spend blood points to recharge this ability 1 for 1.

Maho Mastery. If Hok Fong uses a blood point while it has a hostile creature is within 5 feet of him, he may make a DC 12 Constitution saving throw. On a successful save, he does not consume that blood point.

Puppeteer. Hok Fong can use a bonus action to control the movement of one creature cursed by his hex spell that he can see within 30 feet of it. The creature must succeed on a DC 15 Charisma saving throw or use its reaction to move up to 30 feet in a direction of Hok Fong's choice. Hok Fong may spend a blood point to increase the DC to 16 and force the target to use their reaction to make a melee attack.

Regeneration. Hok Fong regains 1 hit points at the start of his turn for each blood point she has.

ACTIONS

Multiattack. Hok Fong makes two attacks: one with his katana and one with his ninja-to.

Katana. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) slashing damage plus vampiric touch.

Ninja-to. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage plus vampiric touch.

REACTION

Corpse Lance. As a reaction when a creature is dead or unconscious Hok Fong can select any number of corpses or unconscious creatures he can see and magically rips three bones from the bodies. These magical missiles are wrapped in necrotic energy. Each bone dart hits a creature of Hok Fong's choice that he can see within 120 feet. A dart deals 3 (1d4 + 1) necrotic damage to its target. The bone shards all strike simultaneously, and Hok Fong can direct them to hit one creature or several. For each size category above Medium the corpse provides an additional missile. If the target creature is a character that is unconscious instead of dead, it must make a DC 18 Constitution save or automatically gain 1 failed Death saving throw at their next check. A corpse can only be used once as the fuel for corpse lance. Finally, Hok Fong may spend his hit point pool to fuel the lethality of the darts by spending 10 hit points or 1 blood point for another bone shard. No matter how many corpses, blood points or hit points spent the maximum number of bony darts he may summon is 11.

LEGENDARY ACTIONS

Hok Fong can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turn.

- **Cast a Spell.** Hok Fong casts a spell.
- **Piggy (1/Day).** Hok Fong releases Slim into battle, the piglet grows into a gigantic boar covered in black-red worm like tendrils and then charges the nearest hostile creature.

- **Life Drain (Costs 3 ACTIONS).** Each living creature within 20 feet of Hok Fong must succeed on a DC 15 Constitution saving throw against this magic, or take 21 (6d6) necrotic damage, and Hok Fong regains hit points equal to the total damage dealt to all targets.

DESCRIPTION

Dressed as a wealthy nobleman a few things stand out about Hok Fong – he is exceedingly fat, and soft looking, he takes his piglet familiar – Fatboy Slim- everywhere with him, and this devotee of Kyoso (Some say an aspect of Orcus or perhaps vice-a-versa) has a (Haircut) taper fade mohawk.

WHEELMONK

Large elemental (yokai), neutral evil

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't crystal

Damage Immunities Fire, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages Igna, Spirit Tongue (Kami, Oni)

Challenge 5 (1,800 XP)

Fire Form. The wheelmonk can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the yokai can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The wheelmonk sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the wheelmonk moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Wheels of Fury. The yokai does not provoke attacks of opportunity.

ACTIONS

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns. The target is also knocked prone on a failed DC 15 Dexterity saving throw.

Vindictive Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 13 (3d6 + 3) fire damage and 7 (2d6) necrotic damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Fire Breath (1/Day). The wheelmonk exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

REACTION

Vindictive Bite (1/Turn). If a prone creature gets up while within 5 ft of the yokai it may use vindictive bite.

Bloodied Explosion (1/Day). When reduced to half hit points the yokai falls to the ground and then spins back up to its "feet". This process triggers a fireball to detonate centred on the wheelmonk. This effect is identical to the spell (Dexterity DC 16) of the same name, but the damage is fixed at the current hit point total of the wheelmonk.

DESCRIPTION

A yokai like a wheel with a gigantic face attached to it. The wheel is big enough to be used on an oxcart, and while the face has a certain degree of freedom to leap from it they remain tied to it by their hair. Wreathed in flames and scowling hideously as they roll around, the face resembles a visitor from another world, and has long struck terror onto the hearts of those who witness them.

They have awful destructive power and attack by ramming their bodies engulfed in flames or by spitting fire from their mouths. Depending on where they appear, they can also start fires in the surrounding area, which can rapidly grow into raging infernos.

WITCH HUNTER DE

Medium humanoid (*dhampir*, *mythic*), lawful good

Armor Class 19 (+3 black studded leather)

Hit Points 220 (19d8 + 68)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws DEX +9, WIS +7, CHA +9

Skills Perception +12, History +8, Investigation +12, Stealth +9, Survival +7

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Darkvision 120 ft., Passive Perception 17

Languages English, Common

Challenge 15 (13,000 XP)

Blood Rage (Recharges when D is at full hp). D can turn into a full vampire when he is enraged. He normally keeps this under strict control but if he is bloodied (reduced to half hit points) he must start making DC 10 Charisma saving throws or turn into a vampire. The DC for this saving throw increases by 1 each round that he is bloodied and in combat. If reduced to 0 hit points he automatically transforms into a vampire gaining the following abilities:

- D heals 100 hit points.
- D gains +2 to attack damage rolls.
- D gains the bite attack option.
- D's legendary actions automatically recharge.
- D also gains the following traits as a vampire - spider climb, shapechanger, charm and children of the night.

Left Hand (Symbiont). He appears on D's left hand as a face on a cancerous looking lump. He has his own personality but works in tandem with D to achieve D's goals. Left Hand can speak the language of the Crystal Palace, acts as a bag of holding and can innately cast the following spells once per day (spell save DC 16, +8 to hit with spell attacks):

- mage hand, prestidigitation, ray of frost, comprehend languages, fog cloud, sleep, detect thoughts, gust of wind, mirror image, animate dead, bestow curse, nondetection, blight, greater invisibility, skill empowerment

Legendary Resistance (3/Day). If D fails a saving throw, he can choose to succeed instead.

Immortal. D regains 20 hit points at the start of his turn if he has at least 1 hit point. D can only be killed if he suffers from an effect that completely and utterly destroys his body - like a disintegration effect or if he were to be cast into the sun.

Stake to the Heart. If a piercing weapon made of wood is driven into D's heart while he is incapacitated, he is paralyzed until the stake is removed.

ACTIONS

Multiattack. D makes three great katana attacks. He may replace one of these attacks with an unarmed strike. If enraged he also gains a bite attack. Left Hand also gains his own action which is usually to cast a spell.

+3 Blacksteel Dai Katana. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. **Hit:** 15 (2d6 + 8) slashing damage. This attack is magical.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. **Hit:** 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, D can perform one of the following actions:

- He can grapple the target (escape DC 19).
- The target must succeed on a DC 18 Strength saving throw or drop one item it is holding (D's choice).
- The target must succeed on a DC 18 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 18 Constitution saving throw or be stunned until the end of D's next turn.

Bite (Blood Rage Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. **Hit:** 7 (1d6 + 4) piercing damage plus 28 (8d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and D regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. An evil creature slain in this way is killed permanently as their souls are destroyed in the process.

REACTION

Parry. D adds 6 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

D can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turn.

- **Move.** D moves up to its speed without provoking opportunity attacks.
- **Unarmed Strike/Great Katana.** D makes one attack.
- **Bite (Costs 2 Actions).** D makes one bite attack.

DESIGN NOTE: MYTHIC TAG

Creatures with the mythic tag, at a minimum, has maximum hit points. For certain creatures I give them mythic abilities as well – similar to legendary actions but they become phase 1, phase 2 style fights/creatures.

YOKAI

Yokai are any creatures that originate beyond the mortal realm. All kami and oni are yokai but not all yokai are kami or oni. Yokai are generally classed as spirits. Any creature from the Monster Manual could potentially be a yokai but they tend to be neutral examples of fey, beasts and plants. All undead are yokai – even evil (and the very rare, good) aligned ones are yokai and not oni. Specific examples of yokai here (excluding oni and kami).

YOKAI TEMPLATE INFORMATION

This template may be applied to any fey. The original creature retains its statistics except where outlined below. Any fey creature listed in the Monster Manual (or other monster tomes) could be used as a yokai with little modification.

Type. Add yokai as a subtype.

Alignment. Yokai can be any alignment though they tend to be neutral.

Language. All yokai speak Spirit Tongue in addition to the base creatures language and any local dialect of the area they call home.

Damage Resistance Yokai have resistance to bludgeoning, piercing and slashing from nonmagical attacks that aren't crystal

Ethereal Sight. The yokai can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Yokai. As a spirit, yokai have advantage on saving throws against all enchantment effects except those of other yokai. Yokai can sense any passages to Gaki-do and the ethereal plane within one mile.

YUKI-ON-NA

Medium fey (yokai), chaotic evil or chaotic good

Armor Class 16 (*a winter's gale*)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 40 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

16 (+3) 13 (+1) 16 (+3) 12 (+1) 12 (+1) 18 (+4)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't crystal

Damage Immunities cold, necrotic, poison

Condition

Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses darkvision 60 ft., passive Perception 11

Languages Languages she knew in life and Spirit Tongue

Challenge 4 (1,100 XP)

Innate Spellcasting. The yuki-on-na's innate spellcasting ability is Charisma (spell save DC 14). The yuki-on-na can innately cast the following spells, requiring no material components:

- At will: druidcraft, alter self, comprehend languages, detect thoughts
- 3/day each: snow drift (as entangle), goodberry
- 1/day each: pass without trace

Ethereal Sight. The yuki-on-na can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The yuki-on-na can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Magic Resistance. The yuki-on-na has advantage on saving throws against spells and other magical effects.

Paralyzing Gaze. When a creature that can see the yuki-on-na's eyes starts its turn within 30 feet of her, the yuki-on-na can force it to make a DC 14 Constitution saving throw if the yuki-on-na isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly paralyzed. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming paralyzed on a failure or ending the effect on a success. The paralysis lasts until the creature is freed by the greater restoration spell or other magic. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the yuki-on-na until the start of its next turn, when it can avert its eyes again. If the creature looks at the yuki-on-na in the meantime, it must immediately make the save.

Yokai. As a spirit, yuki-on-na has advantage on saving throws against all enchantment effects except those of other yokai. Yokai can sense any passages to Gaki-do and the ethereal plane within one mile.

ACTIONS

Cold Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 17 (4d6 + 3) cold damage.

Etherealness. The yuki-on-na enters the Spirit Realm (Ethereal Plane) from Ningen-Do (Material Plane), or vice versa. She is visible on the Material Plane while she is in the Border Ethereal, and vice versa, yet she can't affect or be affected by anything on the other plane.

Lose the Way (1/Day). A yuki-on-na can touch a victim and cause it to be completely unable to find its way anywhere for the next 3d6 hours. The creature cannot use the Survival skill to avoid becoming lost. The character cannot even find its way out of a closet without assistance, though it is perfectly capable of following other characters.

DESCRIPTION

Beautiful spirits of the frozen wastes, yuki-on-nas are either hateful and destructive or kindly and helpful. In either case, they can be dangerous, since those who pursue them, whatever their intention, often find themselves lost in a blizzard.

Yuki-on-nas are virtually never seen except in the midst of heavy snowfall. Evil yuki-on-nas take these opportunities to attack from hiding, while good ones are often seen dancing through the snow. They shun heated melee combat whatever their alignment, using their touch attack to capture their prey (or defend themselves).

WHAT IS GAKI-DO?

Gaki-Do is the spirit realm. The cosmology used here is lifted directly from 3rd Edition D&D which used the **Legend of Five Rings** cosmology which, in itself, was a rationalization of Japanese views of the afterlife. The realms are:

- Jigoku, The Realm of Evil.
- Gaki-do, The Realm of the Hungry Dead.
- Sakkaku, The Realm of Mischief.
- Meido, The Realm of Waiting.
- Yomi, The Realm of Blessed Ancestors.
- Tengoku, The Celestial Heavens.
- Chikushudo, The Realm of the Animals.
- Toshigoku, The Realm of Slaughter.
- Yume-do, The Realm of Dreams.
- Ningen-do, The Realm of Mortals (Prime Material Plane)

ENCOUNTERS

Here is a collection of encounters that maybe useful for your own Oriental Adventure Campaign. I used all of these at one point or another.

SIRENS SONG

Play "The Sirens Song" - Through the Gloom.

A mist rolls in as the sun goes down which is soon followed by an eerie song. The ship's crew become mesmerized almost instantly turning the ship this way and that. Not being mariners, you have no idea if they are going of course or not.

Depending what the players do the ship arrives at the sirens mystical island.

The ship emerges from the mist and an island can be seen up ahead - clearly the source of the enchanting song. The island has a skull shaped mountain on it and is surrounded by beached, derelict and half sunken ships. The crew deftly avoids the flotsam and jetsam and beaches the vessel. They then all as one grab the ship's cargo and anything else of value and begin marching up the mountain.

Assuming the PCs follow.

Following your bewitched crew, you enter through one of the skulls eyes into a vast cave glistening with treasure. High above the floor on a stone outcropping you see three beautiful, almost ethereal women - the source of the song.

PCs need to make a DC 15 Wisdom saving throw or become charmed. Women have advantage on this saving throw. Assuming some of PCs pass the sirens will speak to them - in song - each minute the PCs talk to the sirens they must repeat the saving throw. Some phrases to use:

Siren 1: ♪ *One seems to resist...*

Siren 2: ♪ *Are you not affected by our song?*

Siren 3: ♪ *Don't you love us?*

Siren 4: ♪ *Adore us?*

Development

Once battle starts the music changes to battle/combat music. If a bard/geisha tries to outperform the sirens and she wins the opposed performance roll the geisha wins and the surround crew are stunned as they spend their turn covering their ears. The Siren coterie does the same. This will trigger phase 2 early. Female characters have advantage on this roll.

Terrain

Treasure. The room is littered with treasure making it difficult terrain.

Combat

Phase 1

Though the **sirens** are quite formidable melee combatants they remain at range as long as possible. Once combat begins the sirens will command the bewitched **crew** to attack. They really do no damage to the PCs but impose disadvantage on any PC who specifically do not harm the crew (for example being careful with aiming, trying to knockout crew members etc.). Characters who use lethal force against the crew do not have disadvantage but 1d4 crewmen die each round. If too many crewman die, they will not be able to sail away. When the Coterie is reduced to 0 hit points phase 2 starts.

Phase 2

The sirens hair grows and intertwines eventually forming a gargantuan 3 headed snake with black and white scales, humanlike face and blue fire for hair. She bellows as, one by one, each head turns to regard you. Then she lurches forward, three jaws opening wide.

Victory

Even if they win it takes a week to get back on course. The room is filled with more treasure than they can fit on the ship, after stuffing the hold full of sen (and the captain takes his cut) the PCs can take up to 20,000 sen.

SIREN COTERIE

Jennifer, Janine, and Tara

Medium fey (spirit), chaotic evil

Armor Class 17 (vile comeliness)

Hit Points 195 (30d10 + 60)

Speed 40 ft., climb 40 ft. swim 40 ft.

STR DEX CON INT WIS CHA

21 (+5) 12 (+1) 14 (+2) 13 (+1) 14 (+2) 20 (+5)

Saving Throws CON +5

Skills Deception +5, Perception +5, Performance +7

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities enchantment

Senses darkvision 60 ft., passive Perception 15

Languages Aquan, Common, Giant, Sylvan, Oni

Challenge 6 (2,300 XP)

Innate Spellcasting. The siren's innate spellcasting ability is Charisma (spell save DC 16). She can innately cast the following spells:

- 3/day each: disguise self (including the form of a Medium humanoid), fog cloud, charm person, greater invisibility, polymorph (self only)

Amphibious. The siren can breathe air and water.

Coterie Life Force. The three sirens share a single hit point pool. Once reduced to zero hit points they transform into the three-headed-siren hydra.

Coterie Spellcasting. See the sidebar.

Magic Resistance. The siren has advantage on saving throws against spells and other magical effects.

Spider Climb. The siren can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The siren sings (or maintains) her Luring Song and then either casts a spell or makes three Immaculate Nail attacks.

Immaculate Nails. *Range or Melee Weapon Attack:* +8 to hit, reach 5 ft. or range 60/120 feet, one target. **Hit:** 15 (3d6 + 5) slashing damage (melee) or piercing damage (range). If the target is within 5 feet when this attack hits, they are also exposed to stupefying touch.

Stupefying Touch. The siren touches one creature she can see within 5 feet of her. The creature must succeed on a DC 16 Intelligence saving throw or take 36 (9d6 + 5) psychic damage and be stunned until the start of the siren's next turn.

Luring Song. The siren sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 16 Wisdom saving throw or be charmed until the song ends. The siren must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the siren, a target is incapacitated and ignores the songs of other sirens. If the charmed target is more than 5 feet away from the siren, the target must move on its turn toward the siren by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the siren, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this siren's song for the next 24 hours.

THREE HEADED SIREN

Huge fey (spirit), chaotic evil

Armor Class 15 (demonic hair)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR DEX CON INT WIS CHA

21 (+5) 12 (+1) 20 (+5) 13 (+1) 14 (+2) 7 (-2)

Saving Throws CON +7

Skills deception +5, perception +5

Condition Immunities enchantment

Senses darkvision 60 ft., passive Perception 15

Languages Aquan, Common, Giant, Sylvan, Oni

Challenge 8 (3,900 XP)

Amphibious. The three-headed-siren can breathe air and water.

Coterie Spellcasting. See the sidebar. Expended spells and slots from phase 1 are not refreshed.

Heroslayer. While a the three-headed-siren is under a condition, she gains advantage to attack rolls and a +5 to damage rolls against the creature that inflicted the condition.

Magic Resistance. The three-headed-siren has advantage on saving throws against spells and other magical effects.

Multiple Heads. The three-headed-siren has three heads. While she has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the three-headed-siren takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The three-headed-siren regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the three-headed-siren has beyond one, she gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the three-headed-siren sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The three-headed-siren uses Deadly Screech (if available) then makes as many bite attacks as she has heads. She may forgo one bite attack and instead cast a spell.

Bite. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. **Hit:** 10 (1d10 + 5) piercing damage. A target hit by more than one bite attack in a round takes 10 extra damage.

Deadly Screech (1/Day). The three-headed-siren releases a grating screech. This screech has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 16 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) thunder damage and is stunned until the end of its next turn.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. **Hit:** 36 (9d6 + 5) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Huge or smaller creature. Until the grapple ends, the target takes 36 (9d6 + 5) bludgeoning damage at the start of each of the three-headed-siren's turns. Until this grapple ends, the creature is restrained, and the three-headed-siren can't constrict another target.

COTERIE SPELLCASTING

While all three sirens are within 30 feet of one another, they can each cast the following spells innately from the wizard's spell list but must share the spell slots among themselves. They may do this once per round as a free action in both phases of the fight.

- 1st level (4 slots): identify, ray of sickness
- 2nd level (3 slots): hold person, locate object
- 3rd level (3 slots): bestow curse, counterspell, lightning bolt
- 4th level (3 slots): phantasmal killer, polymorph
- 5th level (2 slots): contact other plane, scrying
- 6th level (1 slot): eyebite

For casting these spells, each siren is a 12th-level spellcaster that uses Charisma as her spellcasting ability. The spell save DC is 16, and the spell attack bonus is +8.

Suggested Spell Order for Free Casts

- Eyebite.
- Phantasmal Killer
- Hold Person
- Bestow Curse
- Lightning Bolt (keep 1 slot for counterspell)
- Phantasmal Killer
- Hold Person
- Phantasmal Killer
- Hold Person
- Ray of Sickness

KAPPA AT THE BRIDGE

You come across a bridge. A small but bulky creature blocks your way. It looks like a cross between a monkey and a turtle. A kappa – renowned martial artists and extremely random in their thinking and actions. It demands a toll to pass over the bridge – preferably horsemeat or cucumbers.

The party may negotiate or just attack. He will also happily fight in a one-on-one battle for the PCs to earn passage.

Politeness. To make a bow seem convincingly polite, make a Charisma (Deception) check or Charisma (Performance) check contested by the kappa's Wisdom (Insight) check. If the PCs win the Kappa bows, loses his water and is paralysed.

THE TOMB OF THE LICHE

This encounter should be played out tactically (aka with miniatures) to maximise the monsters' abilities and push the players. The encounter should also be at the end of a short death-trap style dungeon. Have a large throne type room with The Bronze Liche and Iron Cobra at one end and the deathshrieker near the party. The deathshrieker will lockdown PCs slowing their movement. The Iron Cobra will protect The Bronze Liche from anyone who gets past the deathshrieker (most likely melee combatants). This allows the Bronze Liche to ping spells at the party until her two guardians are down. Would recommend a level 15 party for this encounter.

THE AMRITA TRAP

A large yellow gem - perhaps a yellow sapphire - the size of a bucket sits under a glass container.

Any interactions with the gem releases a Séance of Bhoots which then dominate an animal companion and attack the party. Characters looking on the gem for longer than a few seconds triggers the trap - the target must make a DC 19 Wisdom saving throw or become compelled to own the gem.

This effect lasts 1 hour and ends when the PC takes the gem releasing the séance. The PC also gets another saving throw if he attacks another creature for the gem - if he is of a non-evil alignment.

TREASURE

It is indeed a yellow sapphire worth 20,000 sen or it can be used to gain a level.

ELECTRIC KISS

There is rustling in the bush near you right before a thunderbolt flashes across the road. Each character should make a DC 10 Dexterity saving throw. If they fail, they are hit by Raichu's electricity attack. Raichu is in a foul mood and attacks the party until he is bloodied and then disappears into the bushes. Add a Raiju and/or a Pikachu if it seems too easy for the PCs.

GAKIMUSHI NEST

Lurking in the upper arms of a 100' high keteleeria is a particularly dense web which shrouds the whole canopy of the tree, which chokes within yet still manages to grow thanks to the abundant nature of the garden. Six gakimushi occupy the tree, the kumo have formed a strange relationship with these spider-like creatures and use them to watch the garden from this high point.

TACTICS

During Combat The gakimushi do not attack openly, preferring instead to hunt as a pack by using invisibility in and out of combat after stealthy approaching. Usually a pair of gakimushi will get ahead of their victims and lurk invisibly, waiting to pounce and make a full round of actions before turning invisible and moving away. In the meantime, two further gakimushi move into the flanks of their opponents, attack and then similarly invisibly move away.

Morale The gakimushi hunt as a pack, and whilst at least half their number remain they keep up their assault, once only two remain the survivors flee back to their nest to lick their wounds. These gakimushi have long memories however, and if the PCs return through the garden again a day after an assault they attack again, using the lurking tactics above. This second assault lasts until both spiders are slain. Note, the gakimushi create webs but these are used purely as a home - they do not use these non-sticky webbing to trap creatures or as part of their attacks.

TREASURE

The husks of several hobgoblins hang within the web in the tree (a DC 10 climb check), these include a pair of cure serious wound potions held in gourds, a masterwork nunchaku, and the desiccated remnants of an Okami warrior maiden - one of the lesser children of Munasukaru - (for more information on these offspring see Munasukaru's Penance).

KENSAI DUELS

Here is a list of kensai duels I used. My PC actually managed to avoid dueling until level 10, however, these should be easy to adjust as needed. These should be above and beyond what would be normally expected, especially at lower levels, which should be straight up duels against human kensai/opponents.

- The spirit of a long dead samurai enters the PC's character, and a psychic duel ensues.
- An old man challenges the PC to a shogi duel. Depending how good the player is at shogi you can make this as difficult as possible. I gave my PC 3 attempts at beating an AI shogi on my iPhone.
- For level 15 Hachiman was the opponent which also unlocked the level 15 class ability.
- Jirou and Saaburo – an atamahuta kensai.
- I call this the Anubis challenger. A kensai spirit that prevents the kensai from repeating the same action more than once during the duel. For example,
- A riddle from a strange source, for example, a two-headed oni, kami or yokai. Here is what I used by way of example but if you are looking for creative puzzles, I suggest using [Cloud Kingdom Products](#) (or even just their riddle of the week):

The ettin rises to its feet, challenging you.

"Just give 'em the reminder, Saburo," the right head says, "so's we can get back to our nappin'."

"Fine, Jirou," Saburi grunts, then recites:

"A box of white bones, never empty nor full, though it ever leaks the treasure inside."

"It holds safe all you've got, unless you're a sot, when its locks with wine may be plied," Saburi says.

"Smash it in like an egg, but what do you know?" says Jirou, "They'll not find the treasure you hide."

Answer: Skull.

VILLONOUS OPTIONS

Looking at the options in the DMG both the Necromancer and Oath Breaker fit perfectly in to [Oriental Adventures](#). However, that only covers [Tainted](#) and fallen [Sohei](#) (Paladin) and [Shukenja](#) (Cleric). Here is an arcane caster option and the [Maho-Bujin](#) works for non-casters. When using the villainous options from the [Dungeon Master's guide](#) add the [Maho](#) spells to both the cleric and paladin. They otherwise remain unchanged. You will need to adjust the class feature level depending on if the base class is the wizard or sorcerer. Example below uses the sorcerous origin progression.

MAHOUTSUKAI

BLOODBENDERS AND BLOODSPEAKERS

Maho, or blood magic, is perhaps the most seductive and effective tool of evil in Kara-Tur. Maho wielders, or mahoutsukai, have served the will of the Shadowlands for centuries, both within the empire and without. While the [Kuni witch hunters](#), [Phoenix inquisitors](#), and [Snake clan magistrates](#) have dedicated themselves to purging maho from the empire, it is often those most dedicated to its eradication who are most likely to find themselves seduced by its power. And it is power, most often, that seduces, for maho is an easy path to tremendous magical power.

Young shugenjas frustrated at the slow pace of their studies, old scholars chafing at the limitations of their elemental magic, peasant folk-magic practitioners — for all these spellcasters, maho offers a way to overcome obstacles that the sanctioned magic of Kara-Tur cannot provide. At the mere cost of one's soul.

Maho-tsukai come from a variety of backgrounds. Many are shugenjas — some inexperienced, some quite advanced — who stumble across or seek out the forbidden secrets of maho in their school's libraries. Others are adepts from the peasant classes who learn maho from an older practitioner.

Many Bloodspeakers fall into this category, passing the secrets of maho down from generation to generation. Characters who learn maho without prior magical training usually begin as sorcerers.

OVERWHELEMING CORRUPTION

Beginning when you choose this origin at 1st level, you gain the Shadowlands type (which means you are affected by Shadowlands and Taint specific spells). You are also vulnerable to jade weapons.

By definition, a mahoutsukai is overwhelmed with Taint, but this Taint is not immediately obvious to onlookers. After you become a mahoutsukai, your Taint manifests in mental effects — insanity, rage, nightmares — and internal physical effects. If a mahoutsukai is split open, the internal corruption is obvious: Your body is full of bloody pus and strange growths, even internal limbs. Barring this condition, it is impossible to detect a mahoutsukai based on appearance.

Finally, you no longer apply your Taint score as a penalty to your Constitution, but still applies half of your Taint score as a penalty to your Wisdom.

BLOOD MAGIC

Starting at 1st level, rather than using a key ability score for spellcasting, you use your [Taint](#) scores. It otherwise acts exactly like your original casting ability previous to becoming corrupted — Intelligence for wu jen, Charisma for Sorcerers and Wisdom for Divine spellcasters. You also add the [Blood Element](#) spells to your list of spells. Additionally, you must substitute a drop of blood for a spell's material component or focus, if any. You have two options: use your own blood or use someone else's. If you use your own, the minor knife cut to draw the requisite blood is part of the Cast A Spell action that becomes a normal part of casting the spell. You do not need to make a Concentration check to complete the spell, despite the wound. Using this ability deals you 1 point of damage. Substituting blood for a costly material component requires drawing a greater amount of blood. You deal more damage to yourself when doing so, according to the table below. When using blood to replace a costly component, you must make a Concentration check (DC 10 + damage taken or spell level whichever is higher) to successfully cast the spell.

Component Cost (¥)	Damage Dealt
1–50	5
51–300	10
301–750	15
750+	20

MAHO METAMAGIC

Starting at 6th level, you may use blood to enhance your spells. You may voluntarily take 1 level of exhaustion to increase the spell level of the of any spell that allows it to be cast at a higher level without actually using the higher-level spell slot.

PUPPET MASTER

At 14th level, your mastery of blood magic allows you to more easily control other creatures that have blood. Any spell that dominates, charms, paralysis or in some other way immobilizes the target are much stronger. The target creature has disadvantage on the saving throw to resist the ability.

SEDUCTIVE

Beginning at 18th level, you may use 30 hit points of blood to maximize a spell of your choosing – all its variables are at maximum.

MAHOUBUJIN

The Madmen of the Shadowlands

When a character's Taint exceeds the capacity of his body and soul to contain it, he is possessed by the evil power of the Shadowlands and transformed into a creature of Taint. Such characters feel an irresistible urge to travel into the Shadowlands, often walking until their feet bleed, slaughtering anyone in their way.

The lucky ones are killed by Crab patrols or marauding Shadowlands creatures. The unlucky ones find their way to the Festering Pit of Fu Leng and are transformed into living servants of evil.

Most maho-bujin were Crab fighters, samurai, or rangers before their Taint overcame them. NPC maho-bujin are found throughout the Shadowlands, often serving as commanders for small groups of Shadowlands creatures.

OVERWHELEMING CORRUPTION

Beginning when you choose this archetype at 3rd level, you gain the Shadowlands type (which means you are affected by Shadowlands and Taint specific spells). You are also vulnerable to jade weapons.

By definition, a maho-bujin is overwhelmed with Taint, but this Taint is not immediately obvious to onlookers. After you become a maho-bujin, your Taint manifests in mental effects — insanity, rage, nightmares — and internal physical effects. If a maho-bujin is split open, the internal corruption is obvious: Your body is full of bloody pus and strange growths, even internal limbs. Barring this condition, it is impossible to detect a maho-bujin based on appearance.

Additionally, you no longer apply your Taint score as a penalty to your Constitution, but still applies half of your Taint score as a penalty to your Wisdom.

THE CRIMSON ROAD

Starting at 7th level, you can use your bonus action to make an unarmed attack. You are considered proficient in unarmed weapons if not already and your base damage is 1d6. If you are a monk, you may instead make two attacks using your bonus action.

DEATH KNEEL

At 10th level, when you strike the killing blow to dispatch any creature, you 5 + your Constitution modifier as temporary hit points and +2 to Strength (to a maximum of 30). If you are a spellcaster who uses blood-magic (like a Tainted ranger), your effective spell DC increases by +1. This effect lasts for 1 minute per HD of the slain creature.

UNBOUND CORRUPTION

Starting at 15th level, you can add half your Taint score to your weapon attack rolls.

BEASTMAN

At 18th level, you are a champion of chaos and become an unstoppable killing machine. You gain resistance to bludgeoning, piercing, and slashing weapons that are not magical or jade.

ELEMENT OF BLOOD

In the lands of Oriental Adventures necromancy and anything related to the dead or death is considered evil. This is reflected in the Maho spell list.

MAHO AND THE TAIN

One of the most common means of acquiring the Shadowlands Taint is through the practice of maho, or blood magic. Blood magic is said to be a more advanced (and deadly) form of water magic. Spellcasters are often drawn to the study of maho as a way of increasing their magical power, giving them access to destructive spells they would not otherwise know.

A spellcaster, or adept who researches maho can learn a spell from the maho-tsukai spell list instead of her normal spell list if she makes a Intelligence (Arcana) check against a DC of 15 + the spell's level. This spell counts against the character's normal spells known, and if the character is a wu jen, it counts as a spell outside the character's favored element.

Casting maho spells carries a terrible cost, however. Any character who casts a maho spell (a spell from the maho-tsukai spell list) must make a Constitution save (DC 10 + spell level) or increase his Taint score by 1. The character must make this saving throw every time he casts a maho spell.

If a spellcaster has a Taint score with a negative modifier they are lost to the Shadowlands and become NPCs. The Bloodspeakers are an evil secret society made up of such creatures.

MAHO-TSUKAI SPELL LIST

The maho-tsukai spell list contains only a few unique spells that do not appear on the Wu Jen spell list. Where possible explanations are provided in the list. For more complex and unique spells a detailed description is below the list.

1ST-LEVEL MAHO-TSUKAI SPELLS

Bane. Enemies suffer –1d4 attack and saves.

Chill Touch. Touch deals 1d8 necrotic damage.

Cobra's Breath*. Spit poison in a 10-ft. cone for 1d3 Con damage.

Curse Water. Makes unholy water.

Deathwatch. Sees how near death subjects within 30 ft. are.

Detect Undead. As detect good and evil but undead only.

Doom. One subject suffers disadvantage on attacks, damage, saves, and checks.

Ghost Light*. Ghostly green radiance causes fear.

Inflict Wounds. Touch attack, 3d10 necrotic damage.

Invisibility to Undead. As invisibility but undead only.

Spare The Dying. Stabilise a dying creature.

False Life. Gain 1d4+4 temporary hit points.

Ray Of Sickness. Range attack that does 2d8 poison plus poison status.

Poison. Touch deals 1d12 poison damage.

2ND-LEVEL MAHO-TSUKAI SPELLS

Apparition*. Target's face looks terrifying; viewers may become shaken.

Blindness/Deafness. Inflicts the status on target creature.

Darkness. 20-ft. radius of supernatural darkness.

Death Knell. Kills dying creature; you gain 1d8 temporary hp.

Desecrate. Fills area with negative energy, making undead stronger.

Gentle Repose. Preserves one corpse.

Ghoul Touch. Paralyzes one subject, who exudes stench (–2 penalty) nearby.

Kiss of the Toad*. Poisonous touch deals 1d6 Con damage, repeats in 1 min.

Ray Of Enfeeblement. Halves Strength damage on target.

Scare. One creature of your choice within 20 feet of you must succeed on a Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if you are within line of sight, ending the effect on itself on a success.

Spectral Hand. Creates disembodied glowing hand to deliver touch attacks.

Summon Swarm. Summons swarm of small crawling or flying creatures.

Tasha's Hideous Laughter. Subject loses actions for 1d3 rounds.

3RD-LEVEL MAHO-TSUKAI SPELLS

Animate Dead. Creates undead skeletons and zombies.

Bestow Curse. Affects an ability; Attacks, saves, or checks.

Conjure Lesser Oni. Conjure a manes from Jigoku to serve you.

Fear. Subjects within cone flee for 1 round/level.

Feign Death. A death like state.

Halt Undead. Immobilizes undead for 1 round/level.

Mental Weakness*. Target suffers –4 penalty to Will saves.

Negative Energy Protection. Subject gains resistance to necrotic damage.
Speak With Dead. Corpse answers questions.
Vampiric Touch. Touch deals 3d6 necrotic damage; caster gains damage as hp.

4TH-LEVEL MAHO-TSUKAI SPELLS

Arcane Eye. Invisible floating eye moves 30 ft./round.
Blight. Target creature suffers 8d8 necrotic damage.
Cloud of Taint†. Damages and sickens untainted creatures.
Conjure Ape Oni. Conjure a barlgura from *Jigoku* to serve you.
Conjure Shadow Oni. Conjure a shadow demon from *Jigoku* to serve you.
Creeping Darkness.* Cloud of inky blackness moves at your command.
Enervation. Subject gains 1d4 exhaustion levels.
Evard's Black Tentacles. 1d4 +1/level tentacles grapple randomly within 15 ft.
Fatigue.* Creature touched becomes fatigued.
Giant Vermin. Turns insects into giant vermin.
Heart Ripper.* Kills 1d4 living creatures with less than 2 HD.
Pain.* Inflict pain on targets, who suffer –4 on attack rolls, saving throws, and ability checks.
Phantasmal Killer. Fearsome illusion kills subject or deals 3d6 damage
Poison Water.* Transform water into ingested poison.
Polymorph. Gives one subject a new form.
Solid Fog. Works as *fog cloud* but also makes terrain difficult in area-of-effect.
Wall of Bones.* Creates a bone wall that can be shaped.

5TH-LEVEL MAHO-TSUKAI SPELLS

Antilife Shell. Hedge out living creatures.
Blood Fire.* Four blood missiles deal 2d8 damage each.
Circle of Doom. Deals 1d8 +1/level damage in all directions.
Cloudkill. Causes 5d8 poison damage.
Contact Other Plane. Ask question of extraplanar entity.
Conjure Vulture Oni. Conjure a vrock from *Jigoku* to serve you.
Contagion. Infects subject with chosen disease.
Insect Plague. Insect horde limits vision, inflicts damage, and weak creatures flee.
Magic Jar. Enables possession of another creature.
Nightmare. Sends vision dealing 1d10 damage, fatigue.
Planar Binding. Traps outsider until it performs a task.
Slay Living. Touch attack kills subject.
Unhallow. Designates location as unholy.
Wood Rot.* Wood item or plant creature rots and becomes worthless.

6TH-LEVEL MAHO-TSUKAI SPELLS

Blade Barrier. Blades encircling you deal 1d6 damage/level.
Circle Of Death. Causes 8d6 necrotic damage in 60' sphere.
Create Undead. Ghouls, shadows, ghosts, wights, or wraiths.
Eyebite. Charm, fear, sicken or sleep one subject.
Forbiddance. Denies area to creatures of another alignment.
Harm. The target takes 14d6 necrotic damage and hit point total reduced.
Repulsion. You exhale repulsion energy in a 30-foot cone. Each creature in that area must succeed on a Strength saving throw. On a failed save, the creature is pushed 40 feet away from you.
Magic Jar. Attempt to possess any humanoid within 100 feet

7TH-LEVEL MAHO-TSUKAI SPELLS

Acid Fog. Works as *fog cloud* but also deals 2d6 acid/round and becomes difficult terrain.
Blasphemy. You utter a blasphemous word. Each non-tainted/evil creature within 10 feet of you that can hear the magical utterance must succeed on a Constitution saving throw or be stunned until the end of your next turn.
Conjure Toad Oni. Conjure a hezrou from *Jigoku* to serve you.
Creeping Doom. Carpet of insects attacks at your command.
Destruction. Kills subject and destroys remains.
Finger Of Death. Kills one subject.
Insanity. Subject suffers continuous confusion.
Simulacrum. Creates partially real double of a creature.
Symbol. Triggered runes have array of effects.
Sword of Darkness.* Blade of negative energy attacks your opponents.
Withering Palm.* Touch attack deals 1 point Str damage and 1 point Con damage per two caster levels.

8TH-LEVEL MAHO-TSUKAI SPELLS

Antipathy. Object or location affected by spell repels certain creatures.
Clone. Duplicate awakens when original dies.
Animate the Blood. As *dominate monster*.
Horrid Wilting. Creatures in 30ft cube take takes 10d8 necrotic damage.

9TH-LEVEL MAHO-TSUKAI SPELLS

Energy Drain. Subject gains 2d4 levels of exhaustion.
Implosion. Kills one creature/round.
Imprisonment. Imprisons subject within gem.

Power Word, Kill. Kills one tough subject or many weak ones.

Soul Bind. Traps newly dead soul to prevent resurrection.

Tainted Aura†. +4 AC, +4 resistance, and 25 SR against good spells.

Wail of the Banshee. You release a mournful wail. This wail has no effect on constructs and undead. All other creatures within 30 feet of you that can hear you must make a Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 35 (10d6) psychic damage.

Weird. As phantasmal killer, but affects all within 30 ft.

MAHO-TSUKAI SPELL DESCRIPTIONS

New maho-tsukai spells are described below.

APPARITION

2nd level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a miniature palette dotted with paints of assorted colours)

Duration: Concentration, up to 10 minutes

This spell causes the subject's face to appear horrible and terrifying. You can create nearly any combination of hideous features—blue skin, parrot face, elephantine nose, rotting tusks, or anything else you can imagine. You cannot duplicate the appearance of any known creature, however.

Creatures—excluding you and your allies—who view the recipient, must make successful Wisdom saving throws or become frightened.

CLOUD OF TAINT

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a 20-foot-radius sphere of Taint cold cloying cloud of greasy darkness fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 necrotic damage on a failed save, or half as much damage on a successful one.

Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

Nezumi, Shinomen nagas, and creatures with the Shadowlands subtype are not harmed by the spell, and creatures with a Taint score are considered to have resistance against the damage this spell causes.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

BLOOD FIRE

5th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (your blood – cutting the pattern in your palm deals 2 points of damage to you)

Duration: Instantaneous

When you cast this spell, you cut a mystic pattern into one palm with a knife and enchant your own blood creating 1 blood missile.

You can then send these missiles of blood streaking from the upturned palm, which explode on impact. Each missile hits a creature of your choice that you can see within range. A missile deals 2d8 necrotic damage to its target. Creatures within 5 feet of a creature struck by a missile must make successful Dexterity save or take the same damage. The missiles all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the spell creates one more missile for each slot level above 5th.

COBRA'S BREATH

1st-level transmutation

Casting Time: 1 action
Range: 10 feet
Components: S, M (a cobra's fang)
Duration: Instantaneous

Your saliva changes into a virulent poison that you then spit forth in a 10-foot cone. Creatures within the cone must succeed on a Constitution saving throw or take 2d10 poison damage and gain the poison status affect.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

CREEPING DARKNESS

4th-level evocation
Casting Time: 1 action
Range: 100 feet
Components: V, S, M (a whisker from an old black cat and a tiny bottle of smoke captured on a moonless night)
Duration: Concentration up to 1 hour

You create an amorphous cloud of inky blackness. You can shape and move the cloud as you desire during the duration of the spell if you maintain concentration on it and it remains within the range of the spell. You can move it up to 20 feet per round. It can seep through the smallest cracks and float through the air, as you desire. Creatures whose visual organs are within the cloud cannot see by normal vision or darkvision.

The cloud also engulfs all sound within it, preventing creatures whose vocal organs are within the cloud from speaking or casting spells, and those whose auditory organs are within the cloud from hearing. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

FATIGUE

4th-level transmutation
Casting Time: 1 action, or reaction when hit or missed by a melee attack.
Range: Touch
Components: S
Duration: Instantaneous

The subject becomes fatigued, gaining 1 level of exhaustion on a failed Constitution saving throw. The subject can negate the effects of the spell through normal rest. The creature must take a long rest to remove one level of exhaustion.

GHOST LIGHT

1st-level necromancer
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bit of phosphorus)
Duration: Concentration, up to 1 minute

You create up to four torch-sized lights of a ghostly green radiance within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light shed dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

The light is imbued with unearthly power and causes fear in creatures within 30 feet of its location. Creatures in this area must make successful Wisdom saving throws or become frightened.

HEART RIPPER

4th level necromancy
Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous

With the sweep of a hand, you send invisible bolts of force surging toward the targets. Roll 5d8; the total is how many hit dice of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order from lowest number of hit dice to highest.

Starting with the creature that has the lowest hit dice, each creature affected by this spell dies. Subtract each creature's hit dice from the total before moving on to the creature with the next lowest hit dice. A creature's hit dice must be equal to or less than the remaining total for that creature to be affected.

Undead, constructs, oozes, and other creatures with no anatomy or no heart are unaffected by the spell.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, roll an additional 1d8 for each slot level above 4th.

KISS OF THE TOAD

2nd level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, F (a tattoo of a toad on your skin)

Duration: Instantaneous

Your touch becomes poisonous; inflicting poison upon a creature you touch with a successful melee touch attack. The poison deals 2d6 poison damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

MENTAL WEAKNESS

3rd level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, F (the tail of a red fox)

Duration: 1 minute

This spell weakens the subject's mental resistance, giving it disadvantage on Wisdom saves and weakness to psychic damage.

PAIN

4th level necromancy

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a live leech)

Duration: 1 minute

The target creatures with total HD not exceeding your level, no two of which may be more than 20 ft. apart are struck by wracking pains and agony on a failed Constitution saving throw. While the spell lasts, affected creatures are effectively stunned by the agony induced by the spell. Target creatures may save to end the effect at the start of their turn.

POISON WATER

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (the fang of a poisonous snake and a few drops of the poison)

Duration: Instantaneous

You transform a volume of water into an equal volume of ingested poison. The saving throw DC of the poison is the same as the spell's DC would be. The type of poison depends on what component you have on hand and can be chosen (and procured) from the ingested poison list pg. 257 of the [5e DMG](#).

SUMMONING ONI

A maho-tsukai can use the spells lesser planar binding, planar binding, and greater planar binding to summon an oni from Gaki-do to the Material Plane. In order to do so, however, the maho-tsukai must make a bargain with the summoned oni, which always involves giving it a name — the proper name of a living person. Only such a name can give form to the oni spirit.

The person whose name is given to the oni must be present when the oni is summoned. Sharing a name binds the summoned oni and the person whose name it was given closely together—the oni's form reflects the nature of its name, and it eventually tries to gain control of the mortal whose name it carries.

If the namer is not the maho-tsukai who cast the spell, it is the namer who bargains with the oni and attempts to exert his will over it. Each time the namer engages in a battle of wills with the oni (opposed Charisma checks), the namer adds 1 to her Taint score. If the namer rolls a 1 on an opposed Charisma check, the oni breaks free of control and attempts to kill its namer. When the namer is destroyed, the oni's physical form becomes permanent, and it remains free to wander the Shadowlands (if it is not already there, it travels there immediately, leaving chaos and destruction in its path.) One need only mention the names Akuma, Kyoso, Shikibu, and Tsuburu for a reminder of how dangerous summoning an oni can be.

SWORD OF DARKNESS

7th level necromancy

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (A katana or long sword worth at least 100 ¥, which is shattered against a stone while casting

the spell)

Duration: 1 minute

A blade made of pure negative energy appears and attacks opponents at a distance, as you direct it. It strikes the opponent you designate, starting with one attack in the round when the spell is cast and continuing each round thereafter. It strikes as a spell, not a weapon and uses your spell attack modifier for attack rolls. On a hit the spectral blade does 3d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. If the sword strikes an undead creature, it gives that creature 3d6 temporary hit points for 1 hour.

If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a bonus action to switch the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack (as it does in the round when the spell is cast). Subsequent rounds of attacking the same target allow the weapon to make multiple attacks if its base attack bonus would allow it to. The sword of darkness cannot be attacked or damaged.

TAINTED AURA

9th-level abjuration

Casting Time: 1 action

Range: 20 feet

Components: V, S, F (a fragment of an oni's body, such as a claw, tooth, or bone.)

Duration: Concentration up to 1 minute

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by untainted creatures, and infecting such creatures with the Shadowlands Taint when they strike the subjects. This abjuration has four effects:

- First, untainted creatures have disadvantage on attack rolls against the target.
- Second, the warded creatures gain magic resistance (having advantage on spell saving throws) against spells cast by creatures with neither a Taint score nor the Shadowlands subtype.
- Third, The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.
- Finally, if an untainted creature succeeds at a melee attack against a warded creature, the offending attacker gains a Taint score of 1d3 (Constitution save negates).

WITHERING PALM

7th level enchantment

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

A touch from your hand can cause the target's body to weaken and wither. With a successful spell attack, you deal 2d6 points of temporary Strength damage and 2d6 points of temporary Constitution damage to the target. If you score a critical hit, the damage from the hit is doubled and becomes permanent ability drain. If a creature's Strength is reduced to 0 it can't move and becomes paralyzed. If the creature's Constitution score is reduced to 0 it dies. If a creature is not killed by the spell at the end of every 30 days, the creature can make a Constitution or Strength (creatures' choice) saving throw against this spell. If it succeeds on its saving throw, the spell ends. The spell can also be ended by *greater restoration*, *heal*, or *wish*.

WALL OF BONES

4th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a withered peach branch taken from a cemetery)

Duration: Concentration, up to 10 minutes

This spell causes a wall of bones to erupt from the earth. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 piercing damage, or half as much damage on a successful save.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 4d8 slashing damage on a failed save, or half as much damage on a successful one. Creatures behind the wall have three-quarters cover against attacks from the

other side of the wall – the wall makes way for allies but attempts to deflects attacks from enemies as the caster decides.

The wall is composed of bones of many different types of creatures, fused in bizarre angles. It cannot be animated by an animate dead spell, nor communicated with via speak with dead.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, both types of damage increase by 1d8 for each slot level above 4th.

WOOD ROT

5th level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a termite)

Duration: Concentration, up to 10 minutes

Any nonmagical wood item or plant creature you touch becomes instantaneously rotted, decayed, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3-foot radius (a large wooden door), a 3-foot-radius volume of the wood is rotten and destroyed. Wooden magic items are immune to this spell.

You may employ wood rot in combat with a successful melee attack. Wood rot used in this way instantaneously destroys 1d6 points of Armor Class gained from wooden armor or shields (up to the maximum amount of protection the armor offered).

Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed at a melee attack against the target with disadvantage. A wooden or wooden-hafted weapon that is hit is destroyed.

Against plant creatures, wood rot instantaneously deals 3d6 points of necrotic damage plus the casters Intelligence Modifier per successful attack. For the duration of the spell, you can make one melee attack per round.

About the Author

I have been playing D&D since I was 9 – so 1981 or so and most of that time as a DM. I love tinkering like every DM out there and that did not stop with the fifth edition. For more stuff from me visit the [Yet Another D&D Blog](#) blog. More DMs Guild stuff [here](#). Feel free to contact me [directly](#) and thanks for your support.