

Oni, L 7

NAME CR

AC 16 HP 110 PASSIVE PERCEPTION 14 SPEED 30/30f

STR 4 DEX 0 CON 3 INT 2 WIS 1 CHA 2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
 Darkvision 60', Arcana +5, Deception +8, Perception +4
Innate Spellcasting: DC 13, at will: *darkness*, *invisibility*, 1/day each: *charm person*, *cone of cold*, *gaseous form*, *sleep*
Regeneration: If at least 1 HP on turn, regain 10 HP 3 PROF

ACTIONS
Multiattack: 2 claws/glaive
Claw (Oni Form): +7, 1d8+4s (magic)
Glaive: 10', +7, 2d10+4s/1d10+4s S/M form (magic)
Change Shape: Polymorph S/M humanoid, L giant

Ras-Godai Acolyte, M 1/2

NAME CR

AC 13 HP 22 PASSIVE PERCEPTION 10 SPEED 30

STR 1 DEX 3 CON 0 INT 0 WIS 0 CHA 2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
 Darkvision 60', Acrobatics +5, Athletics +3, Arcana +2, Stealth +8
Innate Spellcasting: DC 12, +4, 3/day: *invisibility*, *misty step* 2 PROF

ACTIONS
Multiattack: 2 lotus blade
Lotus Blade: +4, 2d6+2p

Ras-Godai Monk, M 4

NAME CR

AC 13 HP 45 PASSIVE PERCEPTION 13 SPEED 30/15c

STR 1 DEX 3 CON 0 INT 0 WIS 1 CHA 3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
 Darkvision 60', Acrobatics +5, Athletics +3, Arcana +2, Perception +3, Stealth +8
Assassinate: Crit vs surprised, adv if target hasn't gone yet
Innate Spellcasting: DC 15, +5, 3/day: *invisibility*, *misty step*, 1/day: *hellish rebuke* 2 PROF

ACTIONS
Multiattack: 2 weapon attacks
Lotus Blade: +5, 2d6+3p
Razor Chain: 10', +5, 2d6+3s, grappled & restrained, escape DC 13, can't use razor chain on other target, 2d6s on target's turn until grapple ends
Smoke Step (React): If creature moves adjacent, teleport to unoccupied space visible within 15'

Ras-Godai Demon Blade, M 8

NAME CR

AC 15 HP 90 PASSIVE PERCEPTION 13 SPEED 30/15c

STR 2 DEX 4 CON 1 INT 1 WIS 2 CHA 3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
 Darkvision 60', Acrobatics +7, Athletics +5, Arcana +4, Perception +5, Stealth +10
Assassinate: Crit vs surprised, adv if target hasn't gone yet
Sneak Attack (1/turn): +4d6 damage if adv/ally within 5' of target
Innate Spellcasting: DC 15, +5, 3/day: *disguise self*, *invisibility*, *misty step*, 1/day: *fireball*, *hellish rebuke*, *sleep* 3 PROF

ACTIONS
Multiattack: 2 demon blade attacks
Demon Blade: +7, 2d8+4s, DC 13 Con save or 1 lvl exhaust (lasts 1 min)
Smoke Step (React): If creature moves adjacent, teleport to unoccupied space visible within 15'

Spirit of Manazusa, M 12

NAME CR

AC 15 HP 150 PASSIVE PERCEPTION 17 SPEED 30/30f

STR -2 DEX 3 CON 2 INT 3 WIS 3 CHA 4

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
 Darkvision 60', Arcana +7, Perception +7, Stealth +8, resist: acid, fire, lightning, thunder, bps nonmagic, immune: charm, cold, exhaust, fright, grapple, necrotic, paralyze, petrify, poison, prone, restrain
Incorporeal Movement: Creatures/objects difficult terrain. 1d10 force if end in object
Innate Spellcasting: DC 16, +8, at will: *magic missile*, 3/day: *cone of cold*, *invisibility*, *misty step*, 1/day: *fireball*, *hellish rebuke*, *sleep* 4 PROF

ACTIONS
Multiattack: 2 life drain
Life Drain: +7, 4d8+2 necrotic, DC 14 Con save or HP max reduced by damage, long rest ends
Sorcerous Burst (React): cast *magic missile* at attacker who damages Manazusa

Demonlash

NAME

Weapon (whip) R Y

CATEGORY RARITY ATTUNE

NOTES
 The name *Demonlash* is branded into the sharkskin handle on this black, razor-studded whip. It was once the preferred weapon of the feared Ras-Godai sorcerer, Manazusa.
 It is a +1 whip. When you score a critical hit on your attack with this magic weapon, your critical hit deals an extra 2d6 slashing damage. +1 BONUS
 Once per day, *Demonlash's* wielder can cast *command* using Charisma as its spellcasting ability. SAVE DC CHARGES

Potion of Mind Reading

NAME

Potion R N

CATEGORY RARITY ATTUNE

NOTES
 When you drink this potion, you gain the effect of the *detect thoughts* spell (save DC 13). The potion's dense, purple liquid has an ovoid cloud of pink floating in it. 13 SAVE DC CHARGES

Spell Scroll, Arcane Eye

NAME

Scroll R N

CATEGORY RARITY ATTUNE

NOTES
 A spell scroll bears the words of the *arcane eye* spell, written in a mystical cipher. If the spell is on your class's spell list, you can use an action to read the scroll and cast its spell without having to provide any of the spell's components. Otherwise, the scroll is unintelligible.
 If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 14. On a failed check, the spell disappears from the scroll with no other effect. Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust. BONUS SAVE DC CHARGES