

ORIENTAL ADVENTURES

5E

MONSTERS OF THE ORIENT

COMPLETE BESTIARY



5E ORIGINAL SUPPLEMENT SERIES

Includes a myriad of new monsters designed for adventures in exotic lands in the world's greatest roleplaying game

MONSTERS OF THE ORIENT

VERSION 1.0



CREDITS

Lead Designer, Concept, Writing, and Art Direction
Marc Altfuldisch

Balance and Flavor

Marc Altfuldisch
Thomas Thorhave Baltzer
George Cameron
David Moore

Editing

George Cameron

Playtesters

Adam Ford
Alejandro Villalon
Bailey Kellenberger
Branden Weaver
Bryan Butler
Derik Snell
Elvin Johson
George Cameron
Gianfranco Abbatarco
James "Dragon Lover" Hudson
Jason Gyorog
John "Crit God" Wilantowicz
Jonathan Butler
Joseph Miller
Kenneth Robinson
Parker Doiron
Pete McCue
Raymond Govero
Robert "Wrayth" Whitsell
Steven "Nook" Anderson
Samantha Christine
Tre Stoterau
Victor Vega
Vijay Dukkupati

... thank you all very much! Your assistance made this all possible!

A Very Special Thanks to

Eleazaar's Detect Balance
SwordMeow's JOTUNGARD

... for guidelines on how to balance monstrous races!

Inspired by

Dungeons & Dragons Oriental Adventures by James Wyatt (October 2001)

Created for

Dungeons & Dragons 5th Edition by Wizards of the Coast
Heroes of the Orient: Player's and DM's Companion by 5E Original Supplement Series



ON THE COVER

In this awe inspiring illustration by Thùy Linh Pham, Ryu the Azure Wyrms sits proudly atop a mountain bending the weather to his will.

Artwork

The artwork in this handbook is all created by the artists below. A huge thanks goes out to them, for allowing me to include their illustrations herein.

If you find their artwork intriguing, you should check out their galleries, which are linked below.

ALECYL

ALECYL.DEVIANTART.COM

Bog Hag

ARTURO DELGADO

MADSTALFOS.DEVIANTART.COM

Jiki-Ketsu-Gaki
Con-Tinh

DAVE MELVIN

DAVESRIGHTMIND.DEVIANTART.COM

Kumo
Nian
Ashi no Oni
Haino no Oni
Kamu no Oni
Ugulu no Oni
Kyoso
Shikibu
Tsuburo
Torn
Urigarimono
Yaoguai

HARLEY DELA CRUZ

DENZELBERG.DEVIANTART.COM

Bajang
Ancient Dokufu
Dokufu Spiderling
Goblin Rat
Hellbeast
Hsing-sing Matriarch
Hyekuhei
Kappa
Werebadger
Maho-Tsukai Magus
Mamono
Mogwai
Mogwai Gremlin
Nukarumi
Ocre
Ebanus
Sanshu Denki
Taint Zombies
Tako
Tatarimokke
Crow-Headed and Human-Headed Tengu
Tsumunagi
Tsuno
Twilight Naga

JAROLD SNG

WWW.JAROLDSNG.COM

Zaiaaku

PATRICK E. PULLEN

WWW.FACEBOOK.COM/PULLENART

Aka Manto

RICHARD LUONG

WWW.TENTACLESANDTEETH.COM

Atlach-Nacha

RYO TAZI

RYOTAZI.DEVIANTART.COM

Nosloc no Oni

SANDARA

SANDARA.DEVIANTART.COM

Page 3: Tree with Animals
Tsunami
Shaman with Animal Spirits
Goi-Kashu
Two-Tailed White Inari
Oriental Sea Life
Celestial Dragon and Human
Carp Dragon and Human Girl
Celestial Dragon
Typhoon Dragon
Byoki Spawn
Kyoso Spawn
Sanru no Oni
Akuma
Byoki
Nikoma
Onikage
Phoenix
Great Wyrms
Spirit Wolf
Taka-onna
Wang-Liang

SHIZEN1102

SHIZEN1102.DEVIANTART.COM

Garegosu
Void Serpent
Kirin
Orochi
Manananggal
Hundun
Teo Tei Drone
Tao Tei Regent
Taowu Drone with Taowu Scouts
Qiongqui

THOMASZ CHISTOWSKI

TAKEDA11.DEVIANTART.COM

Yuki-onna

THÙY LINH PHAM

LUMINITA-PHAM.DEVIANTART.COM

Cover / Ryu
Ashura Samurai
Kalak
Obake
Suzaku

VINCENT COVIELLO

VINCENT-COVIELLOART.DEVIANTART.COM

Coiled Dragon

WINSTON YOUNG

WWW.WINSTONYOUNG.COM

Foo Dog

COMMUNITY CONTENT

WWW.DMSGUILD.COM

Bakemono
Plasmin
Ghast Lord
Ghoul Crawler
Ghoulem
Shadow Ghast
Hannya
Lu Nat
Pennaggolan
Vetal

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

© 2017 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild. The artwork contained herein, may not be used for any other works without the owner's express written consent.

All other original material in this work is copyright © 2017 by Marc Altfuldisch and published under the Community Content Agreement for Dungeon Masters Guild. Any reproduction or unauthorized use of the original material herein is strictly prohibited without express written consent.

CONTENTS

INTRODUCTION	6	NAT.....	65
AKA MANTO	10	NIAN.....	66
ASHURA	11	NIKUMIZU	67
BAAYAHAZ	12	NUKARUMI	67
BAJANG.....	12	OBAKE	68
BAKEMONO	13	OCRE.....	69
BLOOD Oozes.....	14	ODO MIENAI	69
BOG HAG.....	15	OGRES	70
BUSO	15	ONI.....	71
DOKUFU	16	ONI LORDS.....	78
ELEMENTAL VORTICES.....	19	ONIKAGE	92
FOO	20	ROKURO-KUBI	93
FUDOSHI	21	SANSHU DENKI.....	93
GAKI	22	SERAFS.....	94
GAREGOSU	24	SHIJIN	102
GASHADOKURO.....	24	SHIROKINU-KATSUKAMI	112
GHOSTS.....	26	SHIYOKAI.....	112
GHOULS	28	SPIRIT WOLF.....	113
GOBLIN RATS.....	30	SUIKO	113
GOBLIN SPIDER.....	31	TAINT ZOMBIES.....	114
GOI-KASHU	32	TAKA-ONNA	115
GOLEMS.....	33	TAKO.....	116
HANEMURI	34	TASLOI.....	117
HANNYA	34	TAN-GIN	117
HELLBEASTS.....	35	TATARIMOKKE	118
HORTLAKS	36	TEGAA.....	119
HSING-SING	38	TENGU.....	120
HYEKUHEI	39	TORN	122
IKIRYO	39	TSUMUNAGI	123
INUGAMI	40	TSUNO.....	124
JUBOKKO.....	40	TWILIGHT NAGA.....	126
KALUK	42	URAGIRIMONO.....	128
KAPPA	43	VAMPIRES	130
KITSUNE	44	VOID BEAST	134
KUMO	46	WANG-LIANG	134
LOST ONE.....	48	WYVERNS.....	135
LUNG DRAGONS.....	48	XIONG SI	136
LYCANTHROPES.....	56	YAMA UBA	142
MAHO-TSUKAI.....	58	YAOGUAI.....	142
MAMONO	62	YUKI-ONNA.....	143
MARSH TROLL.....	62	ZAIAKU	144
ME-KURABE	63	APPENDIX A: MISCELLANEOUS CREATURES.....	145
MIMIMUSHI	63	APPENDIX B: NONPLAYER CHARACTERS.....	151
MOGWAI.....	64	APPENDIX C: MONSTERS BY CHALLENGE RATING	158
		APPENDIX D: MONSTERS BY TYPE	161
		APPENDIX E: MONSTERS WITH TAINT	163
		APPENDIX F: MONSTERS BY ENVIRONMENT.....	164
		APPENDIX G: MONSTROUS ADVENTURERS.....	166
		APPENDIX H: MONSTER INDEX.....	168

INCLUDED ARE:

- 212 NEW MONSTERS
- 25 NEW MISCELLANEOUS CREATURES
- 21 NEW NONPLAYER CHARACTERS

... FOR A TOTAL OF 258 NEW STAT BLOCKS!

INTRODUCTION



his bestiary is for storytellers and world builders. Many of the creatures within this title have roots in real-world myths and fantasy literature, while some are based on monsters from previous editions of D&D and a few are completely original.

The monsters within this bestiary are for you to do with what you will. If tsunos share a common ancestry with elves in your game, you can easily give them the fey ancestry trait, or you might wish to completely redesign a creature; should that be the case, feel free to

do so. Guidelines on how to customize monsters can be found in chapter 9 of the *Dungeon Master's Guide*.

WHAT IS A MONSTER?

A monster is defined as any creature that can be interacted with and potentially fought and killed. Even something as harmless as a lemming or as benevolent as a shirokinu-katsukami is a monster by this definition. The term also applies to humans, elves, dwarves, and other civilized folk who might be friends or rivals to the player characters. Most of the monsters that haunt the Orient, however, are threats that are meant to be stopped: rampaging oni, conniving kumo, soul-sucking undead, tainted tsuno - the list goes on.

This book contains ready-to-play, easy-to-run monsters of all levels, and for nearly every climate and terrain imaginable. Whether your adventure takes place in a swamp, a dungeon, a city, the Shadowlands, or at the bottom of the sea, there are creatures in this book to populate that environment.

WHAT'S NEW?

In the *Monster Manual* you will find information on where monsters dwell, as well as their statistics, types, armor class, hit points, speeds, senses, and more. All of those rules are also valid within this title. The monsters in this bestiary, for example, can also have senses such as blindsight, darkvision, tremorsense, and truesight.

LANGUAGES

There are only a few things that are new here. First among them are the languages that monsters speak. Information about most of the new languages can be found within *Heroes of the Orient: Player's and DM's Companion*. Worth noting, however, is the fact that there are two versions of the Oriental language: common and high. If a monster speaks only one of the two, it will be made clear within parenthesis. If a monster speaks both the common and high variants, it will simply be listed as Oriental.

TAGS

Below are all the new tags and special meaning of tags found within this bestiary.

Kami. Some monsters have the kami tag in parenthesis after their monster type. This means the monster's subtype is Kami. Kami are celestial spirits or greater spirits (see the spirit section below for more on spirits). They are venerated by the shinjitsu faith. The shijin are all kami, for example.

Oni. This subtype can be found added to the fiend and giant types. This serves three purposes: firstly, fiendish oni are a mix between demon and devil. Secondly, oni can often be summoned through maho rituals. Lastly, oni also count as spirits (see the spirit section below for more on spirits).

Spirit. This subtype can be found added to a variety of monster types such as beast, celestial, dragon, fey, monstrosity, and undead. Spirit creatures are not necessarily incorporeal, despite their name - in the Orient, some spirits are as much flesh and blood as humanoids. The only game effect of the spirit subtype is that spirit creatures are affected by spells such as *commune with spirit*, *commune with greater spirit*, *invisibility to spirits*, and *protection from spirits*. Spells that refer to spirits do not include kami unless the spell explicitly states that it does (such as the *commune with greater spirit* spell), but it does include oni.

Tainted. When a creature has the Tainted tag, it means that it is naturally corrupted by Taint. This is a mechanic unique to the Orient, which can offer some interesting gameplay - or it can make no difference at all. It all depends on the value you assign it.

Many Tainted creatures can either change their shape or hide very well. Some spells detect Taint easily, allowing your players to identify or find Tainted creatures when it might otherwise have been impossible.

Additionally, Tainted creatures are often slightly stronger than other creatures of the same challenge rating. This is to account for the fact that some spells and jade weapons deal additional damage to Tainted creatures.

If you play without Taint in your game, simply ignore a monster's Taint score.

THE UNDERDARK

Many people in the Orient believe that the entire continent is placed upon the back of Genbu, The Black Turtle: a creature of unparalleled size and wisdom. In fact, this legend is true and Genbu is very much real. However, this means that there is no Underdark in the Orient. If you dug far enough, you'd just reach Genbu's shell, which is harder than even adamantine.

There can still be caves and tunnels several miles beneath the surface, it just can't be of the massive size of the Underdark as we know it.

UNIQUE MONSTERS

Some select few monsters within this bestiary are unique. These monsters usually have names or titles signifying this. All of the Oni Lords, for example, are unique, while their spawn and other regular oni are not. The Shijin (Kirin, Orochi, Ryu, and Suzaku) are also unique, and while the creatures they created in their image, called Serafs, are exceedingly rare, they aren't unique.

Genbu, The Black Turtle, is also a Shijin and very much unique, though he is too large to have a statblock. He can, however, interact with your player characters; it is just that neither your players nor the strongest of the Oni Lords have any chance of killing him.

Most unique monsters do have statblocks, though they usually have traits that make it impossible to kill them permanently. Obviously, you as the DM can very well overrule this, but you should be aware of the consequences if Suzaku were suddenly dead: it would make a gigantic impact on the Orient, as it will affect Oriental belief and organized religion.



OFFICIAL MONSTERS AND THE ORIENT

While the monsters you'll find here are mostly themed around the Orient, many of them could easily be adapted to work in any setting. Also, many monsters that can be found in the Orient aren't included in this book, simply because they can already be found within the *Monster's Manual* or *Volo's Guide to Monsters*. Most of the creatures found there can be used directly in the Orient, though some might need a new name to fit into the world. Especially easy to implement are the miscellaneous creatures and nonplayer characters found in both books.

Any monster that isn't mentioned below (such as a yeti, for example) could be used in the Orient as-is, without needing any major modifications. Remember that unless it is a monster that arrives from far away lands, its languages, armor, and weapons should fit with those used in the Orient. You can find information about all of these in part 1 of *Heroes of the Orient: Player's and DM's Companion*.

MONSTERS THAT DON'T FIT

The monsters listed here don't fit into the Orient. If you really want to use one of the monsters listed here, consider making a compelling and believable story that explains its presence in the Orient.

ANGELS AND EMPYREANS

The Shijin and Serafs fill the role in the Orient that angels and empyreans fill in other settings.

CHROMATIC AND METALLIC DRAGONS

The Orient has lung dragons, rather than the classical chromatic or metallic variety.

CAMBION, SUCCUBUS, AND INCUBUS

Cambions don't exist in the Orient, because neither succubi nor incubi exist.

CYCLOPS

There is no history of these menacing, one-eyed creatures in the Orient.

DRAEGLOTH

The ritual required to create a draegloth isn't known in the Orient.

FLUMPH

There are no flumphs in the Orient.

GIANTS

Only hill giants exist in the Orient.

GUARD DRAKES, HALF-DRAGONS AND KOBOLDS

Neither guard drakes nor half-dragons don't exist in the Orient, because neither chromatic nor metallic dragons exist. Kobolds might have existed long ago, but have likely migrated to far away shores where chromatic dragons can be found.

KENKU

The Orient is home to the kenku's cousin: the tengu.

LAMIA AND SPHINXES

Neither of these exist in the Orient, though scholars that have heard of their existence in far away lands are very intrigued by them.

MEDUSA

While tales of the medusa have reached the Orient, the people are happy that none can be found on their continent.

MINOTAUR

Though a minotaur has many things in common with the tsuno, neither they nor their skeletal counterparts can be found in the Orient.

MODRONS

At home on the plane of Mechanus, modrons cannot be found in the Orient.

NAGAS

Neither bone nagas, spirit nagas, or guardian nagas exist in the Orient. In their place, the Twilight Forest is home to the twilight naga.

NIGHTMARE

The Orient has onikages in place of nightmares.

PURPLE WORM

The earth isn't deep enough in the Orient for these massive worms.

TERRASQUE

The terrasque does not call the Orient home.

TILNCALLI

These monstrosities cannot be found in the Orient.

UMBER HULK

There are no umber hulks in the Orient. Just as with purple worms, the earth simply isn't deep enough.

MONSTERS THAT COULD FIT

The monsters listed here, could fit in the Orient with a little bit of flavorful customization.

DEATH KNIGHT

Consider giving the death knight a Taint score. A score of 5-7 would be fitting.

DROW AND DRIDER

Drow could fit in the Orient, either as very rare elves, or as sharing a common ancestry with the kumo. If sharing ancestry with the kumo, remove their fey ancestry trait, and replace it with the kumo's spider climb trait. If sharing ancestry with other elves, keep them as they are. Instead of worshipping Lolth, they can worship Atlach-Nacha, The Great Spider. Otherwise, keep their culture and statistics intact.

DUERGAR, ILLITHIDS, AND INTELLECT DEVOURERS

Consider making the gray dwarves korobokuru that traveled deep beneath the earth long ago. There are no official documents noting their existence, so it would make sense if there aren't that many of them. Change their culture to reflect their small numbers. If you don't have illithids in your game, remove the Duergar Resilience trait from the duergar.

Illithids and intellect devourers are equally rare, as literally no mortal in the Orient is aware of their existence.

FAERIE DRAGON

Consider changing the faerie dragon's type to fey.

GARGOYLE

The classical gargoyle's appearance is based on gothic statues, of which there are none in the Orient. Change the gargoyle's appearance to something fitting, such as the statue of a lung dragon. In a similar fashion, it might be made from a different material than stone, such as jade for instance.

HOBGOBLINS

Hobgoblins are almost extinct in the Orient. A select few tribes might still linger within Imperial borders, though most have fled to the Shadowlands, where they have been welcomed with open arms. Add a Taint score of 1 to hobgoblins from the Shadowlands.

ORCS

Orcs are few in number and dare not raise their numbers too high. They know that if they do, the terrible wrath of the Great Clans will swoop over them, reducing them to near-extinction once more.

After centuries of keeping their numbers low, and not raiding Imperial villages, the orcs of the Orient have become much more civilized than their cousins in other parts of the world. Their alignment is chaotic neutral, rather than chaotic evil.

PSEUDODRAGON

Pseudodragons in the Orient resemble lung dragons more than classical dragons.

SHIELD GUARDIAN

Consider that the shield guardian doesn't resemble a suit of armor, but rather a samurai made entirely of jade.

SPAWN OF KYUSS

Consider renaming them Byoki Wormspawn and giving them a Taint score of 2-4.

TANARUKK

Tanarukk are orcs infected with Taint. Give them a Taint score of 2-4.

THRI-KREEN

Just like the orcs, thri-kreen are very low in number. Consider making them a race unique to a single area or region.

VAMPIRES

Vampires very much exist in the Orient, though they are far more likely to wander the roads or stalk the forests, rather than living in castles or dominating entire regions. If a vampire's location becomes known, Orochi will make short work of it.

YUAN-TI

If you want to include yuan-ti, consider keeping them to the jungles and swamps within the Spider Lands.

DEMONS AND DEVILS

Oni are both the demons and the devils of the Orient. If you wish to include an existing demon or devil, change its type to "fiend (oni)", remove its Devil's Sight if it has it, and consider changing its name, giving it a Taint score, and apply new features as suggested in the table below:

Original name	New name	Taint Score	Additional suggested features
Babau	Oni no Teika	3	Innate Spellcasting, Shapechanger
Balor	Oni no Baroru	7	Innate Spellcasting, Shapechanger, Regeneration
Barbed Devil	Oni no Yaban	2	Innate Spellcasting, Shapechanger
Bargura	Oni no Saru	4	Innate Spellcasting
Bearded Devil	Oni no Hi-Ge	2	Innate Spellcasting, Shapechanger
Bone Devil	Oni no Kokkaku	3	Innate Spellcasting, Shapechanger
Chain Devil	Oni no Kusari	3	Innate Spellcasting, Shapechanger
Chasme	Oni no Mujin-ki	4	Innate Spellcasting, Shapechanger
Devourer	Oni no Don'yoko	5	Innate Spellcasting
Dretch	Oni no Inu	2	Regeneration
Erinyes	Oni no Yoroi	4	Innate Spellcasting, Shapechanger
Glabrezu	Oni no Fugorina	4	Innate Spellcasting, Shapechanger, Regeneration
Goristro	Oni no Goa	6	Innate Spellcasting, Regeneration
Hezrou	Oni no Kaeru	4	Innate Spellcasting
Horned Devil	Oni no Hon	4	Innate Spellcasting, Shapechanger, Regeneration
Ice Devil	Oni no Kori	5	Innate Spellcasting, Shapechanger
Imp	Red Oniling	1	
Lemure	Undying Minor Oni	2	
Manes	Minor Oni	2	
Marilith	Oni no Hebi	5	Innate Spellcasting, Shapechanger
Maw Demon	Oni no Kawaiso	2	
Nalfeshnee	Oni no Hora	4	Innate Spellcasting, Shapechanger, Regeneration
Pit Fiend	Oni no Kudo	7	Innate Spellcasting, Shapechanger, Regeneration
Quasit	Gray Oniling	1	Innate Spellcasting, Shapechanger
Shadow Demon	Oni no Mutai	2	Innate Spellcasting
Shoosuva	Oni no Boso	4	Regeneration
Spined Devil	Oni no Sekisui	2	Shapechanger, Regeneration
Vrock	Oni no Hoshi	3	Innate Spellcasting, Regeneration
Yochlol	Oni no Suraimu	4	Innate Spellcasting, Shapechanger



If a demon or devil gains Innate Spellcasting or Regeneration, apply the following traits (if it already has Innate Spellcasting, add the spells from below, but keep its spellcasting ability as-is):

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 8 + its proficiency bonus + its Charisma modifier). The oni can innately cast the following spells, requiring no material, or verbal components:

At will: *darkness, detect magic, detect thoughts, invisibility*

Regeneration. The oni regenerates 10 hit points at the start of its turn if it has at least 1 hit point.

Additionally, if a demon or devil has the Shapechanger feature, it gains the following action (if it can already change shape, it retains its ability to do so in that manner, but still gains the action below). If you choose not to give a demon or devil the Change Shape action below, give it the Immutable Form trait instead, as oni are inherently resistant to having their form changed.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, or back into its true form. Other than its size, its statistics are the same in each form. If the oni dies, it reverts to its true form.

Immutable Form. The oni is immune to any spell or effect that would alter its form.

Finally, all oni have the Inscrutable trait. Apply it to demons and devils alike:

Inscrutable. The oni is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the oni's intentions or sincerity have disadvantage.

PLAYTESTING AND FEEDBACK

Many people have helped with the playtesting of the material in this title. However, playtesting of all 250+ monsters wasn't possible without delaying the release for many months. Instead, there has been testing done of a wide range of different CRs and a wide range of different monster types. A lot of lessons were learned, but overall it ensured that CRs were in the right ballpark.

If you wish to give feedback on any of the monsters contained herein, please answering the questions below and email your answers to dnd5eoss@gmail.com.

- Was the monster fun? What made it fun/not fun?
- Was it under- or over tuned? What should be changed?
- Is the monster thoroughly explained in terms of why it exists and what its motivations are? If no, how could it be improved?
- Is the monster missing something that could make it AWESOME and fun?
- Is its appearance described vividly enough to imagine it? If not, how can it be improved?
- Anything else you consider relevant.

If you have any questions regarding this title, be it lore, rules, or something else, you are very welcome to ask on the product page for this title. I do my best to answer all queries in a timely manner.

INSPIRATION

The biggest inspiration for this book was the 3.5 Oriental Adventures book, though I did take certain liberties with some monsters making them my interpretation of the original. Other monsters originate within Asian myths that haven't been represented in a D&D supplement before. Finally, a few monsters are completely new, designed to fill a particular role within the world of the Orient.

NAVIGATION

Navigating digital books with more than 10 pages, can quickly turn into a scroll frenzy, which is both repetitive, time consuming, and tedious. In order to make this book a little easier to navigate through in digital format, you can now always click the page number in the bottom right or left corner - no matter what page you are on - and instantly get back to the table of contents, from where you can easily navigate to whatever section of the book you desire.

CONTACT

You can send feedback, requests, suggestions and whatever else you can think of to me at dnd5eoss@gmail.com



CELESTIAL DRAGON AND HUMAN

AKA MANTO

The aka manto is a rare but violent spirit that is bound to particularly filthy areas. More often than not, this includes outhouses. An aka manto forms when a humanoid that has lived an unclean and dishonorable life dies in a filthy area. In undeath they become bound to the place where they died, tormenting the living for eternity.

An aka manto resembles a rotten and bruised corpse, though it is incorporeal in nature. It has elongated arms and big hands with elongated fingers, each with a large, razor-sharp claw at its end.

Malignant Question. The aka manto, bound to its location, lies in waiting on the Ethereal Plane for a living creature to come near it. Once it has chosen a target, it telepathically asks it “Red or blue?”. The response determines how the aka manto attempts to kill its target. If the target answers “red”, the aka manto will try to claw its target to death, soaking its target’s clothes in blood. If the target answers “blue”, it will attempt to strangle its target until it turns blue. If the target answers a different color, the aka manto will try to possess the target so it can make the target commit suicide.

There are, however, a few ways to avoid the aka manto’s wrath. If the target answers that it doesn’t want a cape, the aka manto will leave the target alone. If the target moves further away than 120 feet from the point the aka manto is bound to, the aka manto will be unable to follow. Only if the aka manto is destroyed will its cursed existence end.

Undead Nature. An aka manto doesn’t require air, food, drink, or sleep.

AKA MANTO



AKA MANTO

Medium undead (spirit), lawful evil

Armor Class 15 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	13 (+1)	8 (-1)

Skills Athletics +7, Insight +5, Stealth +7

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses truesight 120 ft., passive Perception 11

Languages the languages it knew in life, telepathy 120 ft.

Challenge 2 (450 XP)

Aka Manto Existence. The aka manto is on the Ethereal Plane until its Malignant Question has been answered. It can see 120 feet into the Material Plane when it is on the Ethereal Plane. The aka manto is bound to a certain point and can only travel up to 120 feet away from it. Once it chooses a target, it only uses any of its abilities on that target until either it or its target is dead or until its target is further than 120 feet away from the point the aka manto is bound to.

Incorporeal Movement. The aka manto can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn in side an object.

Magic Resistance. The aka manto has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The aka manto attacks twice with its claws.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Strangle. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled. Until this grapple ends, the target is incapacitated and cannot breathe. On each of the aka manto’s turns, the target suffers an additional 10 (2d6 + 3) bludgeoning damage.

Possession. One humanoid that the aka manto can see must succeed on a DC 11 Charisma saving throw or be possessed by the aka manto; the aka manto then disappears, and the target is incapacitated and loses control of its body. The aka manto now controls the body but doesn’t deprive the target of awareness. The aka manto 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.

While possessing a creature in this manner, the aka manto will not interact with its surroundings or other creatures, but only attempt to kill its host as quickly as possible.

The possession lasts until the body drops to 0 hit points, the aka manto ends it as a bonus action, or the aka manto is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the aka manto appears in an unoccupied space within 5 feet of the body. The target is immune to this aka manto’s Possession for 24 hours after the possession ends.

If the target succeeds its saving throw, the aka manto will ask its question again.

Malignant Question. The aka manto targets a creature it can see within 30 feet of it, telepathically asking it “Red or blue?”. If the target creature doesn’t answer, it must make a DC 11 Wisdom saving throw, taking 14 (4d6) psychic damage on a failed save, or half that damage on a successful save.



ASHURA SAMURAI

ASHURA SAMURAI

Medium fiend (Tainted), lawful evil

Armor Class 17 (lamellar)

Hit Points 39 (6d8+12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	11 (+0)	13 (+1)	17 (+3)

Saving Throws Dexterity +3, Charisma +5

Skills Athletics +4

Damage Immunities necrotic

Senses passive Perception 11

Languages Oni, Oriental

Taint Score 1

Challenge 3 (700 XP)

Death Throes. When the ashura dies, it explodes in a cloud of death, and each creature within 15 feet of it must make a DC 12 Dexterity saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. The cloud infects critters (including familiars and similar creatures) in the area with a tainted rot, causing them to wither and die within seconds.

Ebony Armor. The ashura's armor is magical, granting the ashura +1 AC. If the ashura dies, its armor ignites in a flash, turning it to dust.

Ebony Weapons. The ashura's weapon attacks are magical. The ashura gains a +1 bonus to attack and damage rolls and deals an additional 7 (2d6) necrotic damage (included in the attack). If the ashura dies, its weapons ignite in a flash, turning them to dust.

ACTIONS

Multiattack. The ashura makes two attacks.

Ebony Katana. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage plus 7 (2d6) necrotic damage, or 8 (1d10 + 3) slashing damage plus 7 (2d6) necrotic damage if used with two hands.

Necrotic Bolt. Ranged Weapon Attack: +5 to hit, range (30/60), one target. Hit: 7 (2d6) necrotic damage.

ASHURA

Ashura resemble beautiful, pale humans, with massive moth-wings protruding from their backs. They give off an eerie vibe, easily putting mortal creatures in a state of unease. They originate from Jigoku, and only enter the Material Realm when summoned through blood magic. When they die, they explode in a cloud of pure death, returning to Jigoku. From there, they can be summoned once more. An ashura can only truly die if it is killed within Jigoku itself.

Samurai Mimicry. Ashuran culture has changed after millennia of coming to the Material Realm, adopting the fighting styles of the noble samurai with whom they

ASHURA SHOGUN

Medium fiend (Tainted), lawful evil

Armor Class 17 (lamellar)

Hit Points 52 (8d8+16)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	11 (+0)	15 (+2)	18 (+4)

Saving Throws Dexterity +3, Charisma +6

Skills Athletics +5

Damage Immunities necrotic

Senses passive Perception 12

Languages Oni, Oriental

Taint Score 1

Challenge 4 (700 XP)

Death Throes. When the ashura dies, it explodes in a cloud of death, and each creature within 15 feet of it must make a DC 12 Dexterity saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. The cloud infects critters (including familiars and similar creatures) in the area with a tainted rot, causing them to wither and die within seconds.

Ebony Armor. The ashura's armor is magical, granting the ashura +1 AC. If the ashura dies, its armor ignites in a flash, turning it to dust.

Ebony Weapons. The ashura's weapon attacks are magical. The ashura gains a +1 bonus to attack and damage rolls and deals an additional 7 (2d6) necrotic damage (included in the attack). If the ashura dies, its weapons ignite in a flash, turning them to dust.

ACTIONS

Multiattack. The ashura makes two attacks.

Ebony Katana. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage plus 7 (2d6) necrotic damage, or 9 (1d10 + 4) slashing damage plus 7 (2d6) necrotic damage if used with two hands.

Necrotic Bolt. Ranged Weapon Attack: +6 to hit, range (30/60), one target. Hit: 7 (2d6) necrotic damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the ashura can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the ashura. A creature can benefit from only one Leadership die at a time. This effect ends if the ashura is incapacitated.

have become fascinated. They wear ebony lamellar armor, wield ebony katanas that burn with necrotic flame and can hurl bolts of pure necrotic energy.

Perfect Memory. Each time an ashura dies and returns it becomes increasingly dangerous, as it can recall all of its memories with perfect clarity.

Jigokuan Nature. An ashura doesn't require air or sleep.



BAAYAHAZ

Small fiend, neutral evil

Armor Class 12
Hit Points 7 (3d6 - 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	9 (-1)	15 (+2)	8 (-1)	10 (+0)

Saving Throws Dex +4, Wis +1

Skills Acrobatics +4

Damage Resistances psychic

Damage Immunities cold, necrotic, force

Condition Immunities charmed, exhaustion, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages understands Oni but doesn't speak

Taint Score 5

Challenge 1 (200 XP)

Death Throes. When the baayahaz dies, it implodes as if it used its Implosion action.

Deathly Countdown. The baayahaz's hit point maximum is reduced by 1 for each hour it spends on a plane other than Jigoku.

Living Darkness. While in darkness, the baayahaz is indistinguishable from the darkness around it, effectively making it invisible.

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

Otherworldly Evasion. If the baayahaz is subjected to an effect that allows it to make a saving throw to take only half damage, the baayahaz instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Shadow Stealth. While in dim light or darkness, the baayahaz can take the Hide action as a bonus action.

ACTIONS

Implosion. The baayahaz dies in a violent implosion that tears at the fabric of reality, releasing visions from within the bowels of Jigoku. Each creature within 10 feet of the baayahaz must make a DC 12 Constitution saving throw. On a failed save, a creature takes 14 (4d6) force damage and is stunned for 1 minute. On a successful save, a creature takes half as much damage and isn't stunned.

If a creature drops to 0 hit points or dies due to the implosion, its body is sucked into the fiendish realm of Jigoku. Only a *wish* spell can return a creature to life that dies in this manner.

While a creature is stunned from the detonation, it can repeat the saving throw at the end of each of its turns. On a failed save, it continues to be stunned, takes 4 (1d8) psychic damage, and has its Taint score increased by 1. On a successful save, the effect ends and the creature suffers no additional effects.

BAJANG

Small fey (shapechanger), chaotic evil

Armor Class 16 (natural armor)
Hit Points 42 (12d6)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Con +2, Cha +4

Skills Acrobatics +4, Perception +4, Stealth +6, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Oriental (common), Kami

Challenge 3 (700 XP)

Innate Spellcasting. The bajang's innate spellcasting ability is Charisma (spell save DC 13). The bajang can innately cast the following spells, requiring no material or verbal components:

At will: *light*

3/day each: *bane*, *gust of wind*

1/day each: *divination*

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

Tree Stride. Once on its turn, the bajang 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 large or bigger.

ACTIONS

Multiaction. The bajang makes one bite attack and two attacks with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage. The target must succeed on a DC 13 Constitution saving throw, or become poisoned until the end of its next turn.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage plus 2 (1d4) poison damage.

Change Shape. The bajang magically polymorphs into a Small wildcat with light brown fur and orange eyes, or back into its true form. Its statistics are the same in each form. If the bajang dies, it reverts to its true form.

BAAYAHAZ

These small but vicious fiends originate within Jigoku. When in their home realm, they resemble black, claw-less, floating dogs with hunched backs, one eye, and a toothless mouth. When summoned to another realm, however, they appear as a slithering mass of dark energy.

Bound to Jigoku. Within Jigoku they are harmless creatures eternally bound to their fiendish home and incapable of finding permanent death. If a baayahaz ever finds itself in a different realm, its powerful bond to Jigoku allows it to instantly return there in a violent implosion. A baayahaz will usually do so very soon, as every minute it spends outside of Jigoku fills it with agonizing pain. If it spots creatures, and humanoids in particular, it will attempt to reach them before imploding, as it attempts to bring them back with it to Jigoku.

Unseen Doom. While in darkness the baayahaz blends into its surroundings, effectively making it invisible. The only hint at its presence is a light pulsing sound similar to a heartbeat.

Baayahaz Nature. A baayahaz doesn't require air, food, drink, or sleep.

BAJANG

Bajangs look like stunted, stocky humans with blunt noses, pale skin, and green hair. They are roughly 3 feet tall and weigh around 120 pounds. Their eyes are beady and orange, and their wide mouths are permanently creased in evil sneers. Their hands and feet all have four bony claws, perfect for climbing trees. Their bodies are small but brutish.

Treebound. Living deep in the forests, bajangs grow in tree trunks like pustules of evil, emerging only to terrorize nearby settlements. They are typically encountered near the site of a battle, the burial place of an evil mage, or some other area with a history of violence or lingering evil. Bajangs can emerge from their tree and travel the lands around it, but the tree roots the bajang to the world, and it must return to its tree every day. As long as the tree remains unharmed, the bajang stays forever youthful and any harm done to the tree also affects the bajang.

Honorless. Bajangs are vicious and devious fighters, preferring weak or helpless prey. They prefer to attack sleeping victims or ambush single characters from behind.

BAKEMONO

The average bakemono is about 4 feet tall, weighs about 150 pounds, and is rippling with powerful muscles.

Goblinoids. They are small and muscled, with a fiery temper and low intelligence. One out of every hundred bakemono is gifted with extraordinary intelligence and lead the rest of their kin into battle.

Berserker Tactics. Most bakemono are too stupid to use weapons, and they really have little need for them. They leap in to attack like wild beasts, clenching their jaws around anything they can catch, much like a rabid dog. They attack in packs, throwing themselves at their victims without fear or strategy. Only the zealots, fiercely devoted to Jigoku, keep their aggression in check.

BAKEMONO

Small humanoid (goblinoid, Tainted), chaotic evil

Armor Class 15 (natural armor)

Hit Points 20 (4d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	3 (-4)	11 (+0)	7 (-2)

Skills Athletics +4

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages Goblin, Oni

Taint Score 3

Challenge 1 (200 XP)

Aggressive. As a bonus action, the bakemono can move up to its speed toward a hostile creature that it can see.

Charge. If the bakemono moves at least 30 feet straight toward a target and then hits it with a claw attack on the same turn, the target takes an extra 10 (3d6) slashing damage.

ACTIONS

Multiattack. The bakemono makes two attacks with its claws. The second attack has disadvantage.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained. A creature that starts its turn while grappled in this manner takes 6 (1d8 + 2) piercing damage. The bakemono can only grapple one creature at a time in this manner, and it cannot use its bite attack during a grapple.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

BAKEMONO WARLORD

Small humanoid (goblinoid, Tainted), chaotic evil

Armor Class 17 (partial armor + te-date)

Hit Points 33 (6d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	11 (+0)	10 (+0)

Skills Athletics +4, Persuasion +2

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages Oriental (common), Goblin, Oni

Taint Score 3

Challenge 2 (200 XP)

Aggressive. As a bonus action, the bakemono can move up to its speed toward a hostile creature that it can see.

Charge. If the bakemono moves at least 30 feet straight toward a target and then hits it with a claw attack on the same turn, the target takes an extra 14 (4d6) slashing damage.

ACTIONS

Multiattack. The bakemono makes two masakari attacks.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained. A creature that starts its turn while grappled in this manner takes 6 (1d8 + 2) piercing damage. The bakemono can only grapple one creature at a time in this manner, and it cannot use its bite attack during a grapple.

Masakari. 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.

REACTIONS

Redirected Attack. When a creature the bakemono can see targets it with an attack, the bakemono chooses another bakemono within 5 feet of it. The two goblins swap places, and the chosen bakemono becomes the target instead.



BAKEMONO ZEALOT

Small humanoid (goblinoid, Tainted), chaotic evil

Armor Class 15 (natural armor)

Hit Points 20 (4d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	3 (-4)	11 (+0)	7 (-2)

Skills Athletics +4

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages Oriental (common), Goblin, Oni

Taint Score 3

Challenge 1 (200 XP)

Spellcasting. The bakemono is a 3rd level spellcaster. It's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The bakemono has the following cleric spells prepared:

Cantrips: *guidance, sacred flame (necrotic damage), thaumaturgy*
 1st level (4 slots): *guiding bolt (necrotic damage), shield of faith*
 2nd level (2 slots): *blindness/deafness, spiritual weapon (necrotic damage)*

ACTIONS

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

BLOOD OOZES

Blood oozes are created by maho-tsukai as a strategic tool. They are often created from prisoners as it requires a humanoid sacrifice to create a blood ooze. A blood ooze is bound to a single master, and if that master dies another maho-tsukai must soon take control of the blood ooze lest it be destroyed.

Ooze Nature. An ooze doesn't require sleep.

MAHO-MASSUGU

Large ooze (Tainted), unaligned

Armor Class 6

Hit Points: 84 (8d10 + 40)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	1 (-5)	1 (-5)

Damage Resistances slashing

Damage Immunities necrotic, psychic

Damage Vulnerabilities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 5

Languages -

Taint Score 1

Challenge 2 (450 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Bound by Maho. The ooze is bound to a maho-tsukai with which it forms a telepathic bond. The maho-tsukai can command the ooze using a bonus action on each of its turns.

Maho Fuel. While a maho-tsukai is within 20 feet of the ooze, the maho-tsukai can choose to fuel its spells with the ooze's vitality, rather than its own. If a maho-tsukai chooses to do so, the ooze takes the damage the maho-tsukai would otherwise have taken from casting a maho spell.

ACTIONS

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 12 (3d6 + 2) necrotic damage. If the target is a creature, it must succeed a DC 13 Constitution saving throw or be cursed with blood rot. The cursed target can't regain hit points. If the cursed target is reduced to 0 hit points, it has disadvantage on death saving throws. If the cursed target dies, its blood begins to swirl, and rises as a **plasm** in 1d4 rounds if it was a Medium or smaller creature or as a **maho-massugu** in 1d4+1 rounds if it was a Large or larger creature. The curse lasts until removed by the *remove curse* spell or other magic.

Engulf. The ooze moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a DC 12

Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the ooze enters the creature's space, and the creature takes 7 (2d6) necrotic damage, is engulfed, and becomes cursed with blood rot (see the pseudopod attack). The engulfed creature can't breathe, is restrained, and takes 10 (3d6) necrotic damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the ooze.

MAHO-PURIN

Large ooze (Tainted), unaligned

Armor Class 7

Hit Points: 85 (10d10 + 30)

Speed 30 ft., 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	1 (-5)	1 (-5)	1 (-5)

Damage Immunities necrotic, psychic, slashing

Damage Vulnerabilities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 5

Languages -

Taint Score 1

Challenge 4 (1,100 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Bound by Maho. The ooze is bound to a maho-tsukai with which it forms a telepathic bond. The maho-tsukai can command the ooze using a bonus action on each of its turns.

Maho Fuel. While a maho-tsukai is within 20 feet of the ooze, the maho-tsukai can choose to fuel its spells with the ooze's vitality, rather than its own. If a maho-tsukai chooses to do so, the ooze takes the damage the maho-tsukai would otherwise have taken from casting a maho spell.

Spider Climb. The ooze 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 creature. Hit: 21 (4d8 + 3) necrotic damage. The ooze regains hit points equal to half the damage done. If the target is a creature, it must succeed a DC 13 Constitution saving throw or be cursed with blood rot. The cursed target can't regain hit points. If the cursed target is reduced to 0 hit points, it has disadvantage on death saving throws. If the cursed target dies, its blood begins to swirl, and rises as a **plasm** in 1d4 rounds if it was a Medium or smaller creature or as a **maho-massugu** in 1d4+1 rounds if it was a Large or larger creature. The curse lasts until removed by the *remove curse* spell or other magic.

REACTIONS

Split. When an ooze that is Medium or larger is subjected to slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New oozes are one size smaller than the original ooze.

PLASMIN

Medium ooze (Tainted), unaligned

Armor Class 8

Hit Points: 30 (4d8 + 12)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	1 (-5)	2 (-4)

Damage Resistances slashing

Damage Immunities necrotic, psychic

Damage Vulnerabilities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 5

Languages -

Taint Score 1

Challenge 1/2 (100 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Bound by Maho. The ooze is bound to a maho-tsukai with which it forms a telepathic bond. The maho-tsukai can command the ooze using a bonus action on each of its turns.

Maho Fuel. While a maho-tsukai is within 20 feet of the ooze, the maho-tsukai can choose to fuel its spells with the ooze's vitality, rather than its own. If a maho-tsukai chooses to do so, the ooze takes the damage the maho-tsukai would otherwise have taken from casting a maho spell.

ACTIONS

Pseudopod. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 8 (2d6 + 1) necrotic damage. If the target is a creature, it must succeed a DC 13 Constitution saving throw or be cursed with blood rot. The cursed target can't regain hit points. If the cursed target is reduced to 0 hit points, it has disadvantage on death saving throws. If the cursed target dies, its blood begins to swirl, and rises as a **plasm** in 1d4 rounds. The curse lasts until removed by the *remove curse* spell or other magic.



BOG HAG

These hideous hags live in bogs, swamps, and waterways. They originate within the Shadowlands, but are most often found within the Empire where they prey upon the humanoids that populate the nearby lands.

Disguises of Pure Evil. Bog hags resemble old crones with sharp claws, green skin, and glowing, red eyes. They stand about 6 feet tall and weigh around 110 pounds on average. Bog hags thrive by stealing the skin of their victims, wearing the skin like a suit, altering their shape to match, and even masquerading as the victim for short stretches of time.

BOG HAG

Medium fey (shapechanger), neutral evil

Armor Class 13 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	15 (+2)	11 (+0)	12 (+1)	13 (+1)

Skills Athletics +2, Deception +5

Damage Vulnerabilities fire

Senses darkvision 120 ft., passive Perception 12

Languages Oriental (common), Oni

Taint Score 6

Challenge 2 (450 XP)

Amphibious. The hag can breathe air and water.

Regeneration. The hag regains 5 hit points at the start of its turn if it has at least 1 hit point.

Skinchanger. The bog hag can spend 10 minutes stealing and then wearing the skin of a dead creature. When a bog hag dons a victim's skin, it conforms its body to the shape and appearance of the victim, becoming a perfect replication. While wearing another creature's skin, the hag has advantage on Charisma (deception) checks. The hag's true identity can only be discerned through magic such as *detect thoughts*, *detect evil and good*, features that reveal its Taint, or by dealing slashing damage to the hag, which will rip the skin and reveal the hag underneath. The hag can only adapt to the skin of other Medium creatures.

ACTIONS

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage. The target must succeed on a DC 11 Constitution saving throw, or suffer 1 level of Taint. If a creature's saving throw is successful, the creature is immune to Taint infection from the hag's claws for the next 24 hours.

BUSO

These bony, one-eyed creatures spread a dreadful curse with their horrible bite, causing their victims to transform into mindless savages at night.

Busos are tall and gaunt, standing about 7 feet tall and weighing around 140 pounds. Their hair is curly, their noses are flat, their mouths are lined with sharp fangs, and their gnarled fingers end in sharp claws.

Buso Curse. Busos spread a curse upon their victims, transforming them into busolings during the night: horrible creature identical to busos in every way, except that they cannot spread the curse themselves. They wreak havoc upon their surroundings and loved ones when the curse changes them during the night.

BUSO

Medium aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 54 (12d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	15 (+2)	11 (+0)	12 (+1)	13 (+1)

Skills Acrobatics +5

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 3 (700 XP)

Wounded Fury. While it has 10 hit points or fewer, the buso has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

ACTIONS

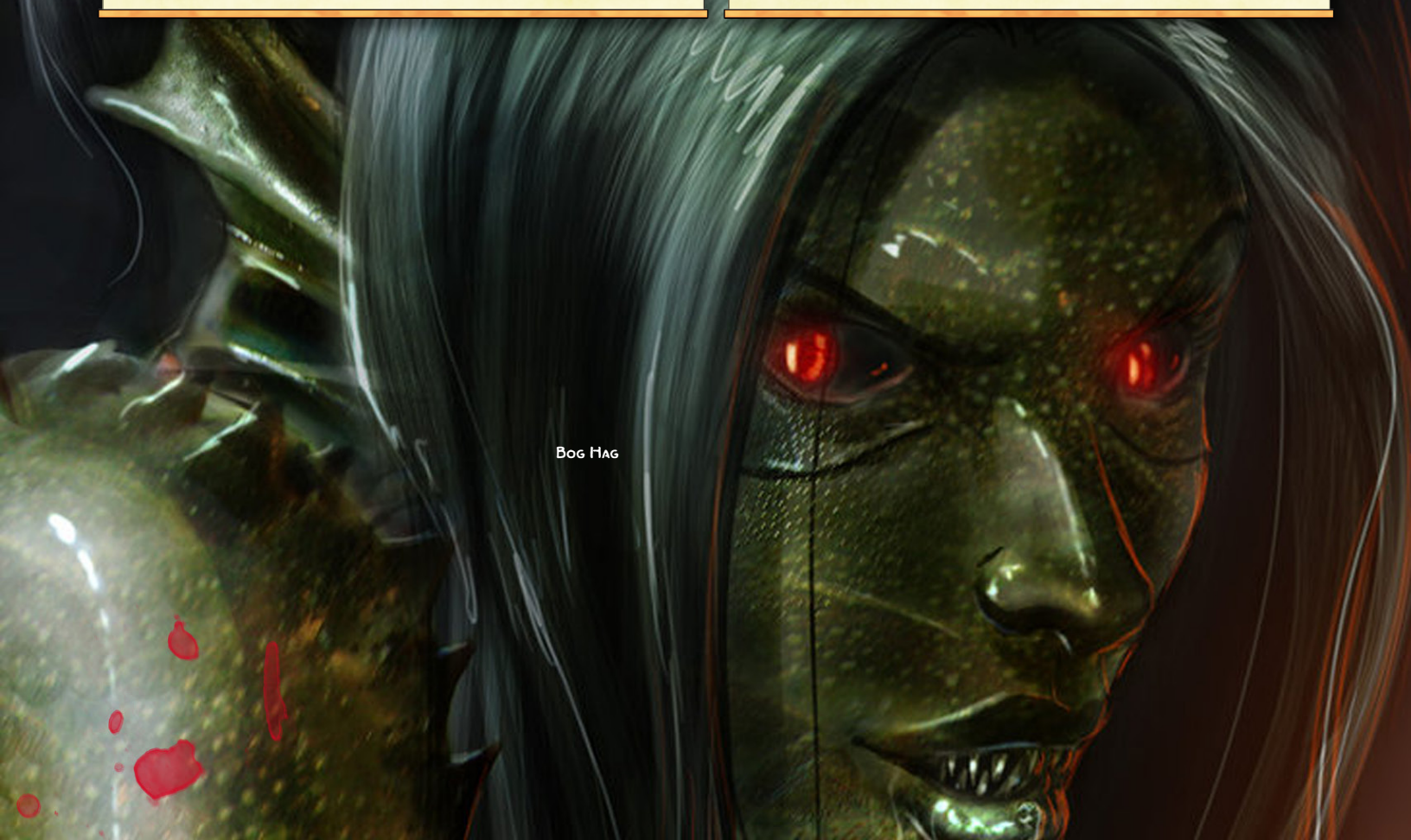
Multiattack. The buso makes one bite attack and two attacks with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 3) piercing damage. The target must succeed on a DC 11 Constitution saving throw, or become cursed. If a creature's saving throw is successful, the creature is immune to the buso's curse for the next 24 hours.

While cursed, whenever you begin a long rest, you transform into a busoling for 8 hours. When you return to your regular self, you gain all of the benefits of a long rest and have no recollection of what has occurred. While transformed the DM controls your actions, and you gain the appearance and statistics of a buso, but you cannot spread the curse to others. A remove curse or similar spell ends the effect.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Bog Hag



DOKUFU

The dokufu is a giant, monstrous spider-like creature that has been corrupted by Taint. It is covered with a heavy exoskeleton resembling the rocks of its mountain habitat, allowing it to blend in perfectly with its surroundings. It also has the ability to change the color of its exoskeleton to shades of white, allowing it to blend in with snowy environments as well. Its exoskeleton provides the dokufu with ample protection against physical harm, as well as magical harm as the chitin thickens with age.

It is unknown how long dokufu live, but they can most certainly become several thousand years old. They mature and grow very slowly, but grow immensely in size the older they get. While a dokufu spiderling is no bigger than a small dog, they are about the size of a panther by the time they become younglings. Once they reach adulthood, they're about as large as a horse, and truly ancient dokufu will grow to be the size of a mammoth.

Feared and Avoided. If it is discovered that an area is home to a young dokufu, a hunting party is quickly gathered to kill the creature before it matures. Areas that contain mature dokufu are usually avoided completely, as many a great warrior has faced off against a dokufu, only to become fodder for its young. They are greatly feared throughout the Orient, and even speaking their name inspires terror in children and adults alike.

Masters of Illusions. While they might resemble brutish creatures, dokufu are cunning and wise. They have the innate ability to create powerful illusions, which they typically utilize to lure prey closer. Their magical prowess becomes more powerful as they mature. Once old enough, they can even use the snow or stone beneath their feet as others would use a door, seemingly teleporting through the ground.

Tainted Nature. Their eyes act as lenses, greatly increasing the potential of their illusory magics. This odd mutation is caused by the massive amount of Taint within the creature, which has rendered their eyes useless for seeing but granted it an otherworldly sense for perceiving its surroundings. This fact isn't widely known, however, and more than one wu jen has attempted to blind a dokufu adversary only to discover that it wasn't hindered by it in the least.

Dark Reproduction. Dokufu are androgynous. They reproduce by implanting eggs into humanoid bodies to provide food for their young. Deep within caves, they hang the hosts from the ceiling, often while still alive. Shortly before the egg hatches inside the host, the adult dokufu will swallow the host, so the egg can hatch inside its digestive tract.

A DOKUFU'S LAIR

Unless it is traveling to another region which might provide better hunting grounds, a dokufu will usually create a lair within a cave. While in its lair, a dokufu has access to lair actions. An adult dokufu encountered in its lair has a challenge rating of 15 (13,000 XP) while an ancient dokufu encountered in its lair has a challenge rating of 21 (33,000 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dokufu takes a lair action to create one of the following effects, though it can't use the same effect two rounds in a row:

Brood. A dokufu spiderling bursts forth from a humanoid host that's wrapped in webbing, appearing in an empty space within 100 feet of the dokufu.

Lair Wide Webs. Each creature within the lair must succeed a Dexterity saving throw or be encased in webbing, as if the dokufu had used its Web action. The save DC is 14 for an adult dokufu and 17 for an ancient dokufu.

Conjure Ice spider. The dokufu conjures forth 1d4 ice spiders, which appear in empty spaces within 60 feet of the dokufu.

REGIONAL EFFECTS

The region containing the dokufu's lair is warped by its powerful illusionary magic, though all of the effects feel real. Creatures with truesight can see through the illusions; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion. The dokufu itself is unaffected by all detrimental effects. The region contains the following effects:

Deathly Omen. Every so often an ice sculpture of a horrible spider-like monstrosity appears. A creature that sees such a sculpture must succeed a DC 15 Wisdom saving throw or become frightened for 1 minute and gain the following flaw while in the region: "I'll never leave this mountain alive".

At the end of each of its turns while frightened, a creature must succeed another DC 15 Wisdom saving throw or take 9 (2d8) psychic damage. Randomly determine which creature a sculpture is visible to, as each sculpture is only visible to a single creature.

Extreme Cold. Each creature must succeed a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

Howling Winds. The strong winds in the region carry with them snow and ice, thus imposing disadvantage on ranged weapon attack rolls and Wisdom (perception) checks that rely on hearing or sight. A creature can see no further than 10 feet in front of it and all terrain is difficult terrain.

Additionally, all open flames are extinguished, fogs are dispersed, and flying by nonmagical means is nearly impossible. A flying creature in the region must land at the end of its turn or fall.

Tracks. Dokufu tracks can be found in the snow. If a creature follows the tracks, it will walk in circles. A creature with truesight isn't fooled by this, and other creatures can discern the trickery with a successful DC 15 Wisdom (survival) check after having completed the circle. At a regular pace, it takes between two and three hours to complete the circle once.

ADULT DOKUFU

Large monstrosity (Tainted), neutral evil

Armor Class 19 (natural armor)
Hit Points 230 (20d10 + 120)
Speed 30 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	23 (+6)	15 (+2)	17 (+3)	15 (+2)

Skills Athletics +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons; cold

Damage Immunities acid, poison

Condition Immunities blinded, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 13

Languages understands Oriental (common) and Oni, but doesn't speak

Taint Score 6

Challenge 12 (8,400 XP)

False Appearance. While the dokufu remains motionless in rocky or snowy terrain, it is indistinguishable from its surroundings.

Innate Spellcasting. The dokufu's innate spellcasting ability is Wisdom (spell save DC 15). The dokufu can innately cast the following spells, requiring no material, somatic, or verbal components:

At will: *major image*

1/day each: *dispel magic*, *programmed illusion*, *project image*

Legendary Resistance (3/Day). If the dokufu fails a saving throw, it can choose to succeed instead.

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

Magic Weapons. The dokufu's weapon attacks are magical.

Mountain Step (1/Day). While the dokufu is in contact with rocky or snowy terrain, it can use a bonus action to teleport up to 60 feet to an unoccupied space where there is also rocky or snowy terrain. When it does so, it appears to be burrowing into the ground and instantly bursts up from the ground at a different location.

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

Multiaction. The dokufu can use its Frightful Presence. It then makes two attacks: one with its bite and two with its pincers. It can use its Swallow, its Vomit Spawn, or its Web instead of its bite.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 23 (3d10 + 6) piercing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be infected with a disease - a minuscule dokufu egg. A humanoid host can carry only one dokufu egg to term at a time. Over four weeks, the egg gestates, and forms a dokufu spiderling. After the egg is hatched, the host starts to feel unwell, its speed is halved, it has disadvantage on attack rolls, ability checks, and saving throws, and has its hit point maximum reduced by 8d10 every minute, as the spiderling chews its way through vital organs until the host is dead. If the disease is cured before the egg hatches, the unborn spiderling is disintegrated. Fiends, oozes, and undead are immune to the disease.

Pincer. Melee Weapon Attack: +10 to hit, reach 10ft., one target. Hit: 17 (3d6 + 6) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 18) unless the dokufu has two other creatures grappled.

Frightful Presence. Each creature of the dokufu's choice within 60 feet of it and aware of it must succeed on a DC 14 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 dokufu 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 dokufu's Frightful Presence for the next 24 hours.

Swallow. The dokufu makes one bite attack against a Medium 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 dokufu, and it takes 21 (6d6) acid damage at the start of each of the dokufu's turns and gains 1 level of Taint. If the dokufu takes 20 damage or more on a single turn from a creature inside it, the dokufu must succeed on a DC 18 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 dokufu. If the dokufu dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Vomit Spawn (Recharge 5-6). The dokufu spits out 1 dokufu spiderling, which lands in an empty space of the dokufu's choice within 20 feet. Each creature within 10 feet of the point of impact, must make a DC14 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much on a successful save. The dokufu spiderling acts on its own initiative.

Web (Recharge 4-6). Ranged Weapon Attack: +8 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 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 20; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

ANCIENT DOKUFU

ANCIENT DOKUFU

Huge monstrosity (Tainted), neutral evil

Armor Class 20 (natural armor)
Hit Points 290 (20d12 + 160)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	19 (+4)	26 (+8)	15 (+2)	18 (+4)	15 (+2)

Skills Athletics +15

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons; cold

Damage Immunities acid, poison

Condition Immunities blinded, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 14

Languages understands Oriental (common) and Oni, but doesn't speak

Taint Score 6

Challenge 18 (20,000 XP)

False Appearance. While the dokufu remains motionless in rocky or snowy terrain, it is indistinguishable from its surroundings.

Innate Spellcasting. The dokufu's innate spellcasting ability is Wisdom (spell save DC 18). The dokufu can innately cast the following spells, requiring no material, somatic, or verbal components:

At will: *major image*

1/day each: *dispel magic*, *programmed illusion*, *project image*

Legendary Resistance (3/Day). If the dokufu fails a saving throw, it can choose to succeed instead.

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

Magic Weapons. The dokufu's weapon attacks are magical.

Mountain Step (1/Day). While the dokufu is in contact with rocky or snowy terrain, it can use a bonus action to teleport up to 60 feet to an unoccupied space where there is also rocky or snowy terrain. When it does so, it appears to be burrowing into the ground and instantly bursts up from the ground at a different location.

Siege Monster. The dokufu deals double damage to objects and structures.

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

Multitack. The dokufu can use its Frightful Presence. It then makes three attacks: one with its bite and two with its pincers. It can use its Swallow, its Vomit Spawn, or its Web instead of its bite.

Bite. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 31 (4d10 + 9) piercing damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or be infected with a disease - a minuscule dokufu egg. A humanoid host can carry only one dokufu egg to term at a time. Over four weeks, the egg gestates, and forms a dokufu spiderling. After the egg is hatched, the host starts to feel unwell, its speed is halved, it has disadvantage on attack rolls, ability checks, and saving throws, and has its hit point maximum reduced by 8d10 every minute, as the spiderling chews its way through vital organs until the host is dead. If the disease is cured before the egg hatches, the unborn spiderling is disintegrated. Fiends, oozes, and undead are immune to the disease.

Pincer. Melee Weapon Attack: +15 to hit, reach 10ft., one target. Hit: 23 (4d6 + 9) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 23) unless the dokufu has two other creatures grappled.

Frightful Presence. Each creature of the dokufu's choice within 60 feet of it 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, with disadvantage if the dokufu 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 dokufu's Frightful Presence for the next 24 hours.

Swallow. The dokufu makes one bite attack against a Medium 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 dokufu, and it takes 28 (8d6) acid damage at the start of each of the dokufu's turns and gains 1 level of Taint. If the dokufu takes 30 damage or more on a single turn from a creature inside it, the dokufu must succeed on a DC 18 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 dokufu. If the dokufu dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Vomit Spawn (Recharge 4-6). The dokufu spits out 1 dokufu spiderling, which lands in an empty space of the dokufu's choice within 20 feet. Each creature within 10 feet of the point of impact, must make a DC15 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much on a successful save. The dokufu spiderling acts on its own initiative.

Web. Ranged Weapon Attack: +10 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 17 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 30; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

LEGENDARY ACTIONS

The dokufu 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 dokufu regains spent legendary actions at the start of its turn.

Chomp (Costs 2 Actions). The dokufu makes one bite attack or uses its Swallow.

Move. The dokufu moves up to half its speed.

Spawn Spiderling (Costs 2 Actions). The dokufu uses its Vomit Spawn ability.



DOKUFU SPIDERLING

DOKUFU AGE CATEGORIES

Category	Size	Age Range
Spiderling	Small	1 year or less
Young	Medium	2 - 150 years
Adult	Large	151 - 900 years
Ancient	Huge	901 years or more

DOKUFU SPIDERLING

Small monstrosity (Tainted), neutral evil

Armor Class 17 (natural armor)
Hit Points 150 (20d6 + 80)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	18 (+2)	11 (+0)	14 (+2)	11 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons; cold

Damage Immunities acid, poison

Condition Immunities blinded, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages understands Oni, but doesn't speak

Taint Score 6

Challenge 6 (2,300 XP)

False Appearance. While the dokufu remains motionless in rocky or snowy terrain, it is indistinguishable from its surroundings.

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 Walker. The dokufu ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The dokufu makes one attack with its bite and one with its pincers.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Pincers. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage. If the target is a Small or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the dokufu can attack only the grappled creature and has advantage on attack rolls to do so.

YOUNG DOKUFU

Medium monstrosity (Tainted), neutral evil

Armor Class 18 (natural armor)
Hit Points 190 (20d8 + 100)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	21 (+5)	11 (+0)	15 (+2)	11 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons; cold

Damage Immunities acid, poison

Condition Immunities blinded, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages understands Oni, but doesn't speak

Taint Score 6

Challenge 8 (3,900 XP)

False Appearance. While the dokufu remains motionless in rocky or snowy terrain, it is indistinguishable from its surroundings.

Innate spellcasting. The dokufu's innate spellcasting ability is Wisdom (spell save DC 13). The dokufu can innately cast the following spells, requiring no material, somatic, or verbal components:

At will: *major image*

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 Walker. The dokufu ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The dokufu makes three attacks: one with its bite and two with its pincers. It can use its Web instead of its bite.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) piercing damage.

Pincers. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the dokufu can attack only the grappled creature and has advantage on attack rolls to do so.

ELEMENTAL VORTICES

An elemental vortex is an unholy creation and can only be conjured forth through the use of horrid blood magic.

Elemental vortices are invisible but immobile. They exist at the location of their conjuring as well as in either the Shadowlands or Jigoku, connecting the two locations as an unholy passageway. Tainted creatures that stumble upon an elemental vortex use it to travel into the Empire, causing havoc in their wake.

Interplanar Warfare. Sometimes a powerful maho-tsukai is promised great rewards from a powerful oni, if he can but conjure an elemental vortex at a specific location. In these cases, a single elemental vortex can mean the end of entire regions, as the oni's armies are standing ready for the vortex's appearance.

Two-Way Travel. It is possible to travel the other way as well, although a creature must have a Taint score or be native to the Shadowlands or Jigoku in order to do so.

Elemental Nature. An elemental vortex doesn't require air, food, drink, or sleep.

GREATER ELEMENTAL VORTEX

Huge elemental (Tainted), lawful evil

Armor Class 5

Hit Points 322 (28d10 + 168)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
0 (-5)	0 (-5)	23 (+6)	10 (+0)	15 (+2)	22 (+6)

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses truesight 120 ft. (blind beyond this radius), passive Perception 12

Languages the languages of its creator

Taint Score 9

Challenge 11 (7,200 XP)

Death Throes. When the vortex dies, it explodes in a cloud of death, and each creature within 30 feet of it has its Taint score increased by 1 and must make a DC 18 Constitution saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one. The cloud infects critters (including familiars and similar creatures) in the area with a tainted rot, causing them to wither and die within seconds.

Innate Spellcasting. The vortex's innate spellcasting ability is Charisma (spell save DC 18). The vortex can innately cast the following spells, requiring no components:

At will: *cloud of daggers*, *counterspell*, *hold person*
3/Day each: *fireball*, *major image*, *wind wall*

Invisibility. The vortex is invisible to creatures with a Taint score lower than its own. The invisibility is suspended while the vortex is in the area of an *antimagic field* or if affected by the *dispel magic spell* or similar magic.

Taint Aura. At the start of each of the vortex's turns, each creature of the vortex's coice within 15 feet of it takes 10 (3d6) necrotic damage. A creature that touches the vortex or hits it with a melee attack while within 15 feet of it takes 10 (3d6) cold, fire, lightning, or necrotic damage (vortex's choice), if the creature isn't adapted to the deathly environment of Jigoku.

Jigokuan Gateway. The vortex exists in two places at once: where it was conjured forth and in Jigoku itself.

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

ACTIONS

Multiattack. The vortex attacks twice with its elemental crackle.

Elemental Crackle. Melee Spell Attack: +9 to hit, reach 30 ft., one creature. Hit: 36 (8d8) damage. Roll a d4 to determine the damage type of the attack and its additional effect as shown below:

1. Cold damage and the target must succeed a DC 18 Constitution saving throw or be restrained until the end of its next turn
2. Fire damage and the target must succeed a DC 18 Dexterity saving throw or take an additional 18 (4d8) fire damage.
3. Lightning damage and the target must succeed a DC 18 Dexterity saving throw or lose its concentration if it is concentrating on a spell
4. Necrotic damage and the target must succeed a DC 18 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken

If a creature fails its saving throw against the attack twice on the same turn, its Taint score increases by 1.

CONJURE LESSER ELEMENTAL VORTEX (MAHO)

6th-level conjuration

Casting Time: 8 hours

Range: 30 feet

Components: V, S, M (all of the casters blood)

Duration: 3 days

You chant while continually spilling your own blood, forcing your mind deeper and deeper into the Shadowlands. When the casting is complete, your body is torn asunder and you die. Your spilled blood shimmers, and rises into the air, where it starts to swirl and grow. Over the course of 1 hour, the blood begins to crackle with elemental forces and finally forms a lesser elemental vortex. The vortex dies after 3 days.

You cannot replace the material components for this spell and cannot be resurrected by any means other than a *true resurrection* or *wish spell*.

CONJURE GREATER ELEMENTAL VORTEX (MAHO)

9th-level conjuration

Casting Time: 8 hours

Range: 30 feet

Components: V, S, M (all of the casters blood)

Duration: 1 day

You chant while continually spilling your own blood, forcing your mind deeper and deeper into Jigoku. When the casting is complete, your body is torn asunder and you die. Your spilled blood shimmers, and rises into the air, where it starts to swirl and grow. Over the course of 1 hour, the blood begins to crackle with elemental forces and finally forms a greater elemental vortex. The vortex dies after 24 hours.

You cannot replace the material components for this spell and cannot be resurrected by any means other than a *true resurrection* or *wish spell*.

LESSER ELEMENTAL VORTEX

Large elemental (Tainted), lawful evil

Armor Class 5

Hit Points 138 (12d10 + 72)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
0 (-5)	0 (-5)	23 (+6)	10 (+0)	15 (+2)	22 (+6)

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses truesight 120 ft. (blind beyond this radius), passive Perception 12

Languages the languages of its creator

Taint Score 3

Challenge 5 (1,800 XP)

Death Throes. When the vortex dies, it explodes in a cloud of death, and each creature within 30 feet of it must make a DC 17 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. The cloud infects critters (including familiars and similar creatures) in the area with a tainted rot, causing them to wither and die within seconds.

Innate Spellcasting. The vortex's innate spellcasting ability is Charisma (spell save DC 17). The vortex can innately cast the following spells, requiring no components:

1/Day each: *fireball*, *major image*, *wind wall*

Invisibility. The vortex is invisible to creatures with a Taint score lower than its own. The invisibility is suspended while the vortex is in the area of an *antimagic field* or if affected by the *dispel magic spell* or similar magic.

Jigokuan Gateway. The vortex exists in two places at once: where it was conjured forth and in Jigoku itself.

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

ACTIONS

Elemental Crackle. Melee Spell Attack: +9 to hit, reach 30 ft., one creature. Hit: 27 (6d8) damage. Roll a d4 to determine the damage type of the attack as shown below:

1. Cold damage
2. Fire damage
3. Lightning damage
4. Necrotic damage

Foo

Foo are good-hearted, celestial creatures. They can travel through both the Astral Plane and the Ethereal Plane with ease, quickly arriving wherever they wish.

Sometimes, in times of great need, a number of foo will appear on the Material Plane in order to protect innocents against a great evil. They don't, however, go looking for evil, but rather confront it if it ever threatens any good aligned creatures near the foo. When they do visit the Material Plane, they sit absolutely still, looking exactly like statues, while scanning the surrounding area for signs of evil.

Natural Rovers. A foo rarely stays in one place for more than a few days, unless the nearby mortals impress it with benevolence and kindness, or if an important cause appeals to its sense of justice. However, even then, it rarely stays more than a few weeks.

Guardians of Good. The people of the Orient have constructed statues that resemble the foo, partly to honor these noble beings, but also believing it scares away evil creatures (which it often does).

Immortal Nature. A foo doesn't require food, drink, or sleep.

Foo Dog

The foo dog is the smaller variety of foo. They have short, bush-tipped tails, long floppy ears, and broad noses. Their stony fur is typically golden or black, but also may be white, green, violet, or gray. When standing still, they appear to be made out of stone.

Foo Lion

Foo lions look like big foo dogs with longer tails and larger mouths. Shaggy manes encircle their necks. Sometimes the manes are entangled with peony flowers. A foo lion's fur may be a variety of colors, but is most commonly black, orange, or gold. When standing still, they appear to be made out of bronze.



Foo Dog

Medium celestial, chaotic good

Armor Class 15 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	12 (+1)	17 (+3)	13 (+1)

Saving Throws Int +4, Wis +6

Skills Arcana +4, Insight +6, Perception +6, Religion +6

Damage Resistances lightning, psychic, thunder

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, diseased, exhaustion, petrified, poisoned

Senses truesight 60 ft., passive Perception 16

Languages Foo, Kami, Oriental, telepathy 10 ft.

Challenge 6 (2,900 XP)

Enemy of Evil. The foo has advantage on attacks against creatures of any evil alignment. Additionally, if the foo kills a creature of evil alignment with its bite or claws, it immediately recharges its Thunderous Barks ability and can use it as a bonus action.

Immutable Form. The foo is immune to any spell or effect that would alter its form.

Innate Spellcasting. The foo's innate spellcasting ability is Wisdom (spell save DC 14). The foo can innately cast the following spells, requiring no material, or somatic components:

At will: *astral projection (self only)*, *detect thoughts*, *etherealness*, *invisibility*

False Appearance. While the foo remains motionless, it is indistinguishable from an inanimate stone statue.

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

Sense Evil. The foo is aware of the presence of any creature of any evil alignment within 60 feet of it, but can't sense anything else about such creatures. A creature protected by a *mind blank* spell, a *non-detection* spell, or similar magic can't be perceived in this manner.

ACTIONS

Multiattack. The foo makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage plus 7 (2d6) lightning damage. If the target is a creature, it can't take reactions until the end of the foo's next turn.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 8 (1d6 + 5) slashing damage.

Etherealness. The foo enters the Ethereal Plane from the Material Plane, or vice versa.

Thunderous Barks (Recharge 5-6). The foo releases a series of booming barks. Each creature of the foo's choice within 30 feet of it must make a DC 14 Constitution saving throw. On a failed save, a creature takes 22 (4d10) thunder damage and is deafened until it finishes a short or long rest. On a successful save, a creature takes half the thunder damage and isn't deafened. Creatures of any evil alignment have disadvantage on the save.

LEGENDARY ACTIONS

The foo 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 foo regains spent legendary actions at the start of its turn.

Claw attack. The foo makes one claw attack.

Cast a Spell (Costs 2 Actions). The foo casts a spell.

JADE FOO

A few rare foo are made of jade, rather than stone or bronze. Such a foo is immune to all Taint effects and has resistance to all damage from all attacks and spells made by Tainted creatures. Additionally, it gains the Jade Aura trait and the Jade Bolt action. Its statistics is otherwise identical to that of foo lions.

Jade Aura. The foo is surrounded by a 30-foot radius aura. Creatures of the foo's choice in that radius shed green light in a 5-foot radius and are immune to the effects of Taint, and creatures of Taint have disadvantage on attack rolls against them.

In addition, when a creature of Taint hits an affected creature with a melee attack, the aura lashes with brilliant, green light, and the attacker must succeed on a DC 16 Constitution saving throw or be blinded until the end of its next turn.

Jade Bolt (Recharge 5-6). Ranged Spell Attack: +6 to hit for foo dogs and +7 to hit for foo lions, range 150 ft., one Tainted creature. Hit: 15 (10d6) radiant damage and the target is blinded until the end of the foo's next turn.

FOO LION

Large celestial, chaotic good

Armor Class 17 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	12 (+1)	17 (+3)	13 (+1)

Saving Throws Int +5, Wis +7

Skills Arcana +5, Insight +7, Perception +11, Religion +7

Damage Resistances lightning, psychic

Damage Immunities thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, diseased, exhaustion, petrified, poisoned

Senses truesight 60 ft., passive Perception 21

Languages Foo, Kami, Oriental, telepathy 10 ft.

Challenge 11 (7,200 XP)

Enemy of Evil. The foo has advantage on attacks against creatures of any evil alignment. Additionally, if the foo kills a creature of evil alignment with its bite or claws, it immediately recharges its Thunderous Roar ability and can use it as a bonus action.

Immutable Form. The foo is immune to any spell or effect that would alter its form.

Innate Spellcasting. The foo's innate spellcasting ability is Wisdom (spell save DC 15). The foo can innately cast the following spells, requiring no material, or somatic components:

At will: *astral projection (self only)*, *detect thoughts*, *etherealness*, *invisibility*

False Appearance. While the foo remains motionless, it is indistinguishable from an inanimate bronze statue.

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

Sense Evil. The foo is aware of the presence of any creature of any evil alignment within 60 feet of it, but can't sense anything else about such creatures. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

ACTIONS

Multiattack. The foo makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) piercing damage plus 14 (4d6) lightning damage. If the target is a creature, it can't take reactions until the end of the foo's next turn.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 13 (2d6 + 6) slashing damage.

Etherealness. The foo enters the Ethereal Plane from the Material Plane, or vice versa.

Thunderous Roar (Recharge 5-6). The foo bellows a thunderous, ear-shattering roar. Each creature within 40 feet of it must make a DC 16 Constitution saving throw. On a failed save, a creature takes 44 (8d10) thunder damage and is deafened until it finishes a long rest. On a successful save, a creature takes half the thunder damage and isn't deafened. Creatures of any evil alignment have disadvantage on the save.

LEGENDARY ACTIONS

The foo 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 foo regains spent legendary actions at the start of its turn.

Claw attack. The foo makes one claw attack.

Recharge Roar (Costs 2 Actions). The foo recharges its roar, visibly sucking in air.

Cast a Spell (Costs 3 Actions). The foo casts a spell.

FUDOSHI

When blood is spilled in the Shadowlands, it doesn't take long before red vines, known as bloodvines, shoot out of the ground and entangle everything nearby. Bloodvines are one of the few sources of nourishment available within the Shadowlands, something any hero who dares venture there should know.

Oni Lord's Creation. As a great joke, the oni lord Byoki has created the fudoshi: a tangled mess of a creature, identical to the bloodvine in every way, but sentient and carrying Byoki's favourite disease: Soul Rot.

Natural Occurance. A fudoshi can travel only slowly, but the will of the Shadowlands themselves now cause them to form when bloodvines are nearby, allowing the fudoshi to blend in perfectly. There it lies, waiting for travelers and heroes alike who venture into its trap looking for sustenance.

BLOODVINES

A tangle of bloodvines provides enough nourishment for 2d6 people for a single day. The vines must be cut so the red paste inside can be sucked out.

FUDOSHI

Large plant (Tainted), unaligned

Armor Class 12

Hit Points 161 (14d10 + 84)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	22 (+6)	2 (-4)	15 (+2)	10 (+0)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses tremorsense 30 ft. (blind beyond this radius), passive Perception 12

Languages -

Taint Score 1

Challenge 6 (2,300 XP)

False Appearance. While the fudoshi remains motionless, it is indistinguishable from regular bloodvines.

Necrotic Absorption. Whenever the fudoshi is subjected to necrotic damage, it takes no damage and regains a number of hit points equal to the necrotic damage dealt.

Soul Rot. The fudoshi carries an infectious disease called Soul Rot. If a living creature is infected, it becomes poisoned for the duration of the disease. The disease lasts until cured. If the disease hasn't been cured within 48 hours, the carrier dies an agonizing death and unless the remains are burned or cleansed of the disease, it rises again as a Taint Zombie within 1 hour. All creatures native to the Shadowlands are immune to Soul Rot.

Vine Swarm. The fudoshi can occupy another creature's space and vice versa, and the fudoshi's vines can move through any opening large enough for a Tiny vine. The fudoshi can't gain temporary hit points, and can only regain hit points by finishing a Long rest, regrowing any missing vines.

ACTIONS

Multiattack. The fudoshi attacks three times with its Engulf ability or fires two blood thorns.

Blood Thorn. Ranged Weapon Attack: +7 to hit, range 60/120 ft., one target. Hit: 8 (1d8 + 4) piercing damage plus 16 (3d10) necrotic damage.

Engulf. Melee Weapon Attack: +7 to hit, reach 30 ft., one Medium or smaller creature. Hit: 22 (4d8 + 4) bludgeoning damage. The target is grappled (escape DC 15), unless the fudoshi already has 2 creatures grappled. Until the grapple ends, the target is blinded, restrained, unable to breathe, and has disadvantage on Dexterity checks. The target must succeed on a DC 15 Strength saving throw at the start of each of the fudoshi's turns or take 13 (2d8 + 4) bludgeoning damage. If the fudoshi moves, any grappled creatures move with it.

Engulf Insides. The fudoshi attempts to engulf the insides of a creature grappled by it by pushing the grappling vines through orifices and by piercing the skin. The grappled target must succeed a DC 15 Constitution saving throw or have its insides engulfed, reducing its hit point maximum by half or by 20 hit points, whichever is higher. If a creature's hit point maximum is reduced to 0 from this attack, it dies, and rises again as a **taint zombie** after 1 hour.

GAKI

Gaki are minor undead spirits, the spirits of wicked humanoids who have clawed their way back to the world of the living to avoid punishment in Diyu. Their horrible undead forms mirror their wickedness in life. Gaki come in four distinct varieties, though they can all turn invisible and shapechange into a fly.

Gaki Nature. A gaki doesn't require air, drink, or sleep.

JIKI-KETSU-GAKI

Jiki-ketsu-gaki are the vampiric spirits of corrupted holy individuals who were guilty of heresy in life. They are vaguely humanoid creatures, still bipedal, but warped into an unholy mass of flesh and eyes, its mouth containing only a few fangs. They are the most intelligent of all gaki, as well as the most talkative. They feed on humanoid blood.

Sometimes, while invisible and near a victim, the gaki will play a biwa (an instrument similar to a lute) made from the wood of its coffin. The discordant, metallic tones send cold chills down the spine of any who listen.

They are solitary and vain creatures with no permanent lairs, typically encountered near abandoned holy sites.

JIKI-KETSU-GAKI

Medium undead (spirit), chaotic evil

Armor Class 15 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft., climb 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	22 (+6)	2 (-4)	15 (+2)	10 (+0)

Saving Throws Dex +3, Wis +4, Cha +5

Skills Athletics +9, Stealth +8

Damage Resistances poison

Damage Immunities necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, diseased, exhaustion, poisoned, unconscious

Senses darkvision 120 ft., passive Perception 11

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Innate Spellcasting. The gaki's innate spellcasting ability is Charisma (spell save DC 13). The gaki can innately cast the following spells, requiring no material, or verbal components:

At will: *invisibility*
1/day each: *passwall*

Shapechanger. The gaki can use its action to polymorph into a Tiny fly, or back into its true form. While in fly form, the gaki retains its Int, Wis and Cha scores. If the gaki dies, it reverts to its true form.

Spider Climb. The gaki can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Hypersensitivity. The gaki takes 20 radiant damage when it starts its turn in sunlight. While in sun light, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack (Gaki Form Only). The gaki makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Gaki Form Only). Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) bludgeoning damage. Instead of dealing damage, the gaki can grapple the target (escape DC 17).

Bite (Gaki Form Only). Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the gaki, incapacitated, or restrained. Hit: 6 (1d6 + 3) 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 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.

Charm. The gaki targets one humanoid it can see within 30 feet of it. If the target can see the gaki, the target must succeed on a DC 13 Wisdom saving throw against this magic or be charmed by the gaki. The charmed target regards the gaki as a trusted friend to be heeded and protected. Although the target isn't under the gaki's control, it takes the gaki's requests or actions in the most favorable way it can, and it is a willing target for the gaki's bite attack. Each time the gaki or the gaki'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 gaki is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

JIKI-NIKU-GAKI

Jiki-niku-gaki are the horrible, corrupted spirits of humanoids who were guilty of excessive greed in their former lives. Those in positions of power that abuse that power for personal gain often become these ghoulish, repulsive monsters. A jiki-niku-gaki resembles a jiki-ketsu-gaki, except that it has only two eyes, and that its mouth is lined with two rows of teeth.

Jiki-niku-gaki often form small bands as they are inherently cowardly creatures. They hunger for the flesh of humanoids, though their hunger is never satisfied. When prey is scarce, they will devour almost anything, including corpses which they unearth if necessary.

They shuffle from place to place as they search the night for food. They are most frequently found near graveyards or on lonely roads and trails.

JIKI-NIKU-GAKI

Medium undead (spirit), chaotic evil

Armor Class 14 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	13 (+1)	6 (-2)	11 (+0)	14 (+2)

Skills Athletics +3, Stealth +2

Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, diseased, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life, but doesn't speak

Challenge 2 (450 XP)

Innate Spellcasting. The gaki's innate spellcasting ability is Charisma (spell save DC 12). The gaki can innately cast the following spells, requiring no material, or verbal components:

At will: *invisibility*

Shapechanger. The gaki can use its action to polymorph into a Tiny fly, or back into its true form. While in fly form, the gaki retains its Int, Wis and Cha scores. If the gaki dies, it reverts to its true form.

Sunlight Hypersensitivity. The gaki takes 20 radiant damage when it starts its turn in sunlight. While in sun light, it has disadvantage on attack rolls and ability checks.

Turning Defiance. The gaki and any gaki within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack (Gaki Form Only). The gaki makes one bite attack and one attack with its claws.

Bite (Gaki Form Only). Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 10 (2d8 + 1) piercing damage.

Claw (Gaki Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing 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.



JIKI-KETSU-GAKI

SHIKKI-GAKI

Most shikki-gaki are the disease-ridden spirits of humanoids that have betrayed other people's trust in life. A shikki-gaki resembles a jikki-niku-gaki with rotten flesh, and blunt, rotted teeth. Shikki-gaki spread the dreaded gaki fever, which in time can turn a humanoid into a gaki. They are usually found in forests, caves, or similarly damp and dark places.

SHIKKI-GAKI

Medium undead (spirit), chaotic evil

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	6 (-2)	11 (+0)	10 (+0)

Saving Throws Dex +2

Skills Athletics +4, Stealth +2

Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, diseased, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages it knew in life, but doesn't speak

Challenge 4 (1,100 XP)

Pack Instinct. The gaki and any gaki within 30 feet of it have advantage on initiative rolls.

Innate Spellcasting. The gaki's innate spellcasting ability is Charisma (spell save DC 10). The gaki can innately cast the following spells, requiring no material, or verbal components:

At will: *invisibility*

Shapechanger. The gaki can use its action to polymorph into a Tiny fly, or back into its true form. While in fly form, the gaki retains its Int, Wis and Cha scores. If the gaki dies, it reverts to its true form.

Stench (Gaki Form Only). Any creature that starts its turn within 5 feet of the gaki must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the gaki's Stench for 24 hours.

Sunlight Hypersensitivity. The gaki takes 20 radiant damage when it starts its turn in sunlight. While in sun light, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack (Gaki Form Only). The gaki makes one bite attack and two attack with its claws.

Bite (Gaki Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 11 (2d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be infected with a disease called gaki fever. While infected, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a random gaki (as determined by the DM). Only a wish spell can reverse the transformation.

Claw (Gaki Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

VARIANT: MUSHROOM SHIKKI-GAKI

Sometimes a spirit that is to become a shikki-gaki refuses to return to its body, knowing full well the grotesque transformation that will take place. Such a spirit might instead occupy a fungus sprouting from the trunk of a decaying tree. The fungus undergoes the same transformation as the spirit's corpse would have, looking similar to other gaki.

The only notable difference is, that a mushroom shikki-gaki transforms into a Medium fungus during daytime. It will usually find a cave or similar environment to hide during that time. As a fungus, the gaki snores loudly as it sleeps until sunset. During that time, the gaki is paralyzed and unconscious, and it cannot wake from taking damage. A learned adventurer might recognize the fungus for what it truly is, slaying it easily without any resistance.

The gaki also gains the following new actions:

Animating Spores. The gaki targets one corpse of a humanoid or a Large or smaller beast within 5 feet of it and releases spores at the corpse. In 24 hours, the corpse rises as a spore servant. The corpse stays animated for 1d4 + 1 weeks or until destroyed, and it can't be animated again in this way.

Shikki Spores. A 30-foot radius of spores extends from the gaki. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't constructs, elementals, oozes, or undead. Affected creatures must succeed on a DC 12 Constitution saving throw or be infected with a disease called gaki fever. While infected, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a random gaki (as determined by the DM). Only a wish spell can reverse the transformation.

SHINEN-GAKI

Often created from the spirit of somebody that failed to uphold a sacred vow, a shinen-gaki is the spirit of a wicked humanoid. It resembles a hovering ball of flame, usually bright red, blue, white, or yellow. Aside from the fiery tendrils that sprout and swirl from every angle of the gaki, it has no distinguishing features.

They most commonly appear at night, on lonely roads or in the woods. Its strange light attracts curious victims, and once close enough, the shinen-gaki will attempt to trap its victim in a circle of flame, before burning and consuming it.

Shinen-gaki as mostly solitary creatures, but they have been known to gather in small groups on rare occasions.

SHINEN-GAKI

Medium undead (spirit), chaotic evil

Armor Class 13

Hit Points 90 (12d8 + 36)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	17 (+3)	8 (-1)	13 (+1)	12 (+1)

Saving Throws Dex +7, Wis +3, Cha +3

Skills Acrobatics +7

Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Damage Vulnerabilities cold

Condition Immunities charmed, diseased, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 11

Languages understands the languages it knew in life, but doesn't speak

Challenge 4 (1,100 XP)

Death Burst. When the gaki dies, it explodes in a burst of fire. Each creature within 10 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Illumination (Gaki Form Only). While in gaki form, the gaki is ablaze and sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Innate Spellcasting. The gaki's innate spellcasting ability is Charisma (spell save DC 11). The gaki can innately cast the following spells, requiring no components:

At will: *invisibility*

1/day each: *fireball*, *wall of fire*

Regeneration. The gaki regains 10 hit points at the start of its turn if it has at least 1 hit point.

Shapechanger. The gaki can use its action to polymorph into a Tiny fly, or back into its true form. While in fly form, the gaki retains its Int, Wis and Cha scores. If the gaki dies, it reverts to its true form.

Sunlight Hypersensitivity. The gaki takes 20 radiant damage when it starts its turn in sunlight. While in sun light, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack (Gaki Form Only). The gaki makes two attacks with its fiery tendrils.

Fiery Tendrils (Gaki Form Only). Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 17 (4d6 + 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 creature takes 3 (1d6) fire damage at the end of each of its turns.

FLY

Tiny beast, unaligned

Armor Class 18

Hit Points 1 (1d4 - 1)

Speed 0 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	26 (+8)	8 (-1)	1 (-5)	6 (-2)	1 (-5)

Skills Acrobatics +10

Senses darkvision 30 ft., passive Perception 8

Languages -

Challenge 0 (0 XP)

Flyby. The fly doesn't provoke opportunity attacks when it flies out of an enemy's reach.

REACTIONS

Fly Away. When a melee attack misses the fly, it can move up to its speed.

GAREGOSU

A garegosu is an unnatural horror of massive proportions. It resembles a gigantic octopus with cancerous skin and coated in unnatural shadow. It moves just as well on land as it does in water, slithering across the ground like a many-tailed snake. Through inexplicable means, it constantly warps and it and out of reality and, coupled with its immense speed, it gives the illusion that the garegosu teleports a few feet at a time rather than actually moving.

Goblinoid Affection. Garegosu seem to have an unexplainable affection for goblinoids, and there have been claims that some goblinoids have garegosu as pets. Some scholars theorize that they evolved from bakemono that have been mutated beyond recognition by Taint, while others believe them to be simply Tainted octopuses, though this doesn't explain their love for goblinoids.

GAREGOSU

Huge aberration (Tainted), chaotic evil

Armor Class 16 (natural armor)

Hit Points 63 (6d12 + 24)

Speed 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	19 (+4)	2 (-4)	15 (+2)	10 (+0)

Damage Immunities necrotic, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 12

Languages -

Taint Score 5

Challenge 4 (1,100 XP)

Consume Life. If the garegosu bites a target it has grappled that has 0 hit points and is still alive, it attempts to suck the remaining life force out of the target. The target must succeed on a DC 14 Constitution saving throw against this magic or die. If the target dies, the garegosu regains 21 (6d6) hit points.

Goblinoid Affection. Garegosu are naturally affectionate towards goblinoids. Garegosu refuse to harm goblinoids, even if a goblinoid harms the garegosu.

Shapechanger. The garegosu can use its action to polymorph into a Huge or smaller object or back into its true 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.

Stone Camouflage. The garegosu has advantage on Dexterity (stealth) checks made to hide in rocky terrain.

Unreal Warp. The garegosu constantly warps in and out of reality. As a result, the garegosu doesn't provoke opportunity attacks, and readied attacks against the garegosu are made with disadvantage.

ACTIONS

Multiattack. The garegosu attacks twice with its tentacles.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 25 (4d8 + 7) piercing damage. If the target is a creature, it must succeed a DC 14 Constitution saving throw or have its Taint score increased by 1 and be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tentacles. Melee Weapon Attack: +9 to hit, reach 20 ft., one target. Hit: 16 (2d8 + 7) bludgeoning damage. The target is grappled (escape DC 17) if it is a Large or smaller creature and the garegosu doesn't have eight other creatures grappled, it. Until this grapple ends, the target is restrained.

Death Cloud (Recharges after a Short or Long Rest). A 30-foot radius cloud of death extends all around the garegosu, spreading around corners. The area is heavily obscured for 1 minute, although a strong wind disperses it. Any creature other than the garegosu itself that is fully inside the cloud at the start of its turn must make a DC 14 Constitution saving throw. A creature takes 14 (4d6) necrotic damage on a failed save, or half as much on a successful one. While fully inside the cloud, the garegosu can take the Dodge action as a bonus action on each of its turns.

CONJURE GAREGOSU (MAHO)

5th-level conjuration

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a cutting tool and 9 hit dice)

Duration: Instantaneous

You cut your abdomen, letting the ground beneath you turn red, using a finger to draw a long tentacle with your blood. Every minute you cut yourself again, drawing another tentacle, while chanting louder and louder. After having drawn eight tentacles, you cut yourself a final time and draw a hideous and cancerous body, joining the tentacles together. Within a minute the bloody drawing springs to life, growing in size and turning into a massive octopus-like creature with stone-like skin and covered in shadow: a garegosu.

Whenever the caster sacrificed a hit die while casting this spell, the casters takes necrotic damage equal to the hit die and has his hit point maximum reduced by an equal amount.

GASHADOKURO

This monstrous construct is made from thousands of bones and skulls, all of which must be the remains of humanoids that died of starvation, and finally given life through unholy blood magic rituals.

The blood magic that has given life to the gashadokuro has also warped the hunger of the people that make up the gashadokuro's body, giving it an insatiable lust to feed on the living.

Alarming Approach. A gashadokuro resembles a gigantic skeleton that comes floating through the air. Black flames ignite its eye sockets and the interior of its ribcage. It would hover about in complete silence, if it wasn't for the loud ringing sound heard by everybody it comes near.

Unholy Creation. Creating a gashadokuro can take a very long time, but an exceptionally cunning and influential maho-tsukai might attempt to starve an entire village just to collect their bones afterwards.

Gashadokuro Nature. A gashadokuro doesn't require air, drink, or sleep.

REGIONAL EFFECTS

In a 1-mile radius centered on the gashadokuro there are several unnatural effects, all caused by the gashadokuro's unholy existence. When the gashadokuro dies, all effects immediately dissipate.

Deathly Hunger. All humanoids in the region are struck with a terrible hunger and stomach ache. A creature that is affected by this hunger cannot add its proficiency modifier to any skill checks and has disadvantage on Constitution saving throws made to maintain concentration on a spell. The hunger remains until a creature exits the region and eats a meal.

Forced Famine. Drinking and eating in the region quells neither hunger nor thirst.

Necrotic Fire. All nonmagical fire in the region burns in a black color, gives off no light, and deals necrotic damage rather than fire damage.

Withering Crops. Crops in the region wither and die, and no new crops can grow before the next season.

GASHADOKURO

Huge construct, lawful evil

Armor Class 9

Hit Points 168 (16d12 + 64)

Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities fire, necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite or silvered

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the language of its creator but can't speak

Challenge 8 (3,900 XP)

Eerie Noise. Each creature within 300 ft. of the gashadokuro hears a ringing sound that becomes louder as the gashadokuro comes closer. While within 60 ft. of the gashadokuro the ringing is so loud that it deafens a creature to all other sounds.

Immutable Form. The gashadokuro is immune to any spell or effect that would alter its form.

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

Magic Weapons. The gashadokuro's weapon attacks are magical.

ACTIONS

Multiattack. The gashadokuro makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 23 (4d8 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16) unless the gashadokuro already has two creatures grappled in this manner. Until this grapple ends, the target is restrained.

Swallow. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature it has grappled. Hit: 16 (2d10 + 5) piercing damage. The creature is swallowed, and the grapple ends. While swallowed, the creature takes 14 (4d6) necrotic damage at the start of each of its turns. The gashadokuro's interior is heavily obscured with necrotic fire. A swallowed creature dies, if it is reduced to 0 hit points from the necrotic damage, and the gashadokuro gains temporary hit points equal to half the slain creature's maximum hit points as its bones become part of the gashadokuro. The gashadokuro can have no more than two living creatures swallowed at a time.

Necrotic Breath (Recharge 5-6). The gashadokuro exhales necrotic fire in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies, and its remains are inhaled by the gashadokuro where its bones are added to the gashadokuro's.



GAREGOSU

GHOSTS

The Orient is home to a myriad of ghost variations. The ghost in the Monster Manual is also found in the Orient, but some of the variations found in the Orient have either been corrupted, cursed, or doomed themselves through suicide.

All ghostly variants in the Orient cannot pass through jade or crystal, nor can they lift objects made of these substances.

Undead Nature. A ghost doesn't require air, food, drink, or sleep.

CHU-U

Medium undead, any neutral

Armor Class 9

Hit Points 45 (15d8)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	8 (-1)	10 (+0)	10 (+0)	12 (+1)	18 (+4)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

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 Languages it knew in life

Challenge 1/2 (100 XP)

Ethereal Sight. The chu-u can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The chu-u can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn in side an object.

Rejuvenation. If the chu-u is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

Vengeful. If the chu-u is destroyed, it bestows a curse upon the creature that dealt the killing blow. While cursed, the target creature has disadvantage on ability checks and saving throws made with an ability score of the chu-us choosing. A *remove curse* spell ends this effect.

ACTIONS

Withering Touch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) necrotic damage.

Swear Vengeance. The chu-u swears vengeance against one or more creatures within 30 feet of it that it can see. It disappears into the Ethereal Plane, and returns in 1d100 days to kill the creature's it swore vengeance against. The chu-u finds them anywhere, as long as they are on the Material Plane. If they aren't, the chu-u attacks them as soon as they return to the Material Plane. The chu-u can't swear vengeance against a second target before its first target is dead.

CHU-U

A chu-u is the restless spirit of a mortal who was neither virtuous enough to be rewarded nor wicked enough to be punished in the afterlife and somehow escaped Diyu. As a result, it wanders the earth, pulling itself along with its arms in terrible agony, hoping to convince someone to testify to the court kings of Diyu on its behalf and persuade them to let it enter Youdu to await reincarnation.

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.

CON-TINH

Medium undead, chaotic evil

Armor Class 11

Hit Points 45 (15d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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 Languages it knew in life

Challenge 1 (200 XP)

Incorporeal Movement. The chu-u can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn in side an object.

ACTIONS

Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) necrotic damage.

Laughter of Madness. Each non-undead creature within 60 feet of the con-tinh that can hear it must succeed on a DC 13 Wisdom saving throw or gain a random short-term madness (see chapter 8 in the *Dungeon Master's Guide*).

Limited Possession (Recharge 6). One humanoid that the con-tinh can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the con-tinh; the con-tinh then disappears. The con-tinh can't be targeted by any attack, spell, or other effect, except ones that turn undead. The con-tinh does not control the possessed creature.

The possession lasts until the body drops to 0 hit points, the con-tinh ends it as a bonus action, or the con-tinh is turned or forced out by an effect like the *dispel evil and good* 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.

GEN'EI

Medium undead, any evil

Armor Class 11

Hit Points 54 (12d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	18 (+4)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

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 Languages it knew in life

Taint Score 1

Challenge 6 (2,300 XP)

Ethereal Sight. The gen'ei can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The gen'ei can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn in side an object.

ACTIONS

Vampiric Touch. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 25 (6d6 + 4) necrotic damage. The gen'ei gains temporary hit points equal to the damage dealt. If the gen'ei scores a critical hit, the target's maximum hit points are reduced by an

amount equal to the damage taken. This reduction to the target's maximum hit points can be restored with a *greater restoration* or *wish* spell.

Etherealness. The gen'ei enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the gen'ei that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this gen'ei's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 5-6). One humanoid that the gen'ei can see within 5 feet of it must succeed on a DC 15 Charisma saving throw or be possessed by the gen'ei; the gen'ei then disappears, and the target is incapacitated and loses control of its body. The gen'ei now controls the body but doesn't deprive the target of awareness. The gen'ei 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.

While the target is possessed, its hit point maximum is reduced by 1d6 every hour. The target dies, if its hit point maximum is reduced to 0 in this manner. This reduction to the target's maximum hit points can be restored with a *greater restoration* or *wish* spell.

The possession lasts until the body drops to 0 hit points, the gen'ei ends it as a bonus action, or the gen'ei is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the gen'ei reappears in an unoccupied space within 5 feet of the body. The target is immune to this gen'ei's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

CON-TINH

The malicious con-tinh is the spirit of a maiden who was murdered due to an illicit love affair. It appears as a horrible malformation of its former self, now aberrant and monstrous to look at, lacking eyes and having tendrils in place of hair.

A con-tinh's spirit is bound to a single fruit tree, and it carries the fruit of that tree in its basket. It cannot travel more than 1 mile from its tree. If the tree is destroyed, the con-tinh is also destroyed immediately, releasing a terrible scream as it disappears. The scream has the same effect as the con-tinh's Laughter of Madness.

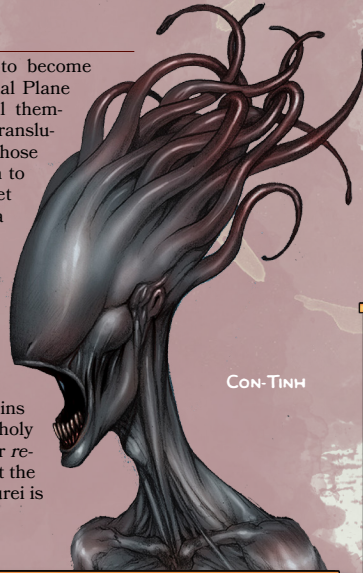
GEN'EI

Gen'ei are powerful ghosts whose essence has been corrupted by evil and Taint. When they possess a living creature, it is not enough for them to assert control of the host's body - they also slowly corrupt the body. A gen'ei resembles its former living self, but is translucent.

TSURI YUREI

Those who commit suicide are doomed to become ghosts, their spirits lingering in the Material Plane until they convince another person to kill themselves. They appear as they did in life, but translucent. They often direct their anger against those that wronged them in life. A woman driven to suicide by a cheating husband might target either the husband or the mistress, while a man that feels society has always worked against him uses his powers of deceit and illusion to tantalize anybody who is already imbalanced, showing them how a quick death solves their problems.

When a tsuri yurei dies, it releases a malevolent scream and morphs into a 2-inch radius glimmering white sphere that falls to the ground. The sphere remains until the tsuri yurei reanimates, or until holy water is sprinkled on it or a *dispel magic* or *remove curse* spell is cast on it, at which point the sphere disappears in a flash and the tsuri yurei is released from its torment.



CON-TINH

TSURI YUREI

Medium undead, lawful evil

Armor Class 11
Hit Points 54 (12d8)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	19 (+4)

Skills Deception +10, Intimidation +7, Persuasion +7, Insight +4
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
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 Languages it knew in life
Challenge 5 (2,300 XP)

Ethereal Sight. The tsuri yurei can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The tsuri yurei can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn in side an object.

Innate Spellcasting. The tsuri yurei's innate spellcasting ability is Charisma (spell save DC 15). The tsuri yurei can innately cast the following spells, requiring no material or verbal components:

At will: *dissonant whispers*, *illusory script*, *magic mouth*, *major image*

3/day each: *phantasmal force*, *suggestion*

1/day each: *dream*, *phantasmal killer*, *programmed illusion*, *project image*, *seeming*

Lethal Conviction. The tsuri yurei dies as soon as it has convinced a living creature to commit suicide and the deed is carried out.

Rejuvenation. If the tsuri-yurei is destroyed and it hasn't convinced another creature to commit suicide, it regains all its hit points in 24 hours unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

ACTIONS

Multiattack. The tsuri yurei makes two attacks with its withering touch.

Withering Touch. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 25 (6d6 + 4) necrotic damage.

Etherealness. The tsuri yurei enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

UBUME

The "mourning ones" are the spirits of women who have died during childbirth or while pregnant, fueled by an immense will to bring the child into the world. An ubume appears as a living woman, often weeping and dressed in white. An ubume doesn't simply attack bypassers, but politely asks others to hold its child. If a character refuses to hold the child, the ubume attacks without mercy. 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). Failing one of these checks causes the character to drop the unnaturally heavy infant, brining the ubume into a fury. However, if a character succeeds at all three checks, the ghostly infant turns into a living, breathing baby, causing the ubume to pass on into the afterlife. Grateful for bringing its unborn baby into the world, an ubume usually gives a successful character some reward.

UBUME

Medium undead, unaligned

Armor Class 11
Hit Points 190 (20d8 + 100)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	20 (+5)	10 (+0)	12 (+1)	19 (+4)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages understands the Languages it knew in life, but doesn't speak

Challenge 10 (5,900 XP)

Ethereal Sight. The ubume can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Grieving Sorrow. The ubume cannot be reasoned with, and is blinded by her rage when engaged in combat.

Incorporeal Movement. The ubume can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn in side an object.

Regeneration. The ubume regains 10 hit points at the start of its turn if it has at least 1 hit point.

Rejuvenation. If the ubume is destroyed, it regains all its hit points in 1 hour, again holding its baby in its arms, unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

ACTIONS

Multiattack. The ubume can use its Horrifying Visage. It then makes three attacks: two with its withering touch and one with its umbilical cord. It can use its Mourn instead of its umbilical cord.

Etherealness. The ubume enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ubume that can see it must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ubume Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Mourn. Ranged Spell Attack: +8 to hit, range 30/120 ft., one target. Hit: 32 (8d6 + 4) psychic damage.

Umbilical Cord. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 18 (4d6 + 4) necrotic damage. If the target is a creature, it is grappled (escape DC 16) and pulled to an empty space next to the ubume. Until this grapple ends, the target is restrained, and suffers half of any damage the ubume suffers. The ubume cannot attack with its umbilical cord if it is grappling a creature with it.

Withering Touch. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 25 (6d6 + 4) necrotic damage.

GHOULS

While regular ghouls can be found within the Orient (and in particular within the Shadowlands), there are also far more menacing variants to be found.

GHOST LORD.

The ghost lord is a regular ghost that has been corrupted by massive amounts of Taint, warping its stench into a foul aura, and giving its skin armor-like properties. Their saliva carries a pestilent disease, which affects the central nervous system of other creatures if it enters the blood stream.

They are powerful and intelligent enough to rally hordes of ghouls around them, making them a foe not to be taken lightly.

Undead Nature. A ghost lord doesn't require drink or sleep.

GHOUL CRAWLER

These horrible creatures are ghouls that are capable of moving across any solid surface. While they aren't very intelligent, they are clever enough to hide on ceilings, waiting for unsuspecting victims to move close to them.

Undead Nature. A ghouler crawler doesn't require drink or sleep.

GHOULEM

These hulking brutes are regular ghouls that have consumed very large amounts of Tainted flesh, warping them into the horrific ghoullem.

Undead Nature. A ghoullem doesn't require drink or sleep.

SHADOW GHAST

When a ghost spends its life in darkness within the Shadowlands, it might eventually meld into the darkness, morphing its very fabric into one of shadow and becoming a shadow ghastr.

Undead Nature. A ghost lord doesn't require air, food, drink or sleep.



GHOST LORD



GHOUL CRAWLER

GHOST LORD

Medium undead, chaotic evil

Armor Class 19

Hit Points 210 (28d8 + 84)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	23 (+6)	17 (+3)	18 (+4)	12 (+1)	10 (+0)

Skills Acrobatics +11, Arcana +8, Perception +6

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Oni, Oriental

Taint Score 6

Challenge 15 (13,000 XP)

Taint Aura. At the start of each of the ghost's turns, each non-undead creature within 5 feet of it takes 22 (4d10) necrotic damage unless it is protected by jade. A creature that touches the ghost or hits it with a melee attack while within 5 feet of it takes 22 (4d10) necrotic damage.

Turning Defiance. The ghost and any undead within 60 feet of it have advantage on saving throws against effects that turn undead.

Unarmored Defense. The ghoul's AC includes its Constitution modifier.

ACTIONS

Multiattack. The ghost makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) piercing damage plus 9 (2d8) necrotic damage. If the target is a creature other than an undead, it must succeed a DC 16 Constitution saving throw against disease, or have its Taint score increased by 1 and become poisoned until the disease is cured. While poisoned, the target has disadvantage on Constitution saving throws and cannot concentrate on spells.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 16 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.

GHOUL CRAWLER

Medium undead, chaotic evil

Armor Class 13

Hit Points 88 (16d8 + 16)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	7 (-2)	10 (+0)	6 (-2)

Skills Acrobatics +9, Stealth +9

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Oni, Oriental

Taint Score 1

Challenge 5 (1,800 XP)

Spider Climb. The ghoul can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The ghoul makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 11 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.



GHOLEM

GHOLEM

Huge undead, chaotic evil

Armor Class 8
Hit Points 414 (36d12 + 180)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	7 (-2)	20 (+5)	6 (-2)	10 (+0)	5 (-3)

Damage Resistances necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't jaded
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Ori, Oriental
Taint Score 5
Challenge 15 (13,000 XP)

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

Reckless. At the start of its turn, the ghoul 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.

Siege Monster. The ghoul deals double damage to objects and structures.

ACTIONS

Multiattack. The ghoul makes three melee attacks.

Claw. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) slashing damage. If the target is a creature other than an undead, it 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.

Crude Nodachi. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 29 (6d6 + 8) slashing damage.

Slam. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 26 (4d8 + 8) bludgeoning damage. If the target is a creature, it must succeed a DC 21 Strength saving throw or be knocked prone.



SHADOW GHAST

SHADOW GHAST

Medium undead, chaotic evil

Armor Class 15
Hit Points 108 (24d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Skills Stealth +12
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 10
Languages Ori, Oriental
Taint Score 2
Challenge 12 (8,400 XP)

Invisible in Darkness. The ghast is invisible and has advantage on Dexterity (stealth) checks while in darkness.

Living Shadow. While in dim light or darkness, the ghast has resistance to damage that isn't force, psychic, or radiant.

Sunlight Sensitivity. While in sunlight, the ghast has disadvantage on attack rolls, as well as on Wisdom (perception) checks that rely on sight.

Surprise Attack. If the ghast surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 21 (6d6) necrotic damage from the attack.

Turning Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The ghast makes three Drain attacks.

Drain. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (4d6 + 5) necrotic damage. If the target is a creature other than an undead, it must succeed on a DC 12 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 a target fails its saving throw by 5 or more, its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

GOBLIN RATS

Goblin rats are repulsive, disease-ridden shapechangers and a cousins of the heng-e yokai.

Unlike the hengeyokai, however, goblin rats can assume only two forms: animal and human-hybrid. In its animal form, it looks like a 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 hybrid form, it appears as a ratman - a short human-rat hybrid of equal size to a halfling, with a wiry body, greasy skin, and darting eyes.

It is easy to tell goblin rats apart from nezumi, as goblin rats are about half their size and they act erratic and vicious in comparison.

GOBLIN RAT

Small humanoid (shapechanger), neutral evil

Armor Class 12

Hit Points 27 (6d6 + 6)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	9 (-1)	12 (+1)	7 (-2)

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Oriental (common)

Challenge 1/4 (50 XP)

Feline Fear. The goblin rat is terrified of cats and other felines such as lions and tigers. If the goblin rat sees a feline within 30 ft. of it, it must succeed a DC 18 Wisdom saving throw or become paralyzed with fear until the end of its next turn.

Keen Smell. The goblin rat has advantage on Wisdom (perception) checks that rely on smell.

Pack Tactics. The goblin rat has advantage on an attack rolls against a creature if at least one of the goblin rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Shapechanger. As an action, the goblin rat can change its form into that of Small rat, or back into its humanoid-rat hybrid form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed a DC 11 Constitution saving throw against disease, or take 3 (1d6) poison damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

GOBLIN RAT KING

Small humanoid (shapechanger), neutral evil

Armor Class 13

Hit Points 54 (12d6 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	8 (-1)

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Oriental (common)

Challenge 1 (200 XP)

Feline Fear. The goblin rat is terrified of cats and other felines such as lions and tigers. If the goblin rat sees a feline within 30 ft. of it, it must succeed a DC 18 Wisdom saving throw or become paralyzed with fear until the end of its next turn.

Keen Smell. The goblin rat has advantage on Wisdom (perception) checks that rely on smell.

Pack Leader. All goblin rats within 30 ft. of this goblin rat have advantage on saving throws and gain a +5 bonus to their movement speed.

Shapechanger. As an action, the goblin rat can change its form into that of Small rat, or back into its humanoid-rat hybrid form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

ACTIONS

Multiattack. The goblin rat makes two claw attacks.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed a DC 12 Constitution saving throw against disease, or take 7 (2d6) poison damage and become poisoned until the end of its next turn.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage.

GOBLIN RAT



GOBLIN SPIDER

Goblin spiders are monstrous spiders about half the size of an adult human. They are hairy, but always give the impression of being harmless at first sight. Only female goblin spiders exist. They can live for several hundred years, but only ever lays eggs every ten years. In order to do so, they must first consume a humanoid male, allowing them to lay 1d12 eggs.

Cunning Predators. They have the ability to change into a beautiful female humanoid, and they favor manipulating and toying with their food. Humanoid females hold no interest to them, however, and they prefer to avoid them, or simply kill them quickly if they must. If it finds itself in a tight spot, it can turn invisible and scurry away until a more opportune moment presents itself.

One of the goblin spider's favorite sports is to frequent lodging establishments at night, telling secrets to or kissing any male that makes advances towards it.

Where the Food is. They usually build themselves a lair near places that attract many male humanoids, such as a mining town. It doesn't tempt fate by taking residence near samurai training grounds, however. A goblin spider knows when it is outmatched, and avoids fights it knows it cannot win.

A GOBLIN SPIDER'S LAIR

A goblin spider builds its lair at the bottom of a lake or pond - not because it favors an aquatic environment, but because it wants its lair to be well hidden and to ensure she cannot be tracked back to her lair. The lair entrance is usually well hidden, followed by an intricate tunnel system which can best be described as a multi-level underwater labyrinth. Navigating the water-filled tunnels requires a successful DC 15 Wisdom (survival) check which can be repeated every hour. Otherwise it takes 4d4 hours to navigate to the lair's inner sanctum which is a dry cave.

While in its lair, a goblin spider gains new actions and has access to lair actions. Such a goblin spider has a challenge rating of 7 (2,900 XP).

NEW ACTIONS

While in its lair, the goblin spider gains the following new actions which replace the corresponding actions on its statblock:

Multiattack. The goblin spider uses three actions, only one of which can be a Draining Kiss or Enslave, and none of which can be a spell.

Draining Kiss. The goblin spider kisses a creature within 5 feet of it. The target must make a DC 15 Constitution saving throw against this magic, taking 31 (5d10 + 4) 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.

Web. Ranged Weapon Attack: +6 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 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12; hp 20; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

VARIANT: SOCIAL AWKWARDNESS

To make the goblin spider an even more cunning and manipulating opponent, you might decide to give it the action described below:

Social Awkwardness (1/Day). If the goblin spider is in human form and its true nature is undiscovered, it can target a creature that it can see. The target becomes affected by the sympathy effect of the *antipathy/sympathy* spell.

VARIANT: GOBLIN SPIDER SPELLCASTING

A goblin spider might have trained to become a spellcaster. Such a goblin spider typically has a higher intelligence than other goblin spiders (16) and gains the Spellcasting trait as follows:

Spellcasting. The goblin spider is a 7th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The goblin spider has the following spells prepared from the wizard spell list:

Cantrips (at will): *friends, message, prestidigitation, shape water*
 1st level (4 slots): *charm person, sleep, silent image, Tasha's hideous laughter*
 2nd level (3 slots): *crown of madness, hold person, suggestion*
 3rd level (3 slots): *hypnotic pattern, sending*
 4th level (2 slots): *confusion*

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the goblin spider takes a lair action to create one of the following effects though it can't use the same effect two rounds in a row:

Dominate. A creature within the lair that the goblin spider can see is affected by the *dominate person* spell (save DC 15). The goblin spider does not need to maintain concentration on this spell. If a creature succeeds its saving throw, it becomes immune to this lair action for 24 hours. A goblin spider might use this to force a creature to tell its secret if the goblin spider has previously used its Tell Secret action on the creature.

Mirror Image. The goblin spider is affected by the mirror image spell.

Recharge Secret. The goblin spider recharges its Tell Secret action.

REGIONAL EFFECTS

The region containing the goblin spider's lair is influenced by the goblin spider's powerful presence, creating any of the following effects:

Cozy Atmosphere. The atmosphere in the region is magically cozy, joyful, and warm, making humanoids less prone to be alert and suspicious of others.

Spiders. There's a noticeable increase in the population of spiders in the region. Lifting a tankard in an inn might reveal dozens of small spiders underneath, and basements might become home to one or more **giant spiders**.

Webbed Vegetation. Plants within 1 mile of the lair are covered in cobwebs. The cobwebs don't become more prominent the closer they are to the lair, so the lair cannot be found by applying this logic.

GOBLIN SPIDER

Small monstrosity (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d6 + 24)

Speed 30 ft., burrow 5 ft., climb 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	13 (+1)	12 (+1)	18 (+4)

Saving Throws Wisdom +4, Charisma +6

Skills Acrobatics +6, Deception +9, Stealth +9

Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 11

Languages Oriental, telepathy 60 ft.

Challenge 5 (1,800 XP)

Hold Breath. The goblin spider can hold its breath for up to 1 hour.

Mimicry. The goblin spider can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (insight) check.

Shapechanger. The goblin spider can use its action to polymorph into a Small or Medium female humanoid it has seen or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying is transformed with it. It reverts to its true form if it dies.

Spider Climb. The goblin spider 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 goblin spider knows the exact location of any other creature in contact with the same web.

Web Walker. The goblin spider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. In spider form, the goblin spider shoots its web if it can and then makes two bite attacks. In humanoid form, it can either use its Tell Secret and immediately recharge it, or make two attacks with its poisoned tanto.

Bite (Spider Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed a DC 15 Constitution saving throw or take 14 (4d6) poison damage.

Tanto (Humanoid Form Only). Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60, one target. Hit: 5 (1d4 + 3) piercing damage. If the target is a creature, it must succeed a DC 15 Constitution saving throw or take 14 (4d6) poison damage.

Draining Kiss. The goblin spider kisses a creature enslaved by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 31 (5d10 + 4) 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.

Enslave (2/Day). The goblin spider targets one male creature it can see within 5 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be fall madly in love with and be magically charmed by the goblin spider until the goblin spider dies or until it is on a different plane of existence from the target. The charmed target is under the goblin spider's control and can't take reactions, and the goblin spider and the target can communicate telepathically as long as they are within 60 feet of each other.

Whenever the charmed target takes damage, the target can repeat the saving throw, except when it takes damage from the goblin spider's bite attack, as the target will willingly let itself be consumed by the goblin spider. On a successful save, 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 goblin spider.

The goblin spider can only have one target enslaved at any given time.

Invisible Passage. The goblin spider magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). While invisible, it leaves no physical evidence of its passage, so it can be tracked only by magic. Any equipment it wears or carries is invisible with it.

Tell Secret (Recharge 5-6). The goblin spider targets a creature within 60 feet of it and telepathically tells it a secret. The secret can be anything the goblin spider knows, but it must be true. The target knows that it should never inform anybody else of this secret. If it ever does, the target takes 45 (10d8) psychic damage, and is afflicted with the following madness: "I will never again share the things I know with anyone".

Web (Recharge 4-6). Ranged Weapon Attack: +6 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 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12; hp 20; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

GOI-KASHU

GOI-KASHU

A beautiful woman with the lower body of a deer, at home in the forests, playing music and spreading joy. They live a peaceful existence deep within the forests, eating mostly grass and honey.

Treebound. Goi-kashus are nature spirits that have their life forces tied to a single tree. They are most commonly associated with trees that are valued for their sap, gum, oil, or wood primarily camphor, sometimes teak. As long as the tree remains unharmed, the goi-kashu stays forever youthful and alluring. If the tree is harmed, the goi-kashu suffers. If the tree is ever destroyed, the goi-kashu dies.

Shapechangers. They possess the ability to change their shape into that of various insects, which they utilize for two reasons: either to stay hidden when danger is near or to stay undetected as their curiosity makes them want to observe a nearby encampment of humanoid.

Musicians. When a goi-kashu is born from a tree, the tree also produces a magical flute which is an extension of the goi-kashu itself. They use their flutes to play magical melodies that have the power to affect the mind of anybody that hears them.

GOI-KASHU

Medium fey (shapechanger), neutral

Armor Class 12 (16 with barkskin)

Hit Points 110 (20d8 + 20)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	13 (+1)	15 (+2)	23 (+6)

Saving Throws Int +4, Wis +5, Cha +9

Skills Perception +5, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Oriental, Kami, Sylvan

Challenge 5 (1,800 XP)

Innate Spellcasting. The goi-kashu's innate spellcasting ability is Charisma (spell save DC 17). The goi-kashu can innately cast the following spells, requiring no material or verbal components:

At will: *barkskin*, *bane*, *bless*, *calm emotions*, *druidcraft*, *poison spray*, *shillelagh*
3/day each: *grasping vine*, *pass without trace*, *plant growth*, *invisibility*
1/day each: *conjure woodland beings*, *hold monster*, *insect plague*

Magic Resistance. The goi-kashu has advantage on saving throws against spells and other magical effects.

Magic Weapons. The goi-kashu's weapon attacks are magical. Additionally, it cannot be disarmed of its flute and it can cause the flute to magically appear or disappear as a bonus action on its turn.

Shapechanger. The goi-kashu can use its action to polymorph into a Tiny insect, a Giant Wasp, or back into her true form. A goi-kashu explodes as a pile of leaves if it dies, no matter which form it is in.

Tree Stride. Once on its turn, the goi-kashu 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 large or bigger.

ACTIONS

Multiaction. The goi-kashu makes one attack with its hooves and two attacks with its flute.

Flute. Melee Weapon Attack: +4 to hit (+9 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage, or 10 (1d8 + 6) bludgeoning damage with shillelagh.

Hooves. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) bludgeoning damage.

Magic Melody. The goi-kashu plays a melody, affecting all creatures within 60 ft. of it that can hear it, choosing one of the melodies below:

Amiable Composition. Each affected creature must succeed a DC 17 Wisdom saving throw or be charmed by the goi-kashu for 1 hour, or until the goi-kashu harms the creature.

Eerie Rhythm. Each affected creature must succeed a DC 17 Constitution saving throw or take 11 (2d10) psychic damage and be paralyzed for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Sweet Lullaby. Each affected creature must succeed a DC 17 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. A target awakens if it takes damage or another creature takes an action to wake it. This melody has no effect on constructs and undead.

GOLEMS

The Orient has the following golems in addition to those found in the *Monster Manual*.

Constructed Nature. A golem doesn't require air, food, drink, or sleep.

ARCANE GOLEM

An arcane golem is made entirely of arcane energies, constantly twisting and swirling. They are unruly and don't understand the mundane. They live purely to absorb energy, completely ignoring the will of their creator. Wizards sometimes create arcane golems by accident.

JADE GOLEM

The secret to creating jade golems is a gift given to the Phoenix Clan by the foo. They are extremely expensive to create, and as such not many exist at any given time. They are extremely adept at fighting creatures of Taint.

TERRACOTTA GOLEMS

A terracotta golem is made from unglazed ceramic, mostly brown or orange in color. As terracotta is extremely cheap to produce and many craftsmen in the Orient have the skill to do so, it is the perfect material for producing golems on a large scale.

Historic Significance. Thousands of terracotta golems now stand inanimate within the Jade City. Though they are simply a symbol of the Emperor's strength today, legend says that the First Emperor who united the clans did so with an enormous

terracotta army, the likes of which hasn't been seen since. They are said to stand guard over the tomb of the First Emperor.

It is widely believed that the current Emperor could awaken his terracotta army at any time, though there exists no proof of this.

A terracotta golem resembles a regular samurai or shogun made entirely from terracotta.

TERRACOTTA GOLEM

Medium construct, unaligned

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	3 (-4)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Damage Immunities acid, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the language of its creator but can't speak

Challenge 1 (200 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

ACTIONS

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.

Naginata. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 7 (1d10 + 2) slashing damage.

ARCANE GOLEM

Medium construct, unaligned

Armor Class 14

Hit Points 152 (16d8 + 80)

Speed 25 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	19 (+4)	20 (+5)	10 (+0)	10 (+0)	1 (-5)

Damage Immunities force, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses darkvision 120 ft., passive Perception 10

Languages understands the language of its creator but can't speak

Challenge 8 (3,900 XP)

Arcane Form. The golem can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the golem or hits it with a melee attack while within 5 feet of it takes 5 (1d10) force damage. In addition, the golem 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) force damage.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Innate Spellcasting. The golem's innate spellcasting ability is Constitution (spell save DC 16, +8 to hit with spell attacks). The golem can innately cast the following spells, requiring no material or verbal components:

At will : *dispel magic*, *magic missile* (5 darts), *shatter*, *suggestions*, *thunderwave*

3/day each: *arcane eye*, *counterspell*, *fabricate*, *magic circle*, *sleet storm*

1/day each: *banishment*, *bigby's hand*, *polymorph*, *telekinesis*, *wall of force*

Magic Absorption. The golem has advantage on saving throws against spells and other magical effects. It also partially absorbs spells affecting it, unless it wishes to be affected. Whenever another creature hits the golem with a spell of 1st level or higher, the golem regains 22 (4d10) hit points after suffering the spells effects.

ACTIONS

Multiattack. The golem casts a spell and makes 1d4 touch attacks.

Touch. Melee Spell Attack: +8 to hit, reach 10 ft., one target. Hit: 11 (1d12 + 5) force damage. If the target is a creature, it is pushed back 10 feet in a straight line.

TERRACOTTA GOLEM SHOGUN

Medium construct, unaligned

Armor Class 13 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	3 (-4)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Damage Immunities acid, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the language of its creator but can't speak

Challenge 2 (450 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

ACTIONS

Naginata. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 7 (1d10 + 2) slashing damage.

Terracotta Leadership. All allied terracotta golems within 30 feet of this golem, can add a d4 to attack rolls and saving throws. A creature can benefit from only one Leadership die at a time.

JADE GOLEM

Large construct, any good alignment

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	18 (+4)	3 (-4)	12 (+1)	7 (-2)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the language of its creator but can't speak

Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Jade Form. The golem is immune to all Taint effects and has resistance to all damage from Tainted creatures.

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

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage. If the target is a Tainted creature, it takes additional force damage equal to 1d6 x its Taint score and has its maximum hit points reduced by an amount equal to the force damage taken.

HANEMURI

Hanemuri are bony and featherless birds, with parchment-like skin. Alone they are cowardly creatures, but in large enough packs they are fearless and become capable of slaying much larger foes.

They live in large numbers in the Shadowlands, but sometimes a flock dares (or is directed?) into Imperial lands, where they prey upon anything living they can find.

Undead Nature. A hanemuri doesn't require air, food, drink, or sleep.

HANEMURI

Tiny undead (Tainted), chaotic evil

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

Taint Score 1

Challenge 1/8 (25 XP)

Undead Fortitude. If damage reduces the hanemuri 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 hanemuri drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

HANNYA

A hannya is a female human wu jen, sorcerer, shaman, or shugenja who has made an unholy pact with a dark spirit to effect her permanent transformation, turning her into a fiendish serpent-like creature. Some retain vaguely humanoid faces, though they all have the lower torso of a serpent, covered in bony scales and secreting a foul-smelling, milky substance.

They are creatures of cruelty and malice, preying on the weak and helpless. A hannya knows when it is outmatched and does its utmost to escape with its life intact.

HANNYA

Medium fiend, chaotic evil

Armor Class 14 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +4, Charisma, +3

Skills Athletics +5, Acrobatics +6, Stealth +4

Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from non-magical weapons

Condition Immunities charmed, diseased, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Oriental

Challenge 4 (1,100 XP)

Hannya Weakness. The hannya is frightened of any creature that wears a hannya mask that it can see.

Hold Breath. The hannya can hold its breath for 1 hour.

Innate Spellcasting. The hannya's innate spellcasting ability is Charisma (spell save DC 12). The hannya can innately cast the following spells, requiring no material, or verbal components:

At will: *invisibility*, *suggestion*

ACTIONS

Multiattack. The hannya either makes one bite attack and one attack with its claws or uses its Constrict and makes two attacks with its masakari.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 10 (2d8 + 1) piercing damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing 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.

Masakari. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage or 6 (1d10 + 1) slashing damage if held with two hands.

Constrict. Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. Hit: 11 (3d6 + 1) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the hannya. Until this grapple ends, the target is restrained and the hannya can't constrict another target.



HANNYA MASKS

A hannya mask is a mask carved in the likeness of a hannya's face and blessed by a shaman or shugenja. They are often available for purchase at temples for as little as 10 cp and weight only .5 lbs.

Most families have a hannya mask mounted on one of their walls within their home. It is widely known that hannya masks serve as protection against hannya, though most families that own a hannya mask have it for decorative purposes.

HELLBEASTS

These hulking beasts are the mutated remains of once-proud rhinoceroses, ridden into the Shadowlands by the Rhino Clan. In their Tainted forms, they are even more ferocious than in their natural state, and are sometimes used as monstrous mounts by the denizens of the Shadowlands.

Tainted Nature. A hellbeast doesn't require food, drink, or sleep.

HELLBEAST

Large monstrosity (Tainted), chaotic evil

Armor Class 18 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	20 (+5)	2 (-4)	12 (+1)	6 (-3)

Skills Athletics +10

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 11

Languages -

Taint Score 2

Challenge 6 (2,300 XP)

Impale. If the hellbeast moves at least 20 feet straight toward a creature right before hitting it with a gore attack, the target takes an extra 18 (4d8) piercing damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the rhino can't impale another target.

Relentless (Recharges after a Short or Long Rest). If the hellbeast takes damage that reduces it to 0 hit points, unless the damage is from a critical hit, it drops to 1 hit point instead.

Sure-Footed. Whenever the hellbeast would be knocked prone, it stays on its feet if it succeeds on a DC 10 Strength saving throw.

Taint Aura. At the start of each of the hellbeast's turns, each creature within 5 feet of it takes 11 (2d10) necrotic damage unless it is protected by jade. A creature that touches the hellbeast or hits it with a melee attack while within 5 feet of it takes 11 (2d10) necrotic damage.

ACTIONS

Multiattack. The hellbeast makes two gore attacks.

Gore. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (2d8 + 7) piercing damage.

GIANT HELLBEAST

Huge monstrosity (Tainted), chaotic evil

Armor Class 18 (natural armor)

Hit Points 150 (12d12 + 72)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	23 (+6)	2 (-4)	12 (+1)	6 (-3)

Skills Athletics +12

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 11

Languages -

Taint Score 3

Challenge 9 (5,000 XP)

Impale. If the hellbeast moves at least 20 feet straight toward a creature right before hitting it with a gore attack, the target takes an extra 27 (6d8) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the rhino can't impale another target.

Relentless (Recharges after a Short or Long Rest). If the hellbeast takes damage that reduces it to 0 hit points, unless the damage is from a critical hit, it drops to 1 hit point instead.

Sure-Footed. Whenever the hellbeast would be knocked prone, it stays on its feet if it succeeds on a DC 10 Strength saving throw.

Taint Aura. At the start of each of the hellbeast's turns, each creature within 5 feet of it takes 11 (2d10) necrotic damage unless it is protected by jade. A creature that touches the hellbeast or hits it with a melee attack while within 5 feet of it takes 11 (2d10) necrotic damage.

ACTIONS

Multiattack. The hellbeast makes two gore attacks and either hurls a creature or uses its slam attack.

Gore. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 21 (3d8 + 8) piercing damage.

Slam. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Hurl. The hellbeast hurls away a creature it has grappled with its Impale trait. The creature is hurled through the air and lands in an empty space of the hellbeast's choosing within 30 feet of it. The creature takes falling damage when it hits the ground and lands prone.



HORTLAKS

A hortlak is a dead humanoid that has somehow clawed its way back to its body from The Tenth Court in Diyu, Orochi's layer of Tengoku, without ever drinking the Tea of Forgetfulness. It retains all its memories from its former life, as well as memories of all the horrors it has suffered within the other courts it has been to within Diyu.

Great Variety. A hortlak's consciousness might return to its humanoid body only minutes after death or several centuries. It varies greatly from hortlak to hortlak, as time works differently within Diyu. One thing is certain, however: its humanity is all but gone, and it is now just a horrible and twisted reflection of its former self. There is great variety to hortlaks, both due to their experiences within Diyu and the time that has passed, but also due to something missing within them. Some can superficially pass for humanoids, while others look like corpses, and some are even bodiless spirits, though they can never travel far from their physical body.

Roll once on each of the tables below to randomize a hortlak. Roll twice on the Hortlak Special Ability table for hortlak horrors, rerolling duplicates.

Undead Nature. A hortlak doesn't require air, drink, or sleep.

HORTLAK FORM

d6	Form
1	Beauty. The hortlak resembles a more beautiful and seductive version of its former self. It has advantage on Charisma (persuasion) checks.
2	Bestial and Deformed. The hortlak resembles its former self but with grotesque and animalistic features. The first time a creature sees the hortlak, it must succeed a DC 15 Charisma 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 frightened condition on itself on a success.
3	Bloated. The hortlak looks ruddy, bloated, and swollen. The hortlak gains the Stench trait as described in the Bloated, Bodiless, and Soul-Eating Hortlaks sidebar.
4	Bodiless Spirit. The hortlak is a translucent version of its former self. It cannot travel further than 300 feet from its corpse. Burning its corpse destroys it. Its Strength score becomes 7 (-2), it gains a flying speed of 10 feet, and it loses its bite and claw attacks. It also gains the Incorporeal Movement trait as described in the Bloated, Bodiless, and Soul-Eating Hortlaks sidebar.
5	Old Self. The hortlak is completely identical to its old self. It has advantage on Charisma (deception) checks.
6	Shambling Corpse. The hortlak resembles a shambling corpse, ghastly to look upon. It has advantage on Charisma (intimidation) checks.

HORTLAK INTELLIGENCE

d6	Intelligence
1	Mindless. The hortlak has an Intelligence score of 1 (-5). It shambles around howling and looks for prey.
2	Bestial. The hortlak has an Intelligence score of 3 (-4). It behaves like a predatory animal and basic concepts such as moving stealthily.
3	Primate. The hortlak has an Intelligence score of 6 (-2). It behaves like a predatory primate, understanding basic tools, and knows how to open doors.
4	Crazed. The hortlak has an Intelligence score of 10 (+0). It thinks and behaves like most humanoids, though it is permanently affected by a long-term madness, as found in the Dungeon Master's Guide.
5	Old Self. The hortlak has an Intelligence score of 10 (+0). It is capable of making plans of how to obtain its next meal without giving itself away.
6	Increased Mental Acuity. The hortlak has an Intelligence score of 16 (+3). It can plan intricate schemes to create supply chains of food, often finding weak-minded individuals to do its bidding.

HORTLAK FEEDING HABIT

d4	Method of Feeding
1	Blood. The hortlak requires living creatures, tearing them open to drink their warm blood. Reroll if the hortlak's form is a bodiless spirit.
2	Bones. The hortlak must suck the marrow from humanoid bones to live. Reroll if the hortlak's form is a bodiless spirit.
3	Raw Flesh. The hortlak eats raw flesh. It will gorge itself upon carrion and has a disturbing habit of shoving small live animals into its mouth. Reroll if the hortlak's form is a bodiless spirit.
4	Souls. The hortlak feeds on the life force of humanoids, draining their very souls dry. The hortlak gains the Soul-Drain action as described in the Bloated, Bodiless, and Soul-Eating Hortlaks sidebar. If the hortlak is a hortlak horror, it also gains the Multiattack action as described in the Bloated, Bodiless, and Soul-Eating Hortlaks sidebar.

HORTLAK SPECIAL ABILITY

d6	Power
1	Breath Weapon. The hortlak gains the Necrotic Breath action as described in the Hortlak Special Abilities sidebar.
2	Fiery Flight. The hortlak gains the Fiery Flight bonus action as described in the Hortlak Special Abilities sidebar.
3	Natural Armor. The hortlak gains a +2 bonus to its AC. Reroll if the hortlak's form is a bodiless spirit.
4	One with the Dark. While in dim light or darkness, the hortlak can cast the <i>invisibility</i> spell at will, and it can take the Hide action as a bonus action.
5	Strength. The hortlak's Strength score increases by 4. It gains a +2 bonus to attack and damage rolls. Reroll if the hortlak's form is a bodiless spirit.
6	Telekinesis. The hortlak gains the Telekinetic Thrust action as described in the Hortlak Special Abilities sidebar.

HORTLAK WEAKNESS

d10	Weakness
1-4	Great Wrong. The hortlak clawed its way back from Diyu due to a great wrong committed against it. If the wrong is made right, the hortlak dies immediately as its essence is hurled back to Diyu.
5-7	Damage Vulnerability. When the hortlak first died, it was killed by a particular damage type. The death has left a permanent mark on the hortlak, and it has vulnerability to that damage type, regardless of its resistances and immunities and what shape it is in. Choose a damage type below or roll a d100 to randomly determine the type: 1-25: bludgeoning 26-50: piercing 51-75: slashing 76-79: acid 80-83: cold 84-89: fire 90-94: poison 95: lightning 96: psychic 97: force 98: necrotic 99: radiant 100: thunder
8-9	Name. The hortlak is destroyed if it hears its true name spoken aloud.
10	Gullible. If the hortlak is given an explicit command, it must succeed a Charisma saving throw or follow the command to the letter - even if it is harmful to itself. The save DC equals 8 + the proficiency bonus + the Charisma modifier of the creature that spoke the command.

BLOATED, BODILESS, AND SOUL-EATING HORTLAKS

New Trait: Stench. Any creature that starts its turn within 10 feet of the hortlak must succeed on a Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the hortlak's stench for 24 hours. The save DC is determined by the type of hortlak, as seen in the table below:

Type	Save DC
Lesser Hortlak	12
Greater Hortlak	14
Hortlak Horror	17

New Trait: Incorporeal Movement. The hortlak can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn in side an object.

New Action: Multiattack. The hortlak makes two Soul-Drain attacks.

New Action: Soul-Drain. The hortlak makes a melee spell attack, targeting a creature. On a successful hit, the hortlak deals psychic damage, and the target must succeed a Charisma saving throw. On a failed save, a creature gains a short-term madness as described in the Dungeon Master's Guide. A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from its corpse and acts immediately after the hortlak in the initiative count. If the hortlak has an Intelligence score of at least 10, the shadow is under the hortlak's control. The to hit bonus the hortlak gains, the damage it deals, and the save DC all depend on the type of hortlak, as seen in the table below:

Type	To Hit Bonus	Damage	Save DC
Lesser Hortlak	+5	28 (6d8 + 1)	12
Greater Hortlak	+7	36 (8d8 + 1)	14
Hortlak Horror	+13	38 (8d8 + 3)	17

LESSER HORTLAK

Medium undead (spirit), any evil alignment

Armor Class 13

Hit Points 52 (8d8 + 16)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	-	10 (+0)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 3 (700 XP)

Death Throes. When the hortlak dies, its body instantly withers away into burn out husk as it releases a terrible scream, creating images of its past suffering in the minds of those that can hear it. Each creature within 30 feet of the hortlak that can hear it must make a DC 12 Charisma saving throw saving throw. On a failed save, a creature takes 11 (2d10) psychic damage and gains an indefinite madness as described in the Dungeon Master's Guide. On a successful save, a creature takes half the psychic damage and doesn't gain a madness.

Hortlak Weaknesses. The hortlak has the following flaws:

Sunlight Hypersensitivity. The hortlak takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Unholy. The hortlak cannot willingly move within 5 feet of a creature that visibly carries a holy symbol.

ACTIONS

Multiattack. The hortlak makes two claw attacks.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage plus 14 (4d6) necrotic damage. The hortlak regains hit points equal to half the amount of necrotic damage dealt.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage.

HORTLAK SPECIAL ABILITIES

New Action: Necrotic Breath (Recharge 5-6). The hortlak exhales necrotic fire in a 30-foot cone. Each creature in that area must make a Dexterity saving throw, taking an amount of necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from its corpse and acts immediately after the hortlak in the initiative count. If the hortlak has an Intelligence score of at least 10, the shadow is under the hortlak's control. The save DC and damage of the breath weapon is determined by the type of hortlak, as seen in the table below:

Type	Save DC	Damage
Lesser Hortlak	12	10 (3d6)
Greater Hortlak	14	21 (6d6)
Hortlak Horror	17	35 (10d6)

New Action: Telekinetic Thrust. The hortlak targets a creature or unattended object within 30 feet of it. The maximum size of the creature and maximum weight of an object that can be targeted by this magic depends on the type of hortlak, as seen in the table below.

If the target is a creature, the hortlak makes a Charisma check contested by the target's Strength check. If the hortlak wins the contest, the hortlak hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the hortlak hurls it up to 30 feet in any direction. The hortlak can use the object as a ranged weapon, attacking one creature along the object's path. The to hit bonus the hortlak gains and the damage it deals with hurled objects depends on the type of hortlak, as seen in the table below.

Type	Creature Max Size	Object Weight	To Hit Bonus	Object Damage
Lesser Hortlak	Medium	300 lbs.	+3	5 (2d4)
Greater Hortlak	Medium	500 lbs.	+4	10 (4d4)
Hortlak Horror	Large	1,000 lbs.	+8	15 (6d5) or 33 (6d1) with Large objects

New Bonus Action: Fiery Flight. The hortlak polymorphs into a Tiny fiery ball of black flames or back into its true form. While in this form, the hortlak has a walking speed of 0 feet and hovering flying speed of 50 feet. It is immune to fire, lightning, and poison damage, and resistant to acid, cold, necrotic, and thunder damage, as well as nonmagical bludgeoning, piercing, and slashing damage. It is also immune to the grappled, paralyzed, poisoned, prone, restrained, and unconscious conditions, and it cannot suffer from exhaustion. It cannot take any other actions than this one while polymorphed in this manner. Apart from its movement speed, its resistances, and immunities, it otherwise retains its normal statistics.

GREATER HORTLAK

Medium undead (spirit), any evil alignment

Armor Class 14

Hit Points 75 (10d8 + 30)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	-	10 (+0)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Death Throes. When the hortlak dies, its body instantly withers away into burn out husk as it releases a terrible scream, creating images of its past suffering in the minds of those that can hear it. Each creature within 30 feet of the hortlak that can hear it must make a DC 14 Charisma saving throw saving throw. On a failed save, a creature takes 22 (4d10) psychic damage and gains a long-term and an indefinite madness as described in the Dungeon Master's Guide. On a successful save, a creature takes half the psychic damage and doesn't gain a madness.

Hortlak Weaknesses. The hortlak has the following flaws:

Sunlight Hypersensitivity. The hortlak takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Unholy. The hortlak cannot willingly move within 5 feet of a creature that visibly carries a holy symbol.

Turn Resistance. The hortlak has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The hortlak makes two claw attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 28 (8d6) necrotic damage. The hortlak regains hit points equal to half the amount of necrotic damage dealt.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage.

HORTLAK HORROR

Medium undead (spirit), any evil alignment

Armor Class 18

Hit Points 136 (16d8 + 64)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	19 (+4)	-	10 (+0)	17 (+3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Death Throes. When the hortlak dies, its body instantly withers away into burn out husk as it releases a terrible scream, creating images of its past suffering in the minds of those that can hear it. Each creature within 30 feet of the hortlak that can hear it must make a DC 17 Charisma saving throw saving throw. On a failed save, a creature takes 44 (8d10) psychic damage and gains a short-term, long-term, and indefinite madness as described in the Dungeon Master's Guide. On a successful save, a creature takes half the psychic damage and gains an indefinite madness.

Hortlak Weaknesses. The hortlak has the following flaws:

Sunlight Hypersensitivity. The hortlak takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Unholy. The hortlak cannot willingly move within 5 feet of a creature that visibly carries a holy symbol.

Turn Immunity. The hortlak is immune to effects that turn undead.

Unarmored Defense. While the hortlak is wearing no armor and wielding no shield, its AC includes its Constitution modifier.

ACTIONS

Multiattack. The hortlak makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 36 (8d8) necrotic damage. The hortlak regains hit points equal to half the amount of necrotic damage dealt.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage plus 27 (6d8) necrotic damage.

HSING-SING

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. When threatened, however, they can be formidable and merciless opponents.

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.

They eat fruit during the summer and small animals such as rabbits and lemmings during the winter. They consider insects a delicacy.

Social Structure. Internally they live in shrewdnesses which function very similar to clans. Each shrewdness is led by a patriarch, as well as a matriarch who serves as a spiritual advisor and is responsible for the young, ensuring they grow up to be honorable and kind creatures. The role of patriarch is inherited by the ruling couple's firstborn male, who in turn chooses his mate from among the other hsing-sing.

They keep mostly to themselves, living their lives in the great forests, uncaring about the larger world or even the Empire. They do, however, have an honor guard that protects the matriarch and the children.

Loyalty. Hsing-sing come of age when they are about 15 years old and they live to be between 80 and 90 years. They usually find a mate before they become 20 years old, and once they have found a mate, they stay together for life. On average, a hsing-sing couple produce between 4 and 6 offspring during their lifetime.



HSING-SING MATRIARCH

HSING-SING

Large humanoid, neutral

Armor Class 12

Hit Points 60 (8d10 + 16)

Speed 40 ft., climb 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	15 (+2)	7 (-2)	12 (+1)	10 (+0)

Skills Athletics +7

Senses passive Perception 11

Languages Vanara

Challenge 1/2 (100 XP)

Reckless. At the start of its turn, the hsing-sing can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed a DC 15 Strength saving throw or be knocked prone.

HSING-SING HONOR GUARD

Large humanoid, neutral

Armor Class 12

Hit Points 90 (12d10 + 24)

Speed 40 ft., climb 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	15 (+2)	7 (-2)	12 (+1)	10 (+0)

Skills Athletics +7

Senses passive Perception 11

Languages Vanara

Challenge 2 (450 XP)

Aggressive. As a bonus action, the hsing-sing can move up to its speed toward a hostile creature that it can see.

Reckless. At the start of its turn, the hsing-sing can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The hsing-sing makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed a DC 15 Strength saving throw or be knocked prone.

HSING-SING MATRIARCH

Large humanoid, neutral

Armor Class 12

Hit Points 75 (10d10 + 20)

Speed 40 ft., climb 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	15 (+2)	8 (-1)	12 (+1)	10 (+0)

Skills Athletics +7

Senses passive Perception 11

Languages Vanara

Challenge 1 (200 XP)

Reckless. At the start of its turn, the hsing-sing can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed a DC 15 Strength saving throw or be knocked prone.

Mother's Cry (Recharges after a Short or Long Rest). For 1 minute, the hsing-sing can cry out to its pack. For the duration, whenever a hsing-sing within 30 feet of it that can hear it scores a critical hit, it rolls three times the number of damage dice, rather than double. Additionally, each hsing-sing critically hits on a roll of 19 and 20, as long as it attacks a creature within 5 feet of the matriarch.

HSING-SING PATRIARCH

Large humanoid, neutral

Armor Class 12

Hit Points 120 (16d10 + 32)

Speed 50 ft., climb 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	15 (+2)	8 (-1)	12 (+1)	10 (+0)

Skills Athletics +8

Senses passive Perception 11

Languages Vanara

Challenge 3 (700 XP)

Aggressive. As a bonus action, the hsing-sing can move up to its speed toward a hostile creature that it can see.

Reckless. At the start of its turn, the hsing-sing can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The hsing-sing makes two slam attacks. If a creature is knocked prone by the hsing-sing, it can make a third slam attack by using a bonus action.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) bludgeoning damage. If the target is a creature, it must succeed a DC 16 Strength saving throw or be knocked prone.

HYEKUHEI

Normally, when a mortal dies in the Shadowlands, they come back as taint zombies. When a samurai dies, however, they more often than not return to life as a hyekuhei.

At first glance, if they have shed their skin, they might even appear as mere shambling undead, but they are far more intelligent and much faster than regular taint zombies. They often use this fact to their advantage, hiding among numerous taint zombies and mimicking their behavior, so approaching Crawdad warriors cannot discern their true nature until it is too late.

Intelligent Zombies. Hyekuhei are equals to regular samurai in terms of tactics. Their speech is a coarse whisper, rendering them unable to speak with each other from afar, making them rely on hand gestures and other body language to communicate. When engaging in combat, their eyes radiate a sickly green smoke, clearly identifying them from the more common zombie.

Undead Nature. A hyekuhei doesn't require air, food, drink, or sleep.

HYEKUHEI

Medium undead (Tainted), lawful evil

Armor Class 17 (lamellar armor)

Hit Points 95 (10d8 + 50)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Wis +3

Damage Resistances acid, cold, necrotic

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 11

Languages the languages it knew in life

Taint Score 1

Challenge 5 (1,800 XP)

Martial Advantage. Once per turn, the hyekuhei can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hyekuhei that isn't incapacitated.

Taint Shield. When the hyekuhei falls below 50 hit points, its eye sockets begin to glow a brighter green, encircling the hyekuhei with an unholy damage-absorbant shield of Taint. At the start of each of the hyekuhei's turns, the shield gains 20 hit points. Whenever the hyekuhei takes damage, the shield takes the damage instead. If this damage reduces the shield to 0 hit points, the hyekuhei takes the remaining damage. While the shield has 0 hit points, it can't absorb damage, but its magic remains. While the shield is active and has hit points remaining, a creature takes 3 (1d6) necrotic damage whenever it touches the hyekuhei or makes a melee attack against it while within 5 feet of it.

Undead Fortitude. If damage reduces the hyekuhei 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 zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The hyekuhei uses its Sickly Glare. It then either attacks once with its bite and makes a one-handed attack with its katana, or makes two two-handed attacks with its katana.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage. The target must succeed a DC 15 Constitution saving throw or become poisoned for 1 hour. If the target fails its saving throw by 5 or more, its Taint score is also increased by 1.

Katana. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Sickly Glare. The hyekuhei targets one creature it can see within 60 feet of it. If the target can see the hyekuhei, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of its next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Sickly Glare of all hyekuhei for the next 24 hours.

IKIRYO

A warrior sworn to guard a lord or another person will often continue to do so in death, especially so if they failed to do so in life. Ikiryō are often found in tombs where they viciously protect their charge, destroying anybody who comes close.

An ikiryō is incorporeal and resembles a translucent skeleton with a shimmer of their former selves flashing across them from time to time. They fade away at the waist into a translucent trail, hovering across the ground.

Undead Nature. An ikiryō doesn't require air, food, drink, or sleep.

IKIRYO

Medium undead (spirit), lawful neutral

Armor Class 12

Hit Points 81 (18d8)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	10 (+0)	13 (+1)	16 (+3)

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages understands the languages it knew in life, but doesn't speak

Challenge 1 (1,800 XP)

Incorporeal Movement. The ikiryō can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn in side an object.

ACTIONS

Spectral Blade. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the ikiryō that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ikiryō's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.



HYEKUHEI

INUGAMI

Inugami are wild animal spirits that have been mistreated in life. They seek revenge on the living by possessing other living creatures, hoping to sow discord and spread chaos through their possessed body. They absorb the knowledge and memories of those they possess, making them a lot more capable than they ever were as animals.

The conscience of the possessed creature cannot control the body in any way, but observers everything.

INUGAMI TEMPLATE

A beast or humanoid can become an inugami. When a creature becomes an inugami, it retains all its statistics except as noted below.

Type. The inugami gains the (spirit) subtype.

Alignment. The inugami's alignment is neutral evil.

Skills. The inugami is proficient with Wisdom (perception) checks.

Resistances. The inugami gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Immunities. The inugami gains immunity to radiant damage, and it can't be charmed, frightened, or paralyzed.

Senses. The inugami gains truesight with a radius of 30 feet and darkvision with a radius of 120 feet.

New Trait: Keen Senses. The inugami has advantage on Wisdom (perception) checks that rely on sight, hearing, or smell.

New Trait: Limited Magic Immunity. The inugami is immune to spells of 3rd level or lower, unless it wishes to be affected. In addition, it has advantage on saving throws against all other spells and magical effects.

New Trait: Radiant Armor. The inugami adds its Charisma modifier to its AC.

New Action: Bite. The inugami gains a bite attack as shown below. When it hits a creature, the creature must succeed a Constitution saving throw (save DC = 8 + the creature's proficiency bonus + the creature's Charisma modifier). On a failed save, the target can't take reactions and is unable to add its Dexterity bonus to its AC until the end of the inugami's next turn. The inugami regains hit points equal to the damage done.

New Action: Eldritch Howl. The inugami gains the ability to end non-permanent spells of 6th level or lower with a magical howl. If it has multiattack, it can use its howl as part of its multiattack.

SAMPLE INUGAMI

Here the inugami template has been applied to a human samurai to create an inugami samurai. The samurai is of no particular clan.

INUGAMI SAMURAI

Medium humanoid (spirit), neutral evil

Armor Class 18 (lamellar + radiant armor)

Hit Points 46 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	11 (+0)	13 (+1)	15 (+2)

Saving Throws Dexterity +3, Charisma +6

Skills Athletics +4, Perception +3

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed

Senses truesight 30 ft., darkvision 120 ft., passive Perception 13

Languages Oriental

Challenge 4 (1,100 XP)

Clash (1/Turn). The inugami deals an additional 9 (2d8) force damage with a successful attack.

Grace. The inugami cannot suffer from disadvantage when attacking with its nodachi.

Weapon Bond. The inugami can summon its weapon into its hand using a bonus action. The inugami can't be disarmed of its weapon unless incapacitated.

Keen Senses. The inugami has advantage on Wisdom (perception) checks that rely on sight, hearing, or smell.

Limited Magic Immunity. Unless it wishes to be affected, the inugami is immune to spells of 3rd level or lower. It has advantage against all other spells and magical effects.

Radiant Armor. The inugami adds its Charisma modifier to its AC.

ACTIONS

Multiattack. The inugami uses its Eldritch Howl and makes two attacks with its nodachi.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) slashing damage and the inugami regains hit points equal to the damage done. The target must make a DC 12 Constitution saving throw. On a failed save, the target can't take reactions and is unable to add its Dexterity bonus to its AC until the end of the inugami's next turn.

Nodachi. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Hankyu. Ranged Weapon Attack: +3 to hit, range (80/320), one target. Hit: 4 (1d6 + 1) piercing damage.

Eldritch Howl. The inugami howls into the air. Any non-permanent spells of 6th level or lower within 10 ft. of the inugami are forcefully ended.

JUBOKKO

On a battlefield or other places where numerous creatures have died, the seemingly endless streams of blood seep into the soil. Sometimes the blood is absorbed by a tree in place of water, slowly transforming the tree into a horrible growth of blood lust and malice: a jubokko. When a jubokko is wounded, it bleeds the blood of its victims.

Rooted. From afar, a jubokko resembles any other tree, but a successful DC 20 Wisdom (perception) check while within 60 feet of the jubokko reveals numerous skulls half-buried in the ground around the tree, as well as the bones that are intertwined between its branches and vines. A jubokko is rooted firmly into the ground and cannot move.

Patient Bloodthirster. When an unsuspecting creature comes close to the jubokko, it will grab hold of the creature with one of its many thorned branches. The victim is pulled into the air, and has its skin pierced by the jubokko's tube-like thorns which drain the victim of its blood. When a creature dies in this manner, it is intertwined into the jubokko, and as its flesh decays and is eaten by insects, the bones are pulled out and help strengthen the jubokko. The victim's skull falls to the ground next to the jubokko.

Skulls of the Dead. A creature that dies by having all its blood drained by a jubokko becomes cursed, filling all parts of its corpse with necrotic energies. The skulls that lie in the ground next to the jubokko serve as ammunition for the jubokko, as it can throw at enemies that are out of reach to deal massive injuries. The skulls radiate necrotic energies and their eye sockets are filled with darkness.

JUBOKKO BONE BLIGHT

When a jubokko has absorbed too many bones to keep them all contained, it lets some of them fall to the ground along with some of its vines. The vines entangle the bones and form a bone blight; a horrible, bipedal abomination, living only to help the jubokko kill its next victim.

JUBOKKO SKULL BLIGHT

When there are too many skulls beneath a jubokko for them to be half-hidden beneath the earth, the jubokko will release some of its vines. When they hit the ground, they will begin intertwining with the skull. A skull blight resembles a mass of slithering creepers with a skull for a face.

JUBOKKO

Huge plant, neutral evil

Armor Class 17 (natural armor)

Hit Points 189 (14d12 + 98)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	24 (+7)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Con +11

Skills Athletics +10

Damage Resistances bludgeoning, piercing

Damage Immunities necrotic, poison, prone

Condition Immunities blinded, deafened

Senses blindsight 180 ft. (blind beyond this radius), passive Perception 10

Languages Druidic, Sylvan

Challenge 11 (7,200 XP)

Axiomatic Mind. The jubokko can't be compelled to act in a manner contrary to its nature or its instructions.

False Appearance. While the jubokko remains motionless, it is indistinguishable from a normal tree.

Legendary Resistance (3/Day). If the jubokko fails a saving throw, it can choose to succeed instead.

Thorns. Whenever a creature fails to escape the jubokko's grapple, the creature takes 7 (2d6) piercing damage from the thorns.

ACTIONS

Multiattack. The jubokko makes two melee attacks.

Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., a creature that is grappled by the jubokko. Hit: 13 (2d6 + 6) piercing damage plus 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the jubokko 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 creature slain in this way becomes entangled 20 feet high and continues to be grappled - the creature can only be freed after the jubokko has been slain by spending 1 minute hacking at its remains with a weapon that deals slashing damage.

Slam. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. Instead of dealing damage, the jubokko can grapple the target and lift it 20 feet into the air. Until this grapple ends, the target is restrained.

Cursed Skull. Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. Hit: 24 (4d8 + 6) bludgeoning damage. On a successful hit, the skull explodes and releases a wave of necrotic energy in all directions. Each creature within 20 ft. of the point of impact must make a Constitution saving throw. On a failed save, a creature takes 22 (4d10) necrotic damage and becomes paralyzed until the end of its next turn. On a successful save, a creature takes half the necrotic damage and isn't paralyzed. Creatures that are resistant or immune to necrotic damage automatically succeed on the saving throw.



Јубокко

JUBOKKO BONE BLIGHT

Medium plant, neutral evil

Armor Class 14 (natural armor)

Hit Points 63 (14d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	12 (+1)	1 (-5)	8 (-1)	1 (-5)

Skills Athletics +7

Damage Resistances bludgeoning, piercing

Damage Immunities necrotic, poison

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages Druidic, Sylvan

Challenge 2 (450 XP)

Axiomatic Mind. The jubokko can't be compelled to act in a manner contrary to its nature or its instructions.

Blood Frenzy. The bone blight has advantage on melee attack rolls against any creature that doesn't have all its hit points.

False Appearance. While the bone blight remains motionless, it is indistinguishable from a tangle of vines.

Surprise Attack. If the bone blight surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 11 (2d10) damage from the attack.

ACTIONS

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) bludgeoning damage. If the target is a creature, it must succeed a DC 15 Strength check or be knocked prone.

JUBOKKO SKULL BLIGHT

Medium plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	10 (+0)	4 (-3)	8 (-1)	3 (-4)

Skills Athletics +7

Damage Resistances bludgeoning, piercing

Damage Immunities necrotic, poison

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages Druidic, Sylvan

Challenge 3 (700 XP)

Axiomatic Mind. The jubokko can't be compelled to act in a manner contrary to its nature or its instructions.

Death Throes. When the skull blight dies its skull explodes, releasing a wave of necrotic energy in all directions. Each creature within 20 ft. of the skull blight must make a Constitution saving throw. On a failed save, a creature takes 22 (4d10) necrotic damage and becomes paralyzed until the end of its next turn. On a successful save, a creature takes half the necrotic damage and isn't paralyzed. Creatures that are resistant or immune to necrotic damage automatically succeed on the saving throw.

False Appearance. While the skull blight remains motionless, it is indistinguishable from a tangle of vines.

Thorns. Whenever a creature fails to escape the skull blight's grapple, the creature takes 3 (1d6) piercing damage from the thorns.

ACTIONS

Constrict. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, and a Large or smaller target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the blight can't constrict another target.

Drain. Melee Weapon Attack: +5 to hit, reach 5 ft., a creature that is grappled by the skull blight. 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 skull blight 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.



KALUK

KALUK

Huge monstrosity (spirit), lawful evil

Armor Class 18 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	10 (+0)	17 (+3)	12 (+1)

Saving Throws Strength +13, Constitution +11, Wisdom +9

Skills Arcana +6, History +6, Intimidation +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, restrained, stunned

Senses truesight 60 ft., darkvision 120 ft., passive Perception 13

Languages Oriental, telepathy 30 ft.

Challenge 17 (18,000 XP)

Diving Smash. If the kaluk is flying and dives at least 20 feet straight toward the ground, it creates a shockwave upon impact. Each creature within 10 feet of the kaluk when it lands, must succeed a DC 21 Strength saving throw or take 11 (2d10) bludgeoning damage and be knocked prone.

Keen Hearing. The kaluk has advantage on Wisdom (perception) checks that rely on hearing.

Legendary Resistance (3/Day). If the kaluk fails a saving throw, it can choose to succeed instead.

Spellcasting. The kaluk is a 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following cleric spells prepared, requiring no material or somatic components:

Cantrips: *guidance, light, mending, sacred flame, thaumaturgy*

1st level (4 slots): *elemental burst, inflict wounds, sanctuary, shield of faith*

2nd level (3 slots): *blindness/deafness, hold person, silence*

3rd level (3 slots): *bestow curse, dispel magic*

4th level (3 slots): *banishment, freedom of movement*

5th level (2 slots): *contagion, geas*

6th level (1 slot): *forbiddance*

Trampling Charge. If the kaluk 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 21 Strength saving throw or be knocked prone. If the target is prone, the kaluk can make one stomp attack against it as a bonus action. The kaluk cannot make a Trampling Charge on the same round it made a Diving Smash.

Treasure Sense. The kaluk can magically pinpoint the location of precious metals and stones, such as coins and gems, within 120 feet of it.

ACTIONS

Multiattack. The kaluk makes three attacks: one gore attack and two stomp attacks.

Gore. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 25 (4d8 + 7) piercing damage.

Stomp. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 29 (4d10 + 7) bludgeoning damage. If the target is a prone creature, it must succeed a DC 21 Strength saving throw or have its speed reduced by half on its next turn.

Greed (Recharge 5-6). The kaluk performs a short ritual, attempting to suck in valuables near it. Each creature within 30 feet of the kaluk, 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 gp. The valuables are absorbed by the kaluk, never to be seen again. For every 1,000 gp worth of valuables the kaluk absorbs, it regains 1d10 hit points.

LEGENDARY ACTIONS

The kaluk 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 kaluk regains spent legendary actions at the start of its turn.

Gore Attack. The kaluk makes one gore attack.

Wing Attack (Costs 2 Actions). The kaluk beats its wings. Each creature within 10 feet of the kaluk must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The kaluk can then fly up to half its flying speed.

Cast a Spell (Costs 3 Actions). The kaluk casts a spell from its list of prepared spells, using a spell slot as normal.

KALUK

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 massive human. Its fingers are blunt stubs that cannot effectively manipulate tools or weapons. It has ears like a hare, a trunklike snout, two large, leathery wings, 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 leaves sparkles of gold in its tracks for a short time after eating.

Extreme Cupidity. The kaluk is a manifestation of human avarice and a scourge of the greedy, motivated by an insatiable lust for wealth. It continuously seeks out humanoid 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. Victims who offer even token resistance are attacked without mercy.

A kaluk eats the valuables it finds or is given, gaining sustenance from it. It has no interest in regular food.

KAPPA

These turtle-like humanoids have a hard shell covering their backs and thick green or yellow scales protecting the rest of their bodies. Near the base of their abdomen, they have pouched pot bellies protruding, their hands and feet are clawed and wide, with webbing between each digit. They have very flat heads, with a bowl-like indentation at the top. Within the bowl is water from their home lake, river, or pond, which doesn't spill even when the kappa is engaged in combat. Their mouths are filled with multiple rows of hooked teeth, and their bright yellow eyes seemingly never close, as they are covered by a transparent lid, enabling them to see well underwater.

Martial Arts. Kappa are also trained from childhood in a style of martial arts unique to them, allowing them to hit multiple opponents with a single kick as well as disarm attackers. This style is referred to as "kappa fu", though the kappa themselves refer to it as "screaming human".

Big Tempers, Small Drowners. The kappa are feared and highly unpredictable. They are uncomfortable around humanoids larger than themselves as it easily makes them feel threatened. They are known for dragging humanoids into water and drowning them.

Polite and Vain. Kappa are obsessed with politeness and also very vain creatures. By appealing to their vanity, they might even be persuaded to trust outsiders. When meeting a kappa, they might even be tricked into spilling the water in their head bowl by simply bowing politely before them, as it is impolite to not return the bow. To make a bow seem convincingly polite, make a Charisma (deception) check or Charisma (performance) check contested by the kappa's Wisdom (insight) check.

VARIANT: KAPPA MARTIAL ARTS TECHNIQUES

Some kappa are especially adept at martial arts. Such kappa gain the following attack in place of their claw attack, relying on dexterity and precision rather than raw strength:

Unarmed Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage. If the target is a creature, the kappa 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 (kappa'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 kappa's next turn.

KAPPA

Small humanoid, chaotic evil

Armor Class 14 (natural armor)

Hit Points 56 (16d6)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	10 (+0)	7 (-2)	14 (+2)	11 (+0)

Saving Throws Dex +5

Skills Athletics +6, Acrobatics +5

Damage Resistances cold

Condition Immunities blinded

Senses passive Perception 12

Languages Aquan, Oriental (common)

Challenge 2 (450 XP)

Aquan Regeneration. The kappa can use a bonus action on its turn to regain 9 (2d8) hit points. Doing so consumes 1 pint of water from the kappa's head bowl.

Head Bowl. The indentation on the top of the kappa's head is filled with water from the lake, pond, or stream where it lives. The kappa's martial skill ensures the water doesn't spill. As long as there is still water in the bowl, the kappa doesn't dry out and can breathe outside of water. A full bowl holds 8 pints of water, with each pint providing enough water for a full day's nourishment. The kappa automatically fills its bowl when it is submerged in water.

Underwater Camouflage. The kappa has advantage on Dexterity (stealth) checks made while underwater.

Water Breathing. The kappa can breathe only underwater.

ACTIONS

Multiaction. The kappa makes two attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage. If the target is a Medium or smaller creature it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the kappa can't bite another target.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Circle Kick. Each Medium or smaller creature within 5 ft. of the kappa must succeed a DC 13 Dexterity saving throw or take 7 (1d8 + 3) bludgeoning damage and land prone.

REACTIONS

Crushing Parry. The kappa adds 4 to its AC against one melee attack that would hit it. If the attack is made with a nonmagical weapon and doesn't hit, the weapon takes a permanent cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

KAPPA



KITSUNE

Kitsune are fey of mystical origin. They cannot die of old age, but instead grow an additional tail for every 100 years of life. Once it grows its ninth tail, it becomes what is known as a nine-tailed fox. All kitsune are master shapechangers, capable of changing into any humanoid shape or even the shape of an animal. They are magic in nature, capable of shooting magical blasts with their tails and even teleportation.

The Red Kitsune. The red kitsune has an elongated body and relatively short limbs. The tail or tails, which are longer than half the body length, is fluffy and reaches the ground when in a standing position. Their pupils are oval and vertically oriented. They are very agile and swim well. When a red kitsune grows its ninth tail, its fur changes from red to a shining gold.

It is the largest of the kitsune. They measure up to 3 feet high at the shoulder and up to 4 feet in length with the tails adding another 3 feet to its length. While they are rare compared to other creatures, they can be found in almost any forest in the Orient.

RED KITSUNE

Medium fey (shapechanger), chaotic good or chaotic evil

Armor Class 14 (17 with 3 tails)

Hit Points 26 (4d8 + 8)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+4)	19 (+4)	14 (+2)	12 (+1)	16 (+3)	17 (+3)

Skills Acrobatics +6, Deception +5, Insight +7, Perception +5, Stealth +6

Damage Resistances fire

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Oriental

Challenge 2 (450 XP)

Avoidance. If the kitsune is subjected to an effect that allows it to make a 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.

Magic Resistance (Requires 9 Tails). The kitsune has advantage on saving throws against spells and other magical effects.

Multiple Tails. The kitsune grows more tails as it ages, up to a maximum of nine tails. Each tail beyond one gives the kitsune additional abilities:

2 tails: The kitsune gains truesight with a range of 60 feet.

3 tails: The kitsune adds its Charisma modifier to its AC, increasing its AC to 17. Its CR increases to 3 (700 XP).

4 tails: The kitsune's movement speed increases to 50 feet and it can take the Dash action as a bonus action.

5 tails: The kitsune becomes a 5th level spellcaster and can cast 3rd level spells.

6 tails: The kitsune's maximum hit points increases to 52 (8d8 + 16). Its CR increases to 4 (1,100 XP).

7 tails: The kitsune gains a flying speed of 30 feet.

8 tails: The kitsune gains immunity to the frightened, paralyzed, and stunned conditions.

9 tails: The kitsune gains the Magic Resistance trait and its maximum hit points increases to 78 (12d8 + 24). Its proficiency bonus increases by 1, to a total of +3. Its CR increases to 5 (1,800 XP).

Reactive Tails (Kitsune or Beast Form Only). The kitsune has up to nine tails. For each tail the kitsune has beyond one, it gets an extra reaction that can be used only to make opportunity attacks with its tail.

Shapechanger. The kitsune can use its action to polymorph into a Small or Medium humanoid it can imagine, into a Small, Medium, or Large beast with a CR of 3 or lower, or back into its true form. Its size changes depending on the creature it shapechanges into. If it changes into a beast, its Strength, Dexterity, and Constitution scores also change and it gains the beast's actions. Its other statistics are the same in each form. In any form other than humanoid form, the kitsune always has its tails. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spellcasting. The kitsune is a 4th level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following sorcerer spells prepared, requiring no material or somatic components:

Cantrips: *dancing lights*, *fire bolt*, *light*, *minor illusion*, *prestidigitation*

1st level (4 slots): *color spray*, *silent image*

2nd level (3 slots): *blur*, *mirror image*

3rd level (2 slots, Requires 5 Tails): *fireball*, *hypnotic pattern*

Keen Smell. The kitsune has advantage on Wisdom (perception) checks that rely on smell.

ACTIONS

Multiattack. The kitsune makes one bite attack and one attack with each of its tails.

Bite (Kitsune or Beast Form Only). Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 9 (1d10 + 4) piercing damage.

Tail (Kitsune or Beast Form Only). Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/60 ft., one creature. Hit: 3 (1d6) fire damage.

Teleport (1/Day For Each Tail). The kitsune magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

The White Kitsune. The white kitsune is slightly smaller than the red kitsune and has a rounded body to minimize the escape of body heat. It measures up to 2 feet high at the shoulder and up to 3 feet in length, with tails up to nearly 8 feet in length. When a white kitsune grows more tails, its tails become longer, reaching up to 20 feet when it grows its ninth tail.

It lives high in the mountains, though even while actively searching for them, it could take many lifetimes to find even one.

Inari and Zenko Variants. Both red and white kitsunes can be benevolent, in which case they are referred to as Inari. Meeting an Inari is considered a sign of good fortune. They can, however, also be mischievous or even outright malicious, in which case they are referred to as Zenko.

WHITE KITSUNE

Medium fey (shapechanger), chaotic good or chaotic evil

Armor Class 17

Hit Points 91 (14d8 + 28)

Speed 50 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+4)	19 (+4)	14 (+2)	12 (+1)	17 (+3)	19 (+4)

Skills Acrobatics +7, Deception +6, Insight +9, Perception +6, Stealth +7

Damage Resistances lightning

Damage Immunities cold

Condition Immunities charmed, frightened, paralyzed, stunned

Senses darkvision 120 ft., truesight 60 ft., passive Perception 15

Languages Oriental

Challenge 6 (2,300 XP)

Avoidance. If the kitsune is subjected to an effect that allows it to make a 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.

Legendary Resistance (3/Day, Requires 9 Tails). If the kitsune fails a saving throw, it can choose to succeed instead.

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

Multiple Tails. The kitsune grows more tails as it ages, up to a maximum of nine tails. The kitsune gains additional abilities when it grows its 3rd, 6th, and 9th tail:

3 tails: The kitsune's maximum hit points increases to 104 (16d8 + 32) and the reach of its tails increases to 10 feet. Its CR increases to 7 (2,900 XP).

6 tails: The kitsune's maximum hit points increases to 117 (18d8 + 36) and the reach of its tails increases to 15 feet. Its CR increases to 8 (3,900 XP).

9 tails: The kitsune gains the Legendary Resistance trait and its proficiency bonus increases by 1, to a total of +4. It also gains an additional 4th level spell slot, for a total of 2, it learns the *slow* spell, and the reach of its tails increases to 20 feet. Its CR increases to 9 (1,800 XP).

Reactive Tails (Kitsune or Beast Form Only). The kitsune has up to nine tails. For each tail the kitsune has beyond one, it gets an extra reaction that can be used only to make opportunity attacks with its tail.

Shapechanger. The kitsune can use its action to polymorph into a Small or Medium humanoid it can imagine, into a Small, Medium, or Large beast with a CR of 3 or lower, or back into its true form. Its size changes depending on the creature it shapechanges into. If it changes into a beast, its Strength, Dexterity, and Constitution scores also change and it gains the beast's actions. Its other statistics are the same in each form. In any form other than humanoid form, the kitsune always has its tails. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Snow Camouflage. The kitsune has advantage on Dexterity (stealth) checks made to hide in snowy terrain.

Spellcasting. The kitsune is a 7th level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following sorcerer spells prepared, requiring no material or somatic components:

Cantrips: *friends*, *minor illusion*, *prestidigitation*, *ray of frost*, *shocking grasp*

1st level (4 slots): *color spray*, *silent image*

2nd level (3 slots): *blur*, *mirror image*

3rd level (3 slots): *counterspell*, *sleet storm*

4th level (1 slot): *confusion*, *ice storm*

Keen Smell. The kitsune has advantage on Wisdom (perception) checks that rely on smell.

ACTIONS

Multiattack. The kitsune makes one bite attack and one attack with each of its tails.

Bite (Kitsune or Beast Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) piercing damage plus 7 (2d6) lightning damage.

Tail (Kitsune or Beast Form Only). Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 60/120 ft., one creature. Hit: 7 (2d6) cold damage or 7 (2d6) lightning damage (kitsune's choice).

Teleport. The kitsune magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.



TWO-TAILED WHITE INARI

KUMO

The kumo are a race of massive spider-like monstrosities. They live in vast underground interconnected societies. They are very aristocratic and proud, though they possess an immense hatred for surface-dwellers.

Perfect Infiltrators. They are carnivores, and while they can (and do) hunt animal prey, there is no sweeter taste to them, than that of fresh surface-dweller meat. Kumo love to ambush travelers that find themselves wandering too far into the wrong cave, but they also hunt on the surface during night time. They are at their most dangerous, however, when they've absorbed an unconscious creature (which kills the creature), allowing them to recall the memories of their prey, as well as change their shape and appearance to become identical to the absorbed creature. This, in combination with their innate ability to read minds, allows them to infiltrate any surface-dweller settlement, stealing children during the night, or (some have theorized) slowly replace the populace of entire villages.

Types of Kumo. Kumo come in two variants. Araneomorphae are the smaller variety: they are hairless, quick, and can shoot webbing from afar. Mygalomorphae are the larger variety: they have long, coarse hair covering their legs and bodies, and their legs are large enough to tear the roof off a common house.

ATLACH-NACHA

The most feared of all kumo, however, is the first of their kind: Atlach-Nacha. An enormous spider-god, also known as the Great Spider and the Ruler of the Deep, said to be eternally bound to the Orient and incapable of ever truly dying. Some say the Great Spider once struck a deal with otherworldly powers, binding its life force eternally to the Orient in exchange for its sinister service, though there exists no proof of such a deal ever having taken place.

Immortal Nature. Atlach-Nacha doesn't require air, food, drink, or sleep.



KUMO ARANOMORPHAE

KUMO DIGUA

The kumo digua is a smaller variant of the kumo araneomorphae. It can be handy if you need to introduce the kumo early on in an adventure. A kumo digua has the stats of a **giant spider** (as found in the *Monster Manual*), with the following changes:

- Its size is Medium
- Its AC is 13 (it has no natural armor)
- Its hit point maximum is 22 (4d8 + 4)
- It gains the **Ambusher**, **Light Sensitivity**, and **Shapechanger** traits, as described for other kumo
- It gains the **Read Thoughts** and **Absorb** actions, as described for other kumo

KUMO ARANOMORPHAE

Large monstrosity (shapechanger), lawful evil

Armor Class 14
Hit Points 68 (8d10 + 24)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	19 (+4)	17 (+3)	11 (+0)	13 (+1)	14 (+2)

Skills Deception +6, Insight +3, Stealth +8

Damage Resistances poison

Condition Immunities charmed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 11

Languages Kumo plus any languages of creatures previously absorbed

Challenge 4 (1,100 XP)

Ambusher. The kumo has advantage on attack rolls against any creature it has surprised.

Light Sensitivity. While in bright light, the kumo has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Shapechanger. The kumo can use its action to polymorph into a Small or Medium humanoid it has absorbed or back into its true 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.

Spider Climb. The kumo 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 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

Multiattack. The kumo attacks twice with its bite.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. 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.

Web (Recharge 4-6). Ranged Weapon Attack: +6 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 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Read Thoughts. The kumo 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 kumo can continue reading its thoughts, as long as the kumo's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the kumo has advantage on Wisdom (insight) and Charisma (deception, intimidation, and persuasion) checks against the target.

Absorb (Recharges after a Short or Long Rest). The kumo targets one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 12 Constitution saving throw against this magic or die. If the target dies, the kumo absorbs all of the creature's memories and can take on the creature's appearance with its Shapechanger trait.

KUMO MYGALOMORPHAE

Huge monstrosity (shapechanger), lawful evil

Armor Class 12
Hit Points 199 (19d12 + 76)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	11 (+0)	13 (+1)	13 (+1)

Skills Athletics +9, Intimidation +4, Stealth +8

Damage Resistances poison

Condition Immunities charmed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 11

Languages Kumo plus any languages of creatures previously absorbed

Challenge 7 (2,900 XP)

Ambusher. The kumo has advantage on attack rolls against any creature it has surprised.

Light Sensitivity. While in bright light, the kumo has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Shapechanger. The kumo can use its action to polymorph into a Small or Medium humanoid it has absorbed or back into its true 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.

Siege Monster (Spider Form Only). The kumo deals double damage to objects and structures.

Spider Climb. The kumo can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The kumo ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The kumo makes two melee attacks.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 15 (2d8 + 6) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 27 (6d8) poison damage on a failed save, or half as much damage on a successful one. 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.

Slam (Spider Form Only). Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage plus 2 (1d4) piercing damage. If the target is Medium or smaller, it must succeed on a DC 17 Strength saving throw or be stunned until the end of the kumo's next turn.

Read Thoughts. The kumo 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 kumo can continue reading its thoughts, as long as the kumo's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the kumo has advantage on Wisdom (insight) and Charisma (deception, intimidation, and persuasion) checks against the target.

Absorb (Recharges after a Short or Long Rest). The kumo targets one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 12 Constitution saving throw against this magic or die. If the target dies, the kumo absorbs all of the creature's memories and can take on the creature's appearance with its Shapechanger trait.



ATLACH-NACHA

ATLACH-NACHA

Gargantuan monstrosity (shapechanger), lawful evil

Armor Class 18 (natural armor)

Hit Points 407 (22d20 + 176)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	27 (+8)	15 (+2)	16 (+3)	19 (+4)

Saving Throws Intelligence +9, Wisdom +10, Charisma +11

Skills Athletics +17, Deception +11, Insight +10, Intimidation +11, Stealth +7

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison;

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 13

Languages all

Challenge 21 (33,000 XP)

Discorporation. If Atlach-Nacha drops to 0 hit points or dies, its body is destroyed but its essence travels far below the earth, and it is unable to take physical form for a time.

Legendary Resistance (3/Day). If Atlach-Nacha fails a saving throw, it can choose to succeed instead.

Magic Resistance. Atlach-Nacha has advantage on saving throws against spells and other magical effects.

Shapechanger. Atlach-Nacha can use its action to polymorph into a Small or Medium humanoid it has absorbed or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It cannot shapechange while it has a Small or larger creature swallowed. It reverts to its true form if it dies.

Siege Monster (Spider Form Only). Atlach-Nacha deals double damage to objects and structures.

Spider Climb. Atlach-Nacha can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Hypersensitivity. Atlach-Nacha takes 20 radiant damage when it starts its turn in sunlight. While in bright light or sunlight, Atlach-Nacha has disadvantage on attack rolls and ability checks.

Web Sense. While in contact with a web, Atlach-Nacha knows the exact location of any other creature in contact with the same web.

Web Walker. Atlach-Nacha ignores movement restrictions caused by webbing.

ACTIONS

Multitattack. Atlach-Nacha uses its Frightful Presence. It then makes two attacks, only one of which can be a slam attack.

Bite. Melee Weapon Attack: +17 to hit, reach 10 ft., one creature. Hit: 19 (2d8 + 10) piercing damage, and the target must make a DC 23 Constitution saving throw, taking 36 (8d6) poison damage on a failed save, or half as much damage on a successful one. 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.

Corrosive Bolt. Ranged Weapon Attack: +17 to hit, range 30/120 ft., one target. Hit: 35 (10d6) acid damage. In addition, non magical armor worn by the target is partly dissolved and takes a permanent and cumulative -2 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Slam (Spider Form Only). Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 28 (4d8 + 10) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 25 Strength saving throw or be stunned until the end of its next turn.

Read Thoughts. Atlach-Nacha magically reads the surface thoughts of one creature within 120 feet of it. The effect can penetrate all barriers. While the target is in range, Atlach-Nacha can continue reading its thoughts, as long as Atlach-Nacha's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, Atlach-Nacha has advantage on Wisdom (insight) and Charisma (deception, intimidation, and persuasion) checks against the target.

Absorb (Recharge 4-6). Atlach-Nacha targets one creature it can see within 5 feet of it that is paralyzed or unconscious. The target must succeed on a DC 19 Constitution saving throw against this magic or die. If the target dies, Atlach-Nacha absorbs all of the creature's memories and can take on the creature's appearance with her Shapechanger trait. Atlach-Nacha can target other kumo in this manner even if they aren't paralyzed or unconscious. A kumo targeted in this manner automatically fails its saving throw.

Frightful Presence. Each creature of Atlach-Nacha's choice within 120 feet of it 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, with disadvantage if Atlach-Nacha 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 Atlach-Nacha's Frightful Presence for the next 24 hours.

Swallow (Spider Form Only). Atlach-Nacha makes one bite attack against a Large or smaller creature. If the attack hits, the target is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Atlach-Nacha, and it takes 35 (10d6) acid damage at the start of each of Atlach-Nacha's turns. If Atlach-Nacha takes 40 damage or more on a single turn from a creature inside it, Atlach-Nacha must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Atlach-Nacha. If a creature dies while inside Atlach-Nacha, Atlach-Nacha can use its reaction to use its Absorb ability on it, even though Atlach-Nacha cannot see the target and whether or not it has the ability charged.

LEGENDARY ACTIONS

Atlach-Nacha 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. Atlach-Nacha regains spent legendary actions at the start of its turn.

Attack. Atlach-Nacha makes one bite attack or launches a corrosive bolt.

Move. Atlach-Nacha moves up to half its speed.

LOST ONE

The lost ones are kensai that died in the Shadowlands, twisted and corrupted into horrific creatures of despair and death. Their tortured souls have lost any ability to communicate or regard any living creature as anything other than prey. They are not undead, but not alive either; they are something in between.

LOST ONE

Medium undead, neutral evil

Armor Class 17
Hit Points 127 (17d8+51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	10 (+0)	16 (+3)	18 (+4)

Saving Throws Dexterity +7, Charisma +8
Skills Athletics +8, Intimidation +8, Perception +7
Damage Resistances necrotic, psychic
Condition Immunities blinded, frightened
Senses darkvision 120 ft., passive Perception 17
Languages -
Taint Score 3
Challenge 9 (3,900 XP)

Crimson Cuts. The lost one regains hit points equal to half the damage done, whenever the lost one deals slashing damage with its katana.

Despair. The lost one deals an additional 7 (2d6) psychic damage when it successfully attacks a creature that is frightened.

Grace. The lost one cannot suffer from disadvantage when attacking with its katana.

Ravagers. Sometimes a kensai dying in the Shadowlands doesn't become a lost one - when it retains some measure of its former self and the ability to make calculated decisions - instead, it becomes a ravager. Ravagers can be of any alignment, and they retain any languages they knew in life.

Undead Nature. A lost one doesn't require air, food, drink, or sleep.

Innate Spellcasting. The lost one's innate spellcasting ability is Charisma (spell save DC 16). The lost one can innately cast the following spells, requiring no material, or verbal components:

At will: *phantasmal killer*
1/Day each: *harm*

Unarmored Defense. While the lost one is wearing no armor and wielding no shield, its AC includes its Charisma modifier.

Weapon Bond. The lost one can summon its katana into its hand using a bonus action. The lost one can't be disarmed of its katana unless incapacitated.

ACTIONS

Multiattack. The lost one casts *phantasmal killer* and then attacks twice with its katana.

Katana. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage or 9 (1d10 + 4) if held with two hands.

Eyes of Dread. The lost one targets a creature within 60 feet of it that it can see. The target must succeed a DC 16 Wisdom saving throw, or be affected by one of the following effects (lost one's choice):

Asleep. The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.

Panicked. The target is frightened of the lost one. On each of its turns, the frightened creature must take the Dash action and move away from the lost one by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from the lost one where it can no longer see the lost one, this effect ends.

Sickened. The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

LUNG DRAGONS

These gigantic, wingless dragons are known and feared for their physical prowess and magical abilities. They are among the oldest creatures in the Orient.

Lung dragons all start as a carp dragon which metamorphoses into one of three branches, all detailed below.

LUNG DRAGON AGE CATEGORIES

Category	Type	Size	Age Range
Wyrmling	Carp	Medium	1 year or less
Young	Sea, Earth, Border	Large	2 - 150 years
Adult	Storm, Deep, Spirit	Huge	151 - 900 years
Ancient	Typhoon, Coiled, Celestial	Gargantuan	901 years or more

CARP DRAGONS

Carp dragons resemble large fish with legs and a dragon-like head. They are lung dragon wyrmlings, and much like tadpoles mature into frogs, carp dragons mature into true lung dragons by becoming either a border dragon, earth dragon, or sea dragon. Once the wyrmling reaches a sufficient age, this metamorphosis happens instantaneously, transforming the carp dragon in a flash of light as a thunderous boom is released violently.

When the wyrmling transforms, it transforms depending on its actions in life: If it has done predominantly good deeds it turns into a border dragon, if it has lived according to an unwavering code or done evil deeds it turns into an earth dragon, and if it has lived a truly neutral life, it becomes a river dragon.

Carp dragons are often reclusive and shy, by far the most docile of the lung dragons.

BORDER, SPIRIT, AND CELESTIAL DRAGONS

Border, spirit and celestial dragons believe that living a moral life involves doing good deeds and ensuring that one's actions cause no undeserved harm to other sentient beings.

Heavenly Pacifists. They are pacifist creatures, though they fight in self defense or defense of the helpless. Once a border dragon comes of age, and becomes a spirit dragon, it can enter the Ethereal Plane at will and begins to form a bond with the Heavens; a bond that is unbreakable if it ever becomes a celestial dragon.

Primordial Beauty. Their bodies are long and serpentine, often coiling in on itself as the dragon moves or fights. Its scales are dull gold, red, yellow, or white as a border dragon, but brighten to a brilliant, shining gold, orange, or yellow by the time it becomes a celestial dragon. A multihued mane surrounds its neck, and similarly colorful whiskers branch from its snout and rise over the top of its head like antlers. A wispy golden beard dangles below its chin. They exude an aroma reminiscent of cherry blossoms.

EARTH, DEEP, AND COILED DRAGONS

Most of these dragons guard and protect crypts or temples. The guardianship of a specific location is passed down from generation to generation, assuming carp offspring become earth dragons. A single family can maintain the same lair for thousands of years.

The Pull of Evil. While they are known as guardian dragons, they are also prone to become evil. Why this is nobody can say, but the older they get, the greater the chance of turning evil. The younger generations must often band together to slay an older dragon that has turned evil. Sometimes a dragon successfully hides its evil intentions for hundreds of years; plotting, scheming, and finding allies from the shadows.

Magnificent Variety. They are all long, thin, serpentine dragons. As an earth dragon, its scales are gray, but while some quickly develop vibrant color, others become dark brown or black, changing hues as the dragon matures. Various shades of red, green, and orange are the most common colors among the vibrant ones, and a natural oily secretion makes the scales gleam in sunlight. Dark whiskers grow from its snout, and some have a multicolored mane. Deep dragons begin to grow antlers, which can become massive in size once it becomes a coiled dragon.

SEA, STORM, AND TYPHOON DRAGONS

They have long, sinuous bodies covered with thick scales in a variety of colors, with blue, 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.

Oceanic Devotion. They are protectors and allies of ocean creatures such as sharks, whales, crabs, and fish. Wild as they are, they dispense destructive hurricanes and typhoons, controlling both the weather and the sea itself. They care nothing for the lives of humanoids. Though typhoon dragons can transform into humanoids, the only reason they would ever do so would be to infiltrate a town if it had caught more fish than they could reasonably consume, find the people responsible, and exact terrible vengeance.



ORIENTAL SEA LIFE

CARP DRAGON

Medium dragon (spirit), neutral

Armor Class 17 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., fly 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	14 (+2)

Saving Throws Dex +4, Con +3, Wis +2, Cha +4

Skills Perception +4, Stealth +4

Damage Resistances cold, lightning, thunder

Senses truesight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic, Kami

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 3 (1d6) lightning damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) lightning damage on a failed save, or half as much damage on a successful one.

BORDER DRAGON

Large dragon (spirit), neutral good

Armor Class 17 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +8, Wis +5, Cha +7

Skills Perception +10, Persuasion +7, Stealth +5

Damage Resistances force, radiant

Senses truesight 30 ft., darkvision 120 ft., passive Perception 16

Languages Draconic, Kami, Oriental

Challenge 6 (2,300 XP)

Amphibious. The dragon can breathe air and water.

Ethereal Sight. The dragon can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The dragon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn in side an object.

ACTIONS

Multiattack. The dragon 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: 15 (2d10 + 4) piercing damage plus 4 (1d8) radiant damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Sleep Breath (Recharge 5-6). The dragon exhales a magical breath in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

SPIRIT DRAGON

Huge dragon (spirit), neutral good

Armor Class 18 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft., fly 120 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +5, Con +10, Wis +6, Cha +8

Skills History +7, Perception +11, Persuasion +8, Stealth +5

Damage Resistances force

Damage Immunities radiant

Senses truesight 60 ft., darkvision 120 ft., passive Perception 16

Languages Draconic, Kami, Oriental

Challenge 13 (10,000 XP)

Amphibious. The dragon can breathe air and water.

Ethereal Sight. The dragon can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The dragon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn in side an object.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Trembling Heavens. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 4 (1d8) radiant damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) piercing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) piercing damage.

Etherealness. The dragon enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Spirit Breath (Recharge 4-6). The dragon exhales a magical breath in a 60-foot line that is 15 feet wide. Each creature in that area must succeed on a DC 18 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Trembling Heavens. Each creature of the dragon's choice that is within 60 feet of the dragon must make a DC 16 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save. If the initial save fails by 5 or more, the target also permanently ages 1d4 x 10 years.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher 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 dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

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.

Lung Jump (Costs 2 Actions). The dragon's physical form momentarily shifts into pure energy as it bursts forward with immense speed, moving 60 feet in a straight line. Each creature in the dragon's path must succeed a DC 19 Dexterity saving throw or take 11 (3d6) force damage and be knocked prone.



CARP DRAGON AND HUMAN GIRL

CELESTIAL DRAGON

Gargantuan dragon (spirit), neutral good

Armor Class 20 (natural armor)
Hit Points 297 (17d20 + 119)
Speed 50 ft., fly 160 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Intelligence +9, Wisdom +10, Charisma +11
Skills Athletics +17, Deception +11, Insight +10, Intimidation +11, Stealth +7
Damage Resistances poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 13
Languages all
Challenge 21 (33,000 XP)

Saving Throws Dex +6, Con +13, Wis +8, Cha +10
Skills History +9, Perception +14, Persuasion +10, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons; force
Damage Immunities radiant
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses truesight 120 ft., passive Perception 26
Languages Draconic, Kami, Oriental
Challenge 20 (24,500 XP)

Amphibious. The dragon can breathe air and water.

Ethereal Sight. The dragon can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Immutable Form. The dragon is immune to any spell or effect that would alter its form.

Incorporeal Movement. The dragon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn in side an object.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material or somatic components:

At will : lesser restoration, zone of truth, dispel magic
3/day each: forbiddance, hallow, heal
1/day each: divine word

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Trembling Heavens. 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) radiant damage.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 8) radiant damage.

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Etherealness. The dragon enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Spirit Breath (Recharge 4-6). The dragon exhales a magical breath in a 60-foot line that is 15 feet wide. Each creature in that area must succeed on a DC 21 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Trembling Heavens. Each creature of the dragon's choice that is within 60 feet of the dragon must make a DC 18 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save. If the initial save fails by 5 or more, the target also permanently ages 1d4 x 10 years.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher 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 dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

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.

Lung Jump (Costs 2 Actions). The dragon's physical form momentarily shifts into pure energy as it bursts forward with immense speed, moving 80 feet in a straight line. Each creature in the dragon's path must succeed a DC 23 Dexterity saving throw or take 15 (4d6) force damage and be knocked prone.



CELESTIAL DRAGON

EARTH DRAGON

Large dragon (spirit), lawful neutral or neutral evil

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft., burrow 20 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	9 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +3, Con +7, Wis +3, Cha +4

Skills Perception +6, Stealth +3

Damage Resistances acid, poison

Senses truesight 30 ft., darkvision 120 ft., passive Perception 16

Languages Draconic, Kami, Oriental

Challenge 6 (2,300 XP)

Amphibious. The dragon can breathe air and water.

Tunneler. The dragon can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The dragon 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: 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Acid Breath (Recharge 5-6). The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

DEEP DRAGON

Huge dragon (spirit), lawful neutral or neutral evil

Armor Class 18 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	9 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +11, Wis +6, Cha +6

Skills Perception +11, Stealth +5

Damage Immunities acid, poison

Senses truesight 60 ft., darkvision 120 ft., passive Perception 21

Languages Draconic, Kami, Oriental

Challenge 13 (10,000 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.

Tunneler. The dragon can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The dragon uses its Petrifying Gaze. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 4 (1d8) acid 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.

Deep Breath (Recharge 5-6). The dragon sprays acid in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Petrifying Gaze. Each creature of the dragon's choice that is within 60 feet of the dragon and can see it must make a DC 14 Constitution saving throw. On a failed save, the creature magically 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 until freed by the *greater restoration* spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the dragon until the start of its next turn, when it can avert its eyes again. If it looks at the dragon in the meantime, it must immediately make the save.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher 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 dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

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.

Lung Jump (Costs 2 Actions). The dragon's physical form momentarily shifts into pure energy as it bursts forward with immense speed, moving 40 feet in a straight line. Each creature in the dragon's path must succeed a DC 19 Dexterity saving throw or take 11 (3d6) force damage and be knocked prone. If the dragon ends its lung jump in an occupied space, it takes 11 (2d10) force damage and is pushed to the nearest unoccupied space.

TEMPLATE: TAINTED LUNG DRAGON

Most lung dragons would rather die than be corrupted by Taint. Sometimes, however, a lung dragon gives in to the corruption or is captured and forcefully subjected to the Taint.

Timeless. When a lung dragon is corrupted by Taint it can no longer undergo metamorphosis and become a larger dragon. The dragon stops aging and is forever locked in the size and shape it had when it fell to the corruption of Taint.

Template. When a lung dragon becomes Tainted it retains all of its statistics, except as described below:

Type. The Tainted lung dragon's type changes to aberration (Tainted).

Alignment. The Tainted lung dragon's alignment changes to neutral evil.

Damage Resistance. The Tainted lung dragon has resistance to acid, cold, and necrotic damage.

Condition Immunities. The Tainted lung dragon is can't be charmed, frightened, paralyzed, or poisoned. It also can't suffer from exhaustion.

Taint Score. The Tainted lung dragon's Taint score equals its CR divided by 3, rounded down.

Challenge. The Tainted lung dragon's challenge rating increases by 1.

Magic Resistance. The Tainted lung dragon has advantage on saving throws against spells and other magical effects.

Bite. The Tainted lung dragon's bite attack deals its usual damage and has any additional effects. In addition, a bitten creature must succeed a Constitution saving throw (save DC = 8 + the Tainted lung dragon's proficiency bonus + its Constitution modifier) or have its Taint score increased by 1.

COILED DRAGON

Gargantuan dragon (spirit), lawful neutral or neutral evil

Armor Class 20 (natural armor)

Hit Points 333 (18d20 + 144)

Speed 60 ft., burrow 60 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +9, Con +14, Wis +7, Cha +8

Skills Perception +13, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., passive Perception 26

Languages Draconic, Kami, Oriental

Challenge 20 (24,500 XP)

Amphibious. The dragon can breathe air and water.

Immutable Form. The dragon is immune to any spell or effect that would alter its form.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material or somatic components:

3/day each: *cloudkill*, *contagion*, *control earth*

1/day each: *earthquake*

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Tunneler. The dragon can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The dragon uses its Petrifying Gaze. 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) acid damage.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 8) slashing damage.

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Deep Breath (Recharge 4-6). The dragon sprays acid in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 72 (16d8) acid damage on a failed save, or half as much damage on a successful one.

Petrifying Gaze. Each creature of the dragon's choice that is within 60 feet of the dragon and can see it must make a DC 16 Constitution saving throw. On a failed save, the creature magically 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 until freed by the *greater restoration* spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the dragon until the start of its next turn, when it can avert its eyes again. If it looks at the dragon in the meantime, it must immediately make the save.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher 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 dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

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.

Lung Jump (Costs 2 Actions). The dragon's physical form momentarily shifts into pure energy as it bursts forward with immense speed, moving 40 feet in a straight line. Each creature in the dragon's path must succeed a DC 23 Dexterity saving throw or take 14 (4d6) force damage and be knocked prone. If the dragon ends its lung jump in an occupied space, it takes 11 (2d10) force damage and is pushed to the nearest unoccupied space.

COILED DRAGON





TYPHOON DRAGON IN HUMAN GUISE

STORM DRAGON

Huge dragon (spirit), neutral

Armor Class 19 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 30 ft., fly 30 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +7, Con +10, Wis +6, Cha +8
Skills Perception +11, Stealth +7
Damage Immunities cold, lightning, thunder
Senses truesight 60 ft., darkvision 120 ft., passive Perception 21
Languages Draconic, Kami, Oriental
Challenge 14 (11,500 XP)

Amphibious. The dragon can breathe air and water.

Invisible in Water. The dragon is invisible while fully immersed in water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Tempestuous Roar. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 4 (1d8) cold damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) piercing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Tempestuous Roar. Each creature of the dragon's choice that is within 120 feet of the dragon and can hear it must succeed on a DC 18 Constitution saving throw or become deafened 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 and taking 5 (1d10) thunder damage on a failed save. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Tempestuous Roar for the next 24 hours.

Storm Breath (Recharge 5-6). The dragon exhales lightning in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 18 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher 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 dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

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.

Lung Jump (Costs 2 Actions). The dragon's physical form momentarily shifts into pure energy as it bursts forward with immense speed, moving 60 feet in a straight line. Each creature in the dragon's path must succeed a DC 19 Dexterity saving throw or take 11 (3d6) force damage and be knocked prone. If the dragon ends its lung jump in an occupied space, it takes 11 (2d10) force damage and is pushed to the nearest unoccupied space.

SEA DRAGON

Large dragon (spirit), neutral

Armor Class 18 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 20 ft., fly 20 ft., swim 90 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 Resistances cold, lightning, thunder
Senses truesight 30 ft., darkvision 120 ft., passive Perception 16
Languages Draconic, Kami, Oriental
Challenge 7 (2,900 XP)

Amphibious. The dragon can breathe air and water.

Invisible in Water. The dragon is invisible while fully immersed in water.

ACTIONS

Multiattack. The dragon 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: 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Cold Breath (Recharge 5-6). The dragon exhales freezing winds in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Constitution saving throw, taking 49 (11d8) cold damage on a failed save, or half as much damage on a successful one.



TYPHOON DRAGON

TYPHOON DRAGON

Gargantuan dragon (spirit), neutral

Armor Class 22 (natural armor)
Hit Points 367 (21d20 + 147)
Speed 40 ft., fly 60 ft., swim 120 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 Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, lightning, thunder

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., passive Perception 26

Languages Draconic, Kami, Oriental

Challenge 21 (27,500 XP)

Amphibious. The dragon can breathe air and water.

Immutable Form. The dragon is immune to any spell or effect that would alter its form.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material or somatic components:

At will : *shape water*, *sleet storm*, tidal wave
3/day each: *control water*, *Otiluke's freezing sphere*
1/day each: *tsunami*, *wall of ice*

Invisible in Water. The dragon is invisible while fully immersed in water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Tempestuous 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 plus 4 (1d8) cold damage. If the target is a creature, it can't take reac-

tions until the beginning of its next turn.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 8) slashing damage plus 3 (1d6) cold damage.

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Tempestuous Roar. Each creature of the dragon's choice that is within 120 feet of the dragon and can hear it must succeed on a DC 22 Constitution saving throw or become deafened 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 and taking 11 (2d10) thunder damage on a failed save. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Tempestuous Roar for the next 24 hours.

Storm Breath (Recharge 5-6). The dragon exhales lightning in a 10 feet wide, 120 feet long line. Each creature in that area must make a DC 22 Dexterity saving throw, taking 77 (22d6) lightning damage on a failed save, or half as much on a successful one.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher 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 dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

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.

Lung Jump (Costs 2 Actions). The dragon's physical form momentarily shifts into pure energy as it bursts forward with immense speed, moving 15 feet in a straight line or 60 feet if under water. Each creature in the dragon's path must succeed a DC 23 Dexterity saving throw or take 14 (4d6) force damage and be knocked prone. If the dragon ends its lung jump in an occupied space, it takes 11 (2d10) force damage and is pushed to the nearest unoccupied space.

LYCANTHROPES

See the Monster Manual for information on lycanthropes in general as well as details on the curse of lycanthropy.

WEREBADGER

Werebadgers are exceptionally tough opponents. They are renowned for their aggression and often become the apex predator in their region.

In humanoid form they are tall, lean, and muscular; their hair always white. Regardless of their form, they always live in solitude. Only during the month of Nigiyaka, the last month of spring, might a werebadger seek company to breed or hunt in packs.

WEREFox

Two types of werefox exist in the Orient: the red and the white werefox. Red werefoxes typically live in small family groups within or near forests. White werefoxes are solitary creatures that live in the mountains. No matter their color, they are omnivores, and far less aggressive than other lycanthropes.

In humanoid form they are almost gaunt to look at, standing straight, and walking with an elegance similar to that of elves.

WERECROCODILE

Wecrocodiles live in small, isolated groups near bodies of water. They aren't particularly territorial, though they tend to stay in the same region throughout their lives.

The biggest male in a group is generally the leader, though females that can breed are venerated and always allowed to eat first when prey has been caught. In humanoid form they have slender bodies, yellow eyes, and their body temperature is slightly below that of other humanoids.

While they cannot talk in crocodile form, they are still very much capable of communicating simple messages through bellowing, chirping, and screeching. They are ambush predators, waiting for prey to come close before rushing out to attack.



WEREBADGER

WEREBADGER

Medium humanoid (human, shapechanger), neutral evil

Armor Class 13 in humanoid form, 16 (natural armor) in honey badger and hybrid form

Hit Points 104 (16d8 + 32)

Speed 30 ft. (40 ft., burrow 20 ft. in honey badger and hybrid form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	10 (+0)	14 (+2)	12 (+1)

Skills Athletics +10, Perception +5

Damage Resistances poison

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities exhaustion, frightened, poisoned

Senses passive Perception 14

Languages Oriental (can't speak in honey badger form)

Challenge 7 (2,900 XP)

Aggressive. As a bonus action, the werebadger can move up to its speed toward a hostile creature that it can see.

Frenzied Twist (Honey Badger and Hybrid Form Only). The werebadger has advantage on ability checks and saving throws made to escape a grapple.

Keen Smell. The werebadger has advantage on Wisdom (perception) checks that rely on smell.

Relentless (Recharges after a Short or Long Rest). If the werebadger takes damage that reduces it to 0 hit points, unless the damage is from a critical hit, it drops to 1 hit point instead.

Shapechanger. The werebadger can use its action to polymorph into a Large honey badger-humanoid hybrid or into a Large honey badger, or back into its true form, which is humanoid. Its statistics, other than its size and AC, 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

Multitack. In honey badger form, the werebadger attacks once with its bite and two times with its claws. In humanoid form, the werebadger attacks four times with its nodachi. In hybrid form, it can attack like a honey badger or a humanoid.

Bite (Honey Badger or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) 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 werebadger can't bite another target.

Claw (Honey Badger or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) slashing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werebadger lycanthropy.

Nodachi (Humanoid or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

WEREFox

Medium humanoid (human, shapechanger), neutral evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	11 (+0)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60 ft. (fox form only), passive Perception 14

Languages Oriental (can't speak in fox form)

Challenge 2 (450 XP)

Cunning Action. On each of its turns, the werefox can use a bonus action to take the Dash, Disengage, or Hide action.

Shapechanger. The werefox can use its action to polymorph into a Medium fox-humanoid hybrid, into a Medium fox, or back into its true form, which is humanoid. 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.

Keen Hearing. The werefox has advantage on Wisdom (perception) checks that rely on hearing.

ACTIONS

Multitack (Humanoid or Hybrid Form Only). The werefox makes two attacks, only one of which can be a bite.

Bite (Rat or 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 be cursed with werefox lycanthropy.

Wakizahi (Humanoid or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Shuriken (Humanoid or Hybrid Form Only). ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

WERERHINOCEROS

Wererhinoceroses live in tribes with the eldest male leading them. The males typically mark the group's territory by scraping their feet across the ground, breaking foliage, leaving pungent urine, and drawing their tribe's mark. They rarely wander far from their territory, and if others invade their territory, they will fight relentlessly even against unlikely odds.

In hybrid or rhinoceros form, their skin is exceptionally tough, making them very hard to kill. In humanoid form they are bulky and their noses are slightly above average size.

WERECROCODILE

Medium humanoid (human, shapechanger), neutral evil

Armor Class 10 in humanoid form, 14 (natural armor) in crocodile and hybrid form

Hit Points 33 (6d8 + 6)

Speed 30 ft. (swim 50 ft. in crocodile and hybrid form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +3, Stealth +8

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 120 ft. (crocodile and hybrid form only), passive Perception 13

Languages Oriental (can't speak in crocodile form)

Challenge 5 (1,800 XP)

Ambush. The werecrocodile has advantage on attack rolls against any creature it has surprised.

Hold Breath. The werecrocodile can hold its breath for 30 minutes.

Shapechanger. The werecrocodile can use its action to polymorph into a Large crocodile-humanoid hybrid or into a Huge crocodile, or back into its true form, which is humanoid. Its statistics, other than its size and AC, 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.

Underwater Camouflage (Crocodile and Hybrid Form Only). The werecrocodile has advantage on Dexterity (stealth) checks made while underwater.

ACTIONS

Multiattack. In crocodile form, the werecrocodile attacks once with its bite and once with its tail. In humanoid form, the werecrocodile attacks four times with its kamayari. In hybrid form, it can attack like a crocodile or a humanoid.

Bite (Crocodile or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 20 (3d10 + 4) piercing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the crocodile can't bite another target. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werecrocodile lycanthropy.

Tail (Crocodile or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Kamayari (Humanoid or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 4) slashing damage.

WERERHINOCEROS

Medium humanoid (human, shapechanger), neutral evil

Armor Class 10 in humanoid form, 15 (natural armor) in rhino and hybrid form

Hit Points 136 (16d8 + 64)

Speed 30 ft. (50 ft. in hybrid and rhinoceros form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	10 (+0)	12 (+1)	11 (+0)

Skills Athletics +8, Perception +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses passive Perception 14

Languages Oriental (can't speak in rhino form)

Challenge 6 (2,300 XP)

Charge (Hybrid Form Only). If the wererhinoceros moves at least 20 feet straight toward a creature right before hitting it with a gore attack, the target takes an extra 18 (4d8) piercing damage.

Impale (Rhino Form Only). If the wererhinoceros moves at least 20 feet straight toward a creature right before hitting it with a gore attack, the target takes an extra 18 (4d8) piercing damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the rhino can't impale another target. The grapple ends early if the wererhinoceros changes into humanoid or hybrid form.

WERESHARK

Weresharks value strength above all else. Though they live in groups, weresharks prefer to hunt in solitude. They have a very complex and dynamic social hierarchy where the females dominate the males, the stronger dominate the weaker, and everybody dominates newcomers. Dominance is rarely achieved through infighting, but rather through rituals and displays until one party bows to the other. Towards outsiders, however, dominance is usually established by biting, even if it isn't meant to kill - which it often is.

They are most commonly found near the sea. While they might try and make others believe this is due to their fondness of salt water over fresh water, it is in fact because they fear the ocre, which occupies many inland bodies of water.

In humanoid form, they have bulky bodies, bald heads, and gray eyes.

WERESHARK

Medium humanoid (human, shapechanger), neutral evil

Armor Class 10 in humanoid form, 13 (natural armor) in hybrid and shark form

Hit Points 136 (16d8 + 64)

Speed 30 ft. (30 ft., swim 30 ft. in hybrid form and 0 ft., swim 50 ft. in shark form)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	18 (+4)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +3

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses blindsight 60 ft. (hybrid and shark form only), passive Perception 14

Languages Oriental (can't speak in shark form)

Challenge 6 (2,300 XP)

Blood Frenzy. The wereshark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness (Hybrid Form Only). The wereshark can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shapechanger. The wereshark can use its action to polymorph into a Large shark-humanoid hybrid or into a Huge shark, or back into its true form, which is humanoid. Its statistics, other than its size and AC, 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.

Shark Telepathy (Shark Form Only). The wereshark can magically command any shark within 120 feet of it, using a limited telepathy.

Water Breathing (Shark Form Only). The wereshark can breathe only underwater.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). In hybrid form, the wereshark makes two attacks, only one of which can be a bite. In humanoid form, the wereshark makes three attacks.

Bite (Hybrid or Shark Form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) piercing damage if used in hybrid form, or 21 (3d10 + 5) piercing damage if used in shark form. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with wereshark lycanthropy.

Kamayari (Humanoid or Hybrid Form Only). Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) slashing damage.

Slam (Hybrid Form Only). Melee Weapon Attack: +8 to hit, reach 0 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the wererhinoceros takes damage that reduces it to 0 hit points, unless the damage is from a critical hit, it drops to 1 hit point instead.

Shapechanger. The wererhinoceros can use its action to polymorph into a Large rhino-humanoid hybrid or into a Huge rhino, or back into its true form, which is humanoid. Its statistics, other than its size and AC, 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

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the wererhino makes three attacks with its naginata. In hybrid form, the wererhinoceros makes two melee attacks, only one of which can be a gore attack.

Gore (Hybrid or Rhino Form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage if used in hybrid form, or 18 (3d8 + 5) piercing damage if used in rhino form. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with wererhinoceros lycanthropy.

Naginata (Humanoid or Hybrid Form Only). Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) slashing damage.

Slam (Hybrid Form Only). Melee Weapon Attack: +8 to hit, reach 0 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

MAHO-TSUKAI

Maho-tsukai are blood mages, often operating in cells. The use of maho is outlawed, and as such all maho-tsukai operate in secrecy. Maho-tsukai learn their abilities from another maho-user, from an oni, or in rare cases through contact with unknown powers while dreaming.

Blood Paths. There are three distinct paths a maho-tsukai acolyte can follow: the path of the mage is the path that focuses the most on pure blood magic, while the path of the magus focuses on combining blood magic with martial prowess, and the path of the necromancer focuses on blood magic that manipulates the forces of life and death.

MAHO-TSUKAI ACOLYTE

Medium humanoid (any race), any evil alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+4)	14 (+2)	11 (+0)	10 (+0)

Skills Arcana +2, Religion +2
Senses passive Perception 10
Languages any one language, usually Oriental (common)
Challenge 1/4 (50 XP)

Acolyte's Recklessness. If the acolyte is reduced to 0 hit points due to its own maho, roll a d20. On a roll of 11 or higher, the acolyte instead drops to 1 hit point and gains another Action that can be used immediately.

Maho. The acolyte is a maho-tsukai. It's maho spellcasting ability is Intelligence (spell save DC 12, spell attack modifier +4). Whenever the acolyte casts a spell, all creatures within 5 ft. of it (including itself) take necrotic damage as noted next to the spell. The acolyte can use maho to cast the following spells, replacing material components with its own blood:

- 1: *chill touch, fire bolt, invisibility*
- 1d6: *burning hands, magic missile*
- Special: *mark of doom*

ACTIONS

Tanto. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60, one target. Hit: 2 (1d4) piercing damage.

MAHO-TSUKAI MAGE

Medium humanoid (any race), any evil alignment

Armor Class 12 (15 with mage armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	17 (+3)	12 (+1)	10 (+0)

Saving Throws Dex +5, Charisma +6
Skills Arcana +3, History +4, Religion +4
Senses passive Perception 11
Languages any two languages
Challenge 6 (2,300 XP)

Maho. The mage is a maho-tsukai. It's maho spellcasting ability is Intelligence (spell save DC 14, spell attack modifier +6). Whenever the mage casts a spell, all creatures within 5 ft. of it (including itself) take necrotic damage as noted next to the spell. The mage can use maho to cast the following spells, replacing material components with its own blood:

- 1: *chill touch, fire bolt, invisibility*
- 1d6: *burning hands, magic missile, mage armor*
- 2d6: *mirror image, misty step*
- 3d6: *counterspell, fireball, fly*
- 4d6: *greater invisibility, wall of fire*
- 5d6: *cloudkill, dominate person*
- Special: *blood of fire, conjure minor elemental vortex, mark of doom*

Maho Mastery. If the mage casts a spell while it has a hostile creature within 5 feet of it, it may make a DC 12 Constitution saving throw. On a successful save, the mage takes no damage from the casting as it draws upon the vitality of nearby enemies. If it succeeds the saving throw by 5 or more, it regains a number of hit points equal to half the damage it would have taken on a failed save.

Regeneration. The mage regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Tanto. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60, one target. Hit: 4 (1d4 + 2) piercing damage.

MAHO SPELLS

The following spells are known by maho-tsukai. Consider carefully before allowing player characters to learn these.

ACIDIC VEINS (MAHO)

8th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a weapon that deals piercing or slashing damage and a vial of acid which the spell consumes)

Duration: 1 hour

You cut into your cephalic vein and pour a vial of acid into it. You take 8d6 acid damage and suffer one level of exhaustion. For the duration you become immune to acid damage, and whenever a creature within 5 feet of you hits you with a melee attack that deals piercing or slashing damage, it takes 2d6 acid damage. Any nonmagical piercing or slashing weapon made of metal or wood that hits you 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 piercing ammunition made of metal or wood that hits you is destroyed after dealing damage.

Additionally, when using maho to cast spells, your blood deals acid damage to creatures other than you, rather than necrotic damage.

You cannot replace the material components for this spell. The damage you take from casting this spell cannot be reduced or prevented in any way and your hit point maximum is reduced by an amount equal to the damage you take. This reduction lasts until you finish a long rest.

BLOOD OF FIRE (MAHO)

6th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a weapon that deals piercing or slashing damage and your own blood)

Duration: Instantaneous

You cut a mystic pattern into one palm with a knife and enchant your own blood. From the wound shoot four explosive missiles of blood. You can direct the missiles at the same creature or at different ones. Make a separate ranged spell attack roll for each missile. On a hit, the target takes 3d10 necrotic damage. Each creature within 5 feet of a creature struck by a missile, must make a Constitution saving throw. A target takes 3d10 necrotic damage on a failed save, or half as much damage on a successful one.

You cannot replace the material components for this spell. For each missile of blood you fire, you take 1d10 necrotic damage and your hit point maximum is reduced by the same amount until you finish a long rest. The damage you take from this spell cannot be reduced or prevented in any way.

At higher levels. When you cast this spell using a spell slot of 7th level or higher, you shoot an extra missile for each spell level above 6th.

MARK OF DOOM (MAHO)

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a weapon that deals piercing or slashing damage and your own blood)

Duration: Instantaneous

You cut your palm and smear your blood onto a creature within range. The target must succeed on a Wisdom saving throw or take 2d4 necrotic damage. If you roll the same number on both d4s, roll another 2d4 and add them to the damage dealt.

You cannot replace the material components for this spell. When casting this spell, your hit point maximum is reduced by an amount equal to half the damage done. This reduction lasts until you finish a long rest. The damage you take from this spell cannot be reduced or prevented in any way.

RED MIST (MAHO)

3rd-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (a weapon that deals piercing or slashing damage and your own blood)

Duration: Instantaneous

In a swift motion you cut into your jugular, spraying blood all around you. Each creature within 5 feet of you must succeed a Constitution saving throw. On a failed save, a creature is blinded until the end of its next turn and becomes enraged for 1 minute. While enraged, a creature must attack the nearest creature it can see. If no creature is near enough to move to and attack, the creature instead attacks an object, with preference for an object smaller than itself. An enraged creature can repeat the saving throw at the end of each of its turns, ending the effect on a successful save.

You cannot replace the material components for this spell. When casting this spell, you take 3d6 piercing damage and your hit point maximum is reduced by the same amount until you finish a long rest. The damage you take from this spell cannot be reduced or prevented in any way.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, the spell's radius increases by 5 feet for each spell level above 6th, and the damage you suffer increases by 1d6 piercing damage.

MAHO-TSUKAI MAGUS

MAHO-TSUKAI MAGUS

Medium humanoid (any race), any evil alignment

Armor Class 12 (15 with mage armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	20 (+5)	17 (+3)	15 (+2)	14 (+2)

Saving Throws Dex +6, Charisma +9

Skills Arcana +6, History +6, Religion +6

Senses passive Perception 12

Languages any five languages

Challenge 12 (8,400 XP)

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

Maho. The magus is a maho-tsukai. It's maho spellcasting ability is Intelligence (spell save DC 17, spell attack modifier +9). Whenever the magus casts a spell, all creatures within 5 ft. of it (including itself) take necrotic damage as noted next to the spell. The magus can use maho to cast the following spells, replacing material components with its own blood:

1: *chill touch, fire bolt, invisibility*

1d6: *burning hands, magic missile, mage armor*

2d6: *mirror image, misty step*

3d6: *counterspell, fireball, fly*

4d6: *greater invisibility, wall of fire*

5d6: *cloudkill, dominate person*

6d6: *chain lightning, disintegrate, mass suggestion*

7d6: *teleport*

8d6: *earthquake, incendiary cloud*

9d6: *timestop*

Special: *acidic veins, conjure major elemental vortex, mark of doom, red mist*

Maho Mastery. If the mage casts a spell while it has a hostile creature within 5 feet of it, it may make a DC 12 Constitution saving throw. On a successful save, the mage takes no damage from the casting as it draws upon the vitality of nearby enemies. If it succeeds the saving throw by 5 or more, it regains a number of hit points equal to half the damage it would have taken on a failed save

Magical Attacks. The magus' weapon attacks are magical and include the magus' Intelligence modifier for attack and damage rolls (included in the attack).

Necrotic Strikes. When the magus hits with his ninja-to, the weapon deals an additional 2d8 necrotic damage (included in the attack). The magus regains hit point equal to the necrotic damage dealt.

Regeneration. The magus regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multitack. The magus makes four attacks with his ninja-to.

Ninja-to. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing or slashing damage plus 9 (2d8) necrotic damage.

MAHO-TSUKAI NECROMANCER

Medium humanoid (any race), any evil alignment

Armor Class 12 (15 with mage armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	17 (+3)	12 (+1)	10 (+0)

Saving Throws Dex +6, Charisma +7

Skills Arcana +4, History +5, Religion +5

Damage Resistances necrotic

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

Grim Harvest (1/Turn). When the necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's cost, or three times if its a necromancy spell.

Maho. The necromancer is a maho-tsukai. It's maho spellcasting ability is Intelligence (spell save DC 14, spell attack modifier +6). Whenever the necromancer casts a spell, all creatures within 5 ft. of it (including itself) take necrotic damage as noted next to the spell. The necromancer can use maho to cast the following spells, replacing material components with its own blood:

1: *chill touch, eldritch blast*

1d6: *mage armor, ray of sickness*

2d6: *blindness/deafness, mirror image, ray of enfeeblement*

3d6: *animate dead, bestow curse, vampiric touch*

4d6: *blight, dimension door, greater invisibility*

5d6: *bigby's hand, cloudkill*

6d6: *circle of death*

Special: *blood of fire, conjure minor elemental vortex, mark of doom, red mist*

Maho Mastery. If the mage casts a spell while it has a hostile creature within 5 feet of it, it may make a DC 12 Constitution saving throw. On a successful save, the mage takes no damage from the casting as it draws upon the vitality of nearby enemies.

Regeneration. The necromancer regains 10 hit points at the start of its turn. If the necromancer takes psychic or radiant damage, this trait doesn't function at the start of the necromancer's next turn. The necromancer dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Tanto. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60, one target. Hit: 4 (1d4 + 2) piercing damage.

MAHO-TSUKAI JIAN

A maho-tsukai jian is a maho-tsukai that has achieved immortality through undeath by sacrificing its mortal body. The path to becoming jian - a "ghost of a ghost" - is a well-guarded secret and something that most, if not all, maho-tsukai aspire towards.

A jian is a spectral horror, capable of possessing living humanoids to fuel its maho in which it is unmatched, though it is still a terrifying opponent in its spectral form.

Undead Nature. A maho-tsukai jian doesn't require air, food, drink, or sleep.

A MAHO-TSUKAI JIAN'S LAIR

A maho-tsukai jian most often makes its lair within a tomb. Maho-tsukai come from every corner of the land to pay tribute to the jian within its unholy abode. The challenge rating of a maho-tsukai jian is 24 (62,000 XP) if encountered in its lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the jian takes a lair action to create one of the following effects though it can't use the same effect two rounds in a row:

Lifting the Veil. Necrotic energy spills into the lair from deep within the bowels of Jigoku. Each non-undead creature within the lair takes 14 (4d6) necrotic damage.

Round Trip. The jian targets a creature within 30 feet of it that it can see. The target must succeed a DC 20 Charisma saving throw or be hurled to Jigoku. A creature can repeat the saving throw at the end of each of its turns, returning to the closest unoccupied spot from where it disappeared on a successful save.

Maho Visions. Each creature within the lair must succeed a DC 20 Wisdom saving throw or witness horrific illusions. Until initiative count 20 on the next round, an affected creature sees blood oozing from every crack in the ceiling, floor, and walls, as well as from every orifice on all other living creatures. At the beginning of its turn, an affected creature must roll on the Long-Term Madness table in the Dungeon Master's Guide. If a creature fails its saving throw by 5 or more, it must also roll on the Short-Term Madness table.

Blood Boil. The jian uses its mastery of blood to cook its enemies from the inside. Each creature within the lair must make a DC 20 Constitution saving throw. On a failed save, a creature takes 22 (4d10) fire damage and has disadvantage on attack rolls and ability checks until the end of its next turn. On a successful save, a creature takes half the fire damage and doesn't suffer any disadvantage.

MAHO-TSUKAI JIAN

Medium undead (spirit), lawful evil

Armor Class 23

Hit Points 150 (20d8 + 60)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	16 (+3)	20 (+5)	16 (+3)	19 (+4)

Saving Throws Intelligence +12, Wisdom +10, Charisma +11

Skills Arcana +18, History +12, Insight +10, Perception +10

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities blinded, charmed, deafened, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses truesight 120 ft., passive Perception 20

Languages Oriental

Challenge 22 (41,000 XP)

Ethereal Sight. The jian can see 60 feet into the Ethereal Plane when he is on the Material Plane, and vice versa.

Incorporeal Movement. Unless the jian is possessing a creature, it 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.

Legendary Resistance (3/Day). If the jian fails a saving throw, it can choose to succeed instead.

Light from Beyond. As a bonus action, the jian can begin emitting a bright, white light from its spectral body or the eyes and mouth of the creature it is possessing. When a creature that can see the jian starts its turn within 30 feet of the jian, the jian can force it to make a DC 20 Constitution saving throw if the jian isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is stunned until the start of its next turn. Otherwise, a creature that fails the save is blinded until the start of its next turn.

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 jian until the start of its next turn, when it can avert its eyes again. If the creature looks at the jian in the meantime, it must immediately make the save.

Maho. The jian is a maho-tsukai. Its maho spellcasting ability is Intelligence (spell save DC 20, spell attack modifier +12). The jian can only cast spells when it has possessed a creature that has blood. Whenever the jian casts a spell, all creatures within 5 ft. of it (including itself) take necrotic damage as noted next to the spell. The jian can use maho to cast the following spells, replacing material components with his own blood:

1: *chill touch*, *fire bolt*, *invisibility*, *mage hand*, *ray of frost*

1d6: *burning hands*, *magic missile*, *mage armor*, *shield*

2d6: *detect thoughts*, *invisibility*, *mirror image*, *misty step*

3d6: *animate dead*, *counterspell*, *dispel magic*, *fireball*, *fly*

4d6: *blight*, *dimension door*, *greater invisibility*, *wall of fire*

5d6: *cloudkill*, *dominate person*, *scrying*

6d6: *chain lightning*, *disintegrate*, *globe of invulnerability*, *mass suggestion*

7d6: *finger of death*, *plane shift*, *teleport*

REGIONAL EFFECTS

The tomb in which the maho-tsukai jian makes its lair is warped in any of the following ways by its dark presence:

Longing for Longevity. Creatures within 5 miles of the lair gain the following flaw: "I would do anything to live a little longer".

Maho Influence. The corruption that is maho fills the lair. Whenever a creature attempts to cast a non-maho spell within the lair, there is a 10 percent chance that it takes 7 (2d6) necrotic damage as blood bursts forth from several of its orifices.

Spoiled Food and Drink. Food brought into the lair molders and is infected with maggots, while water and other nonmagical drinks turn to human blood.

If the maho-tsukai jian is destroyed, these regional effects end immediately.

MARTIAL ELEMENTAL SPIRITS

A maho-tsukai jian possesses the ability to perform the dreaded Ritual of Elemental Blood-Binding. The ritual requires a willing humanoid who is completely drained of blood, allowing the jian to bind an elemental spirit within the lifeless body. The elemental spirit, now bound within a humanoid body, is completely devoted to the jian that performed the ritual. There is no physical evidence of its presence within the body.

When the ritual is performed, the jian can call upon one of three possible elemental spirits, and a jian usually doesn't have more than one of each in its service at any given time.

Martial Spirit of Lightning. This spirit seeks to kill as often as possible. It wields the power of electricity, capable of propelling itself as bolt of lightning to quickly reach its foes, striking them with its crackling katana that stops them in their tracks.

Martial Spirit of Rain. This spirit is vicious and revels in the suffering of others. It is quick and cunning, wielding the power of water and ice - and even capable of controlling the weather.

Martial Spirit of Thunder. This spirit seeks to destroy anything and everything - both lives and objects in equal measure. It is quick to anger and it attacks in brutal displays of immense strength and unstoppable violence.

Elemental Nature. An elemental spirit doesn't require air, food, drink, or sleep.

8d6: *earthquake*, *incendiary cloud*, *power word stun*

9d6: *power word kill*, *timestop*

Special: *acidic veins*, *conjure major elemental vortex*, *mark of doom*, *red mist*

Turn Resistance. The jian has advantage on saving throws against any effect that turns undead.

Spectral Defense. Unless the jian is possessing a creature, its AC includes its Intelligence, Wisdom, and Charisma modifiers.

ACTIONS

Paralyzing Touch. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (3d6) cold damage. The target must succeed on a DC 20 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.

Etherealness. The jian enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Possession (Recharge 6). One humanoid that the jian can see within 5 feet of it must succeed on a DC 20 Charisma saving throw or be possessed by the jian; the jian then disappears, and the target is incapacitated and loses control of its body. The jian now controls the body but doesn't deprive the target of awareness. The jian can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, saving throw bonuses, truesight, and immunity to being blinded, 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.

Whenever the possessed creature takes damage, the jian's hit point maximum is reduced by half that amount for 24 hours.

The possession lasts until the body drops to 0 hit points, the jian ends it as a bonus action, or the jian is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the jian reappears in an unoccupied space within 5 feet of the body. The target is immune to the jian's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Eternal Prison (1/Day). The jian targets one creature that it can see within 30 feet of it. The target must succeed a DC 20 Charisma saving throw or be magically trapped inside a pocket plane filled with magical darkness. If the jian drops to 0 hit points, it is destroyed and all creatures trapped within its pocket plane reappear in unoccupied spaces nearest to spot at which the jian died.

A creature trapped in this manner doesn't age and doesn't require food or drink, but must roll on the Indefinite Madness table in the Dungeon Master's Guide for each minute imprisoned, as time passes a thousand times faster within the pocket plane.

LEGENDARY ACTIONS

The jian 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 jian regains spent legendary actions at the start of its turn.

Cantrip. The jian casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The jian uses its Paralyzing Touch.

Life Drain (Costs 3 Actions). Each living creature within 20 feet of The jian must succeed on a DC 20 Constitution saving throw against this magic, or take 21 (6d6) necrotic damage, and the jian regains hit points equal to the total damage dealt to all targets.

MARTIAL SPIRIT OF LIGHTNING

Medium elemental (spirit), lawful evil

Armor Class 17

Hit Points 127 (17d8+51)

Speed 30 ft., fly 30 ft (hover)

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 Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities lightning

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 120 ft., passive Perception 17

Languages Oriental, Primordial

Challenge 10 (5,900 XP)

Death Throes. When the spirit dies, it explodes, and each creature within 20 feet of it 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.

Flurry of Blows. Using a bonus action, the spirit can make two unarmed strikes.

Innate Spellcasting. The spirit's innate spellcasting ability is Charisma (spell save DC

16, +8 to hit with spell attacks). The spirit can innately cast the following spells, requiring no material or verbal components:

At will: *lightning bolt*, *witch bolt* (3rd level)

Lightning Strike (1/Turn). The spirit can turn into pure electricity and teleport up to 60 feet before returning to its regular form. The next crackling katana attack it makes on the same turn is made with advantage and deals an additional 21 (6d6) lightning damage.

Unarmored Defense. While the spirit is wearing no armor and wielding no shield, its AC includes its Charisma modifier.

Weapon Bond. The spirit can summon its weapon into its hand using a bonus action. The spirit can't be disarmed of its weapon unless incapacitated.

ACTIONS

Crackling Katana. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing 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.

MARTIAL SPIRIT OF RAIN

Medium elemental (spirit), lawful evil

Armor Class 18

Hit Points 127 (17d8+51)

Speed 40 ft., fly 30 ft (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	16 (+3)	12 (+1)	17 (+3)	18 (+4)

Saving Throws Dexterity +8, Charisma +8

Skills Acrobatics +12, Perception +7

Damage Resistances fire; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities cold

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 120 ft., passive Perception 17

Languages Oriental, Primordial

Challenge 10 (5,900 XP)

Death Throes. When the spirit dies, it explodes, and each creature within 20 feet of it must make a DC 16 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

Cunning Action. On each of its turns, the spirit can use a bonus action to take the Dash, Disengage, or Hide action.

Innate Spellcasting. The spirit's innate spellcasting ability is Charisma (spell save DC

16, +8 to hit with spell attacks). The spirit can innately cast the following spells, requiring no material or verbal components:

At will: *armor of Agathys* (2nd level), *ice storm*, *ray of frost*
1/Day: *cone of cold*, *Otiluke's freezing sphere*, *wall of ice*

Rainy Weather. While outside, the spirit can use an action to conjure forth clouds that bring rain in a 5-mile area centered on itself. The temperature becomes cool and any natural winds disappear.

Unarmored Defense. While the spirit is wearing no armor and wielding no shield, his AC includes his Charisma modifier.

Weapon Bond. The spirit can summon its weapon into its hand using a bonus action. The spirit can't be disarmed of its weapon unless incapacitated.

ACTIONS

Multiattack. The spirit makes three attacks in any combination.

Cold Sweep. Melee Weapon Attack: +8 to hit, reach 5 ft., all targets. Hit: 7 (1d6 + 4) slashing damage plus 7 (2d6) cold damage.

Freezing Ninja-to. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing or slashing damage plus 7 (2d6) cold damage. If the target is a creature, the spirit can choose one of the following additional effects:

- The target must succeed a DC 16 Constitution saving throw, or lose the ability to make opportunity attacks until the beginning of its next turn.
- The target must succeed a DC 16 Dexterity saving throw, or have its speed halved until the beginning of the spirit's next turn.

MARTIAL SPIRIT OF THUNDER

Medium elemental (spirit), lawful evil

Armor Class 15

Hit Points 127 (17d8+51)

Speed 40 ft., fly 30 ft (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	11 (+0)	13 (+1)	17 (+3)

Saving Throws Strength +7, Constitution +6

Skills Athletics +8, Intimidation +7

Damage Resistances bludgeoning, piercing, psychic, slashing

Damage Immunities thunder

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses passive Perception 11

Languages Oriental, Primordial

Challenge 10 (5,900 XP)

Death Throes. When the spirit dies, it explodes, and each creature within 20 feet of it must make a DC 16 Dexterity saving throw, taking 35 (10d6) thunder damage on a failed save, or half as much damage on a successful one.

Feral Instinct. The spirit cannot be surprised and has advantage on initiative rolls.

Innate Spellcasting. The spirit's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The spirit can innately cast the following spells, requiring no material or verbal components:

At will: *shatter*, *thunderwave* (3rd level)
1/Day: *arcane gate*

Reckless. At the start of its turn, the spirit 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.

Relentless (Recharges after a Short or Long Rest). If the spirit takes 20 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Weapon Bond. The spirit can summon its weapon into its hand using a bonus action. The spirit can't be disarmed of its weapon unless incapacitated.

Unarmored Defense. While the spirit is wearing no armor and wielding no shield, its AC includes its Charisma modifier.

ACTIONS

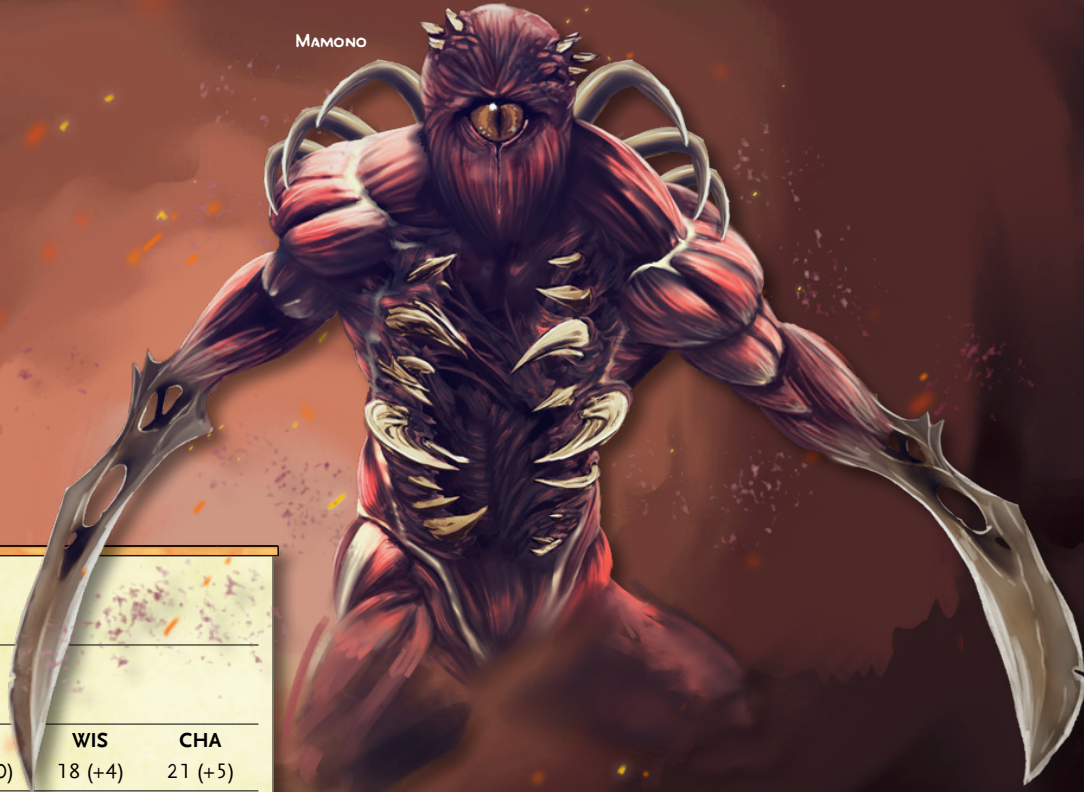
Multiattack. Thunder makes two attacks with his booming nodachi or thunderous hankyu.

Booming Nodachi. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage plus 18 (4d8) thunder damage. If the target is a creature, it must succeed a DC 16 Strength saving throw or be pushed 10 feet back and knocked prone. If the spirit scores a critical hit, it rolls damage dice three times, instead of twice. Each hit rings with thunder that is audible within 300 feet.

Thunderous Hankyu. Ranged Weapon Attack: +6 to hit, range (80/320), one target. Hit: 5 (1d6 + 2) piercing damage plus 18 (4d8) thunder damage.

REACTIONS

Deflection. In response to being hit by a ranged weapon attack, the spirit deflects the missile. The damage it takes from the attack is reduced by 2d10 + 2. If the damage is reduced to 0, the spirit catches the missile if it's small enough to hold in one hand and the spirit has a hand free. If it catches the missile, it can hurl it back at the attacker as part of the same reaction.



MAMONO

Medium aberration (Tainted), neutral evil

Armor Class 15 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	11 (+0)	18 (+4)	21 (+5)

Saving Throws Constitution +7, Wisdom +7, Charisma +8

Skills Athletics +7, Deception +8, Perception +7, Persuasion +8

Damage Resistances acid, cold, necrotic, poison; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages understands Oni and the languages it knew as a humanoid, but can't speak

Taint Score 5

Challenge 7 (2,900 XP)

Devil's Sight. Magical darkness doesn't impede the mamono's darkvision.

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

Sunlight Hypersensitivity. The mamono takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Hellish Rejuvenation. A mamono that dies comes back to life with all its hit points in 2d4 hours, seeking only to murder the creature that killed it. This trait doesn't function if the mamono is killed during daytime or if its corpse is chopped into three or more pieces that are buried separately.

ACTIONS

Multiattack. The troll makes three melee attacks: one with its ravenous maw and two with its bone blades.

Bone Blades. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 18 (4d6 + 4) slashing damage. The bone blades score a critical hit on a roll of 19-20. On a critical hit, the target suffers a lingering injury (see the Dungeon Master's Guide page 272).

Ravenous Maw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained.

Read Thoughts. The mamono magically reads the surface thoughts of one creature within 30 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 mamono has advantage on Wisdom (insight) and Charisma (deception, intimidation, and persuasion) checks against the target.

Change Shape. The mamono magically polymorphs into a Small or Medium humanoid, or back into its true form. Other than its size, its statistics are the same in each form. If the mamono dies, it doesn't revert to its true form.

Invisibility. The mamono magically becomes invisible until it attacks or until its concentration ends (as if concentrating on a spell).

MARSH TROLL

Large giant, chaotic evil

Armor Class 14 (dhenuka)

Hit Points 66 (7d10 + 28)

Speed 40 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	19 (+4)	8 (-1)	10 (+0)	7 (-2)

Skills Perception +2

Condition Immunities frightened

Senses passive Perception 12

Languages Giant

Challenge 3 (700 XP)

Amphibious. The troll can breathe air and water.

Keen Smell. The troll has advantage on Wisdom (perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Swamp Camouflage. The troll has advantage on Dexterity (stealth) checks made to hide while in swampy terrain.

ACTIONS

Multiattack. The troll makes three melee attacks: one with its bite, its claws, and its kuwa. Alternatively, it attacks twice with its javelins.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Kuwa. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage.

MAMONO

A mamono is the result of horrid blood magic experiments on involuntary subjects that have immense amounts of Taint channeled into them. When a mamono is successfully created, it often proceeds to kill its creators before it disappears into the population.

Dark Infiltrators. Mamono have the ability to turn invisible and to change their shape to assume the appearance of others. Coupled with its ability to read thoughts, it makes the mamono exceedingly good at staying unnoticed.

Its primary motivation is to eat humanoid flesh, as it has a never ending hunger, and must feed every few hours or risk being in immeasurable pain.

MARSH TROLL

Marsh trolls are fearless and very territorial creatures. They live in small packs in mires and similar terrain, where they lurk just below the surface, waiting for unsuspecting travelers to walk by. Considering their size, they are unusually quick, both above and below the water in which they dwell.

Merciless Killers. They have no qualms about killing their own kind. In fact, they find a disturbing amount of joy from doing exactly that. They hibernate during the winter months, making that the ideal time to hunt them. For a few weeks after their hibernation, they are relatively docile towards their own kind, and this time is often used for procreating.

SWARM OF MIMIMUSHIS

ME-KURABE

Tiny undead (spirit), unaligned

Armor Class 13
Hit Points 15 (6d4)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	8 (-1)	10 (+0)	14 (+2)

Skills Perception +2
Damage Resistances lightning, necrotic, piercing
Damage Immunities cold, poison
Condition Immunities charmed, frightened, paralyzed, poisoned, prone
Senses truesight 60 ft., passive Perception 12
Languages the languages it knew in life, but doesn't speak
Challenge 1 (200 XP)

Grudge. The me-kurabe holds a grudge towards a single creature. It is invisible to all other creatures, but all other creatures are also invisible to it.

ACTIONS

Staring Contest. The me-kurabe targets one creature that it can see and attempts to lock it in a staring contest. Unless surprised, the target creature can avert its eyes. If the target doesn't avert its gaze it must succeed a DC 12 Charisma saving throw or be locked in a staring contest. While locked in this manner, the target is paralyzed. At the end of each of its turns, the target can repeat the saving throw. The staring contest lasts until the target has either succeeded or failed this saving throw three times, whichever comes first. The staring contest can end early if the me-kurabe is destroyed, or if line of sight between the me-kurabe and its target is broken - in which case the me-kurabe will attempt to reposition itself to start anew. If the target escapes the staring contest by succeeding the saving throw three times, the me-kurabe disappears in a flash of white smoke. If the target averts its eyes or escapes the staring contest by failing its saving throw three times, the me-kurabe disappears in a flash of black smoke and the target creature drops to 0 hit points as the me-kurabe has exacts its terrible vengeance.

ME-KURABE

Me-kurabe are floating humanoid skulls, willed back into existence after an unjust death. They driven by a singular thought: to take the life of the one that murdered them.

Murderous Grudge. A me-kurabe doesn't make any physical attacks, nor can it cast spells; instead, it locks its murderer in a staring contest, attempting to murder its target through sheer force of will. If its target refuses this battle of will, the me-kurabe immediately trades what little life force it has left to kill its target.

One on One. Through the power of the grudge it holds, the me-kurabe's existence is so focused that it is invisible to all except its murderer. However, all other creatures are invisible to the me-kurabe as well, as they are utterly irrelevant to the me-kurabe.

Undead Nature. A me-kurabe doesn't require air, food, drink, or sleep.

SWARM OF MIMIMUSHIS

Medium swarm of Tiny aberrations, unaligned

Armor Class 14
Hit Points 45 (10d8)
Speed 30 ft., burrow 10 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	10 (+0)	1 (-5)	9 (-1)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing
Damage Immunities necrotic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 30 ft. (blind beyond this radius), tremorsense 120 ft., passive Perception 9
Languages -
Taint Score 2
Challenge 5 (1,800 XP)

Amphibious. The swarm can breathe air and water.

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

Skin Diving. When the swarm bites a creature, a single mimimushi sometimes burrows its way into the creature. The swarm permanently loses 5 hit points. While a mimimushi is inside a creature, the creature cannot regain lost hit points by any means, and instead of gaining the benefits of a short or long rest, its hit point maximum is reduced by 9 (2d8) whenever it finishes a rest. When an infected creature has had its hit point maximum reduced by 40 or more hit points in this manner, a **swarm of mimimushis** bursts out from its abdomen, inflicting an additional 14 (4d6) piercing damage, and ending the effect. If the creature dies, the mimimushi inside it also dies, ending the effect. A **greater restoration** or **wish** spell also ends the effect early, killing the buried mimimushi.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny mimimushi. The swarm can't regain hit points or gain temporary hit points..

ACTIONS

Multiattack. The swarm makes two bites.

Bites. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 14 (4d6) necrotic damage. If the target is a creature, it must succeed a DC 15 Constitution saving throw or be afflicted by a random effect from the table below:

d4	Effect
1	A single mimimushi from the swarm burrows its way into the target creature. See the Skin Diving trait for the effects.
2	The creature is stunned until the end of its next turn.
3	The creature can't take reactions and has disadvantage on attack rolls and ability checks until the end of its next turn.
4	The creature can't take reactions until the end of its next turn.

MIMIMUSHI

Mimimushis are worm-like creatures of similar size to regular snakes, though they are completely black without any patterns, and they lack eyes. As they slither across the ground, they secrete a black, oily, and sticky liquid, which allows them to move across vertical and upside-down surfaces as well.

The entirety of their heads can open into maw with numerous rows of tiny teeth. Although they are small, they always travel in groups, and their numerous bites can bring even the mightiest warrior to his knees.



Mogwai

MOGWAI

Tiny fey, chaotic good

Armor Class 8
Hit Points 5 (2d4)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	6 (-2)	10 (+0)	9 (-1)	12 (+1)	15 (+2)

Damage Immunities cold, poison
Condition Immunities charmed, diseased, poisoned
Senses darkvision 30 ft., passive Perception 12
Languages understands Sylvan and Oriental (common) but doesn't speak
Challenge 0 (0 XP)

Aura of Protection. While conscious, the mogwai is surrounded by a 10-foot radius aura. Each creature of the mogwai's choice that is inside the aura, gains a +2 bonus to saving throws.

Keen Hearing. The mogwai has advantage on Wisdom (perception) checks that rely on hearing.

Magical Resistance. The mogwai has advantage on saving throws against spells and other magical effects.

Mogwai Weaknesses. The mogwai has the following flaws:

Forbidden Feeding. If the mogwai is allowed to eat between the hours of midnight and 3 AM, the mogwai transforms into a slimy cocoon over a few minutes. After 2d4 hours, the cocoon hatches and the mogwai emerges as a mogwai gremlin.

Harmed by Running Water and Reproduction. The mogwai takes 1 acid damage if it ends its turn in running water. Whenever it takes acid damage, 1d4+1 furry balls shoot out from its back. After 1 minute, each furry ball has grown into an adult mogwai.

Sunlight Hypersensitivity. The mogwai takes 20 radiant damage when it starts its turn in sunlight. While in sun light, it has disadvantage on ability checks.



Mogwai Gremlin

MOGWAI GREMLIN

Tiny fey, chaotic evil

Armor Class 10
Hit Points 7 (2d4 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	13 (+1)	5 (-3)	6 (-2)	1 (-5)

Damage Immunities cold, poison
Condition Immunities charmed, diseased, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Sylvan and Oriental (common) but doesn't speak
Challenge 0 (10 XP)

Extraordinary Feature. The mogwai gremlin can have one of the following extraordinary features, determined randomly by rolling a d20 or chosen by the DM:

1-15: No extraordinary feature. The mogwai gremlin has no extraordinary feature.

16: Brute. The mogwai gremlin's Strength score increases to 10 (+0), it gains resistance to bludgeoning, piercing, and slashing damage. Additionally, it always attacks with advantage and all attacks against it are also made with advantage.

17: Tunneler. The mogwai gremlin has a burrow speed of 10 feet.

18: Spider Climb. The mogwai gremlin's lower body is that of a spider. It can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

19: Flight. The mogwai gremlin has leathery wings and a flying speed of 40 feet.

20: Increased Mental Acuity. The mogwai gremlin's Intelligence and Charisma scores increase to 10 (+0), and it becomes capable of speech.

Innate Spellcasting. The mogwai gremlin's innate spellcasting ability is Charisma (spell save DC 5, -3 bonus to spell attacks). The mogwai gremlin can innately cast the following spells, requiring no material, or verbal components:

At will: *druidcraft, invisibility, prestidigitation, thaumaturgy*

Keen Hearing. The mogwai gremlin has advantage on Wisdom (perception) checks that rely on hearing.

Magical Resistance. The mogwai gremlin has advantage on saving throws against spells and other magical effects.

Mogwai Weaknesses. The mogwai gremlin has the following flaws:

Harmed by Running Water and Reproduction. The mogwai takes 1 acid damage if it ends its turn in running water. Whenever it takes acid damage, 1d4+1 slimy balls shoot out from its back. After 1 minute, each slimy ball has grown into an adult mogwai gremlin.

Sunlight Hypersensitivity. The mogwai takes 20 radiant damage when it starts its turn in sunlight. While in sun light, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The mogwai gremlin makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 piercing damage. If the target is a creature, it must succeed a DC 11 Constitution saving throw or be poisoned until the end of its next turn.

Claw. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

MOGWAI

Mogwai are a race of small, furry, creatures, resembling a mix of rodent, koala, and primate. They have big ears and three stubby fingers and toes. Their fur color is usually a shade of brown with patches or stripes of white.

Mass Reproduction. Mogwai are asexual, but reproduce rapidly when they become wet. Most mogwai don't wish to reproduce, as it is very painful. Luckily, a mogwai doesn't need to drink to sustain itself. They do, however, need to eat. In the wild, they live off of berries and insects, though they don't eat between the hours of midnight and 3 AM unless explicitly fed, as it will turn them into the horrible mogwai gremlins.

Kind Pacifists. They are good-hearted and pacifist creatures, who protect kind creatures near them. They cannot speak, but often react with giggles and smiles when talked to.

A single ray of sunlight is enough to vaporize any mogwai.

MOGWAI GREMLINS

If a mogwai becomes a mogwai gremlin, it becomes evil and lives only to terrorize and spread misery. With their rapid reproduction this could be a potentially huge problem, but luckily they have no regard for their own well-being as mogwai gremlins. Often, a mogwai gremlin infestation lasts just a single night, as most perish when the sun rises.

A single mogwai gremlin that is allowed to reproduce, can result in hundreds or even thousands of mogwai gremlins, and easily overrun an entire village in but a single night.

NAT

Nat are lesser spirits, some of them benevolent, some of them wicked or even evil. All nat are brightly colored with long fingers and fanged mouths.

EINSUNG NAT

Einsung are quite common within the Empire, though they are very shy and try to avoid contact with others. An einsung will try to take up residence in a house. If the residents leave food out for the einsung, it will call the house its home and bless its inhabitants.

Childish Soul. The einsung usually stays invisible, though it sometimes reveals itself to children, with whom it is fascinated. It is a good hearted creature that avoids violence at all costs, unless its "family" (the residents of its home) is threatened or hurt, in which case it will protect them with all of its might or die trying.

HKUM YENG NAT

Hkum yeng are similar to einsung in many ways. They have a similar relationship with people as the einsung, but instead of having it with a single household, they have it with an entire village.

Give and Take. If the people leave out food for the hkum yeng, it will be friendly with them; playing with their children when no adults are looking, and make sure no predators stray into the village to kidnap children. However, should the townspeople offend the hkum yeng in some way, it might murder the town's chickens or even go so far as burning down a barn.

LU NAT

Lu are malicious and wicked creatures. They live in graveyards and only wish to spread terror. They will murder and use the remains to arrange gruesome displays. If it regularly gets offerings of food (or children!) it is appeased and stays hidden.

Twisted Evil. If the lu is gifted any children, it might either eat them or raise them to become a gaunt reflection of a humanoid, cursed to forever remain in a pseudo-childish state and obeying the lu's commands slavishly. Such a creature is called an *itta*.



Lu Nat

EINSUNG NAT

Small fey (spirit), chaotic good

Armor Class 13
Hit Points 77 (22d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	11 (+0)	12 (+1)	13 (+1)

Skills Perception +3, Stealth +5
Damage Resistances fire, lightning
Damage Immunities poison
Condition Immunities charmed, disease, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 12
Languages Kami, Sylvan, Oriental
Challenge 1 (200 XP)

Bless Aura. The house the nat occupies and its occupants are affected by the *bless* spell. The spell doesn't effect creatures with any evil alignment.

Innate Spellcasting. The nat's innate spellcasting ability is Charisma (spell save DC 11, +3 bonus to spell attacks). The nat can innately cast the following spells, requiring no material, or verbal components:

At will: *comprehend languages, detect thoughts, druidcraft, invisibility*
3/day each: *lesser restoration, remove curse*

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

ACTIONS

Multiattack. The nat attacks twice with its bite.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) damage.

HKUM YENG NAT

Medium fey (spirit), neutral

Armor Class 13
Hit Points 99 (22d8)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	17 (+3)	18 (+4)	19 (+4)

Skills Perception +2, Stealth +3
Damage Resistances fire, lightning
Damage Immunities poison
Condition Immunities charmed, disease, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 12
Languages Kami, Sylvan, Oriental
Challenge 3 (700 XP)

Fear Aura. Any creature hostile to the nat that starts its turn within 10 feet of the nat must make a DC 13 Wisdom saving throw, unless the nat 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 nat's Fear Aura for the next 24 hours.

Innate Spellcasting. The nat's innate spellcasting ability is Charisma (spell save DC 13, +5 bonus to spell attacks). The nat can innately cast the following spells, requiring no material, or verbal components:

At will: *comprehend languages, detect thoughts, druidcraft, invisibility*
3/day each: *call lightning, flame arrows, shillelagh*

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

ACTIONS

Multiattack. The nat attacks once with its bite and twice with its tonfa.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 8 (2d6 + 1) damage.

Tonfa. Melee Weapon Attack: +2 to hit (+5 to hit with shillelagh), reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage with shillelagh.

LU NAT

Medium fey (spirit), chaotic evil

Armor Class 12 (15 with *mage armor*)
Hit Points 121 (22d8 + 22)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	17 (+3)	18 (+4)	19 (+4)

Skills Arcana +5, Perception +6, Stealth +4
Damage Resistances fire, lightning
Damage Immunities poison
Condition Immunities charmed, disease, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 12
Languages Kami, Sylvan, Oriental
Challenge 4 (1,100 XP)

Disease Aura. Any creature hostile to the nat that starts its turn within 10 feet of the nat must make a DC 14 Constitution saving throw, unless the nat is incapacitated. On a failed save, the creature is afflicted with a rotting disease until the creature is cured. While diseased, the creature's hit point maximum is reduced by half. If a creature's saving throw is successful, the creature is immune to the nat's Disease Aura for the next 24 hours.

Innate Spellcasting. The nat's innate spellcasting ability is Charisma (spell save DC 14, +6 bonus to spell attacks). The nat can innately cast the following spells, requiring no material, or verbal components:

At will: *comprehend languages, detect thoughts, druidcraft, invisibility*
3/day each: *dispel magic, elemental burst, fire shuriken, ice blast*
1/day each: *bigby's hand, cone of cold, immolation, mage armor*

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

ACTIONS

Multiattack. The nat attacks once with its bite and twice with its tonfa.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) damage.

Tonfa. Melee Weapon Attack: +4 to hit (+6 to hit with shillelagh), reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with shillelagh.



NIAN

Large monstrosity, lawful evil

Armor Class 18 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 60 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	22 (+6)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +4

Damage Vulnerabilities fire, thunder

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 12

Languages -

Challenge 8 (3,900 XP)

Keen Smell. The nian has advantage on Wisdom (perception) checks that rely on smell.

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

Nian Weaknesses. Even though the nian is immune to becoming frightened through regular means, it is afraid of three things: the color red, fire, and loud noise. The nian has the following flaws:

Crimson Fear. The nian is afraid of the color red and won't touch it. If the area is illuminated in red light, the nian won't enter the light. If it starts its turn in an area of red, it becomes frightened of the source of the color, even though it cannot normally become frightened.

Fear of Fire. If the nian takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn. Additionally, it loses its immunity to the frightened condition until the end of its next turn, and it is frightened of the source of the fire damage until the end of its next turn.

Fear of Loud Noises. If the nian takes thunder damage or if an explosion (such as those from fireworks) occurs within 30 ft. of the nian, it has disadvantage on attack

rolls and ability checks until the end of its next turn. Additionally, it loses its immunity to the frightened condition until the end of its next turn, and it is frightened of the source of the thunder damage or loud noise for the same duration.

Pounce. If the nian moves at least 20 feet straight toward a creature and then hits it with a ram attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the nian can make one bite attack against it as a bonus action.

Regeneration. The nian regains 20 hit points at the start of its turn if it has at least 1 hit point. This trait doesn't function if the nian is frightened.

Running Leap. With a 10-foot running start, the nian can long jump up to 25 feet.

ACTIONS

Multiaction. The nian makes four attacks: two with its claws, one with its bite, and one ram attack.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the nian can only use its bite attack against the grappled creature.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Ram. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Swallow. The nian makes one bite attack against a Small or smaller creature it is grappling. 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 the nian, and it takes 14 (4d6) acid damage at the start of each of the nian's turns. A nian can have only one creature swallowed at a time. If the nian takes 30 damage or more on a single turn from the swallowed creature, the nian must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 5 feet of the nian. If the nian dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Combating the Nian. For as long as anyone can remember, civilized folk have been shining red lanterns and shooting fireworks on the first full moon of spring. This tradition has evolved as a response to ravaging nians, and is today celebrated as Winter's End Festival, marking the arrival of spring in a festive manner.

Weaknesses. A nian isn't afraid of much, but the activities surrounding the Winter's End Festival take advantage of the nian's immense fear of three things: fire, loud noises, and the color red. Children are told tales of the nian, making sure its weaknesses are known. Should a foreigner become lost in the mountains, however, a nian can be a vicious opponent, tearing through even the toughest armor with ease.

NIAN

Nians have the torso and legs of a bull and the head and claws of a giant lion. They are impossibly fast and extremely dangerous, though they live in the mountains and mostly feast on animals.

Mountain Dwellers. Nians live high up in the mountains. They are carnivorous beasts, eating anything they can, though they have an innate preference for weak prey. They hibernate in caves during the winter months and on the first full moon of spring, they climb down the mountains and attempt to eat villagers, aiming mostly for the very young or the very old.

NIKUMIZU

Nikumizu are believed to be regular earthworms corrupted by Taint. The size of a man's finger, they are worm-like, their flesh-piercing mandibles and tiny tentacles protruding from the end of a brittle shell. They are usually found in moist and wet areas within the Shadowlands.

NIKUMIZU

Tiny aberration (Tainted), chaotic neutral

Armor Class 12

Hit Points 10 (4d4)

Speed 20 ft., Swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	1 (-5)	5 (-3)	3 (-4)

Skills Stealth +4

Damage Resistances acid, cold, fire, lightning, necrotic, thunder

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 12

Languages -

Taint Score 1

Challenge 1/8 (25 XP)

Amphibious. The nikumizu can breathe air and water.

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

ACTIONS

Bite. 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 12 Constitution saving throw or be infected with a disease as the worm burrows into the humanoids flesh and disappears. Over three days, the nikumizu moves to the heart, gestates, and lays 1d4 nikumizu eggs, killing the host in the process. In the 72-hour period before the eggs are produced, the host starts to feel unwell, it takes 1d4 piercing damage at the end of every hour, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. The eggs hatch two days after being produced, each producing a **tsuno youngling**.

If the disease is cured before the nikumizu reaches the heart, it is disintegrated.

NUKARUMI

These wicked constructs will attack any intruder. So as to not leave a body behind, the nukarumi will attempt to engulf a creature only to drag it underwater, towards the very bottom.

Naga Wards. Nukarumi are magically created by the twilight naga as a first line of defense, to avoid travelers finding their villages by accident and living to tell the tale. They are evil spirits trapped in animated sludge, faintly resembling a humanoid when it isn't underwater.

Constructed Nature. A nukarumi doesn't require air, food, drink, or sleep.

NUKARUMI

Medium construct (spirit), unaligned

Armor Class 9

Hit Points 76 (8d8 + 40)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	20 (+5)	2 (-4)	8 (-1)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages understands the languages its spirit knew in life but can't speak

Challenge 2 (450 XP)

Axiomatic Mind. The nukarumi can't be compelled to act in a manner contrary to its nature or instructions.

Immutable Form. The nukarumi is immune to any spell or effect that would alter its form.

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

Naga Ward. The nukarumi is bound to a marsh, mire, or swamp and its surrounding terrain by naga-inscribed pearls at the bottom of the swamp. Finding and destroying the pearl, or removing it from its area, kills the nukarumi.

ACTIONS

Engulf. The nukarumi moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the nukarumi. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the nukarumi enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the nukarumi's turns. When the nukarumi moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the nukarumi.

NUKARUMI

OBAKE

An obake appears as a kindly, elderly man or woman, seemingly carrying a large wicker basket. In truth, however, the obake is a cursed creature of otherworldly origin, carrying a massive wasp hive on its back. Within its hive live hundreds of thousands of wasps, each of which the obake can command for a wide range of different tasks.

Live to Kill. An obake murders for murder's sake, more than capable of laying waste to entire villages, only stopping when its own life is cut short. However, even in death, an obake is a harbinger of chaos and destruction.

Otherworldly Nature. An obake doesn't require air, food, drink, or sleep.



OBAKE

OBAKE

Medium aberration, chaotic evil

Armor Class 9

Hit Points 294 (28d8 + 168)

Speed 30 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	22 (+6)	10 (+0)	12 (+1)	10 (+0)

Damage Resistances piercing damage from magical weapons

Damage Immunities poison; piercing damage from nonmagical weapons

Condition Immunities charmed, frightened

Senses blindsight 120 ft., passive Perception 13

Languages -

Challenge 11 (7,200 XP)

Death Throes. When the obake dies, its hive shatters and creatures within 30 feet of it must succeed a DC 17 Wisdom saving throw or become confused. A confused creature cannot take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn:

d10 Effect

- | | |
|------|---|
| 1 | The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. |
| 2-6 | The creature doesn't move or take actions this turn. |
| 7-8 | The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn. |
| 9-10 | The creature can act and move normally. |

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

Cape of Wasps. As a bonus action on its turn, the obake can release or withdraw a cloud of wasps. The wasps fill the obake's space, granting it three-quarters cover. A creature that touches the obake or that hits it with a melee attack while within 5 feet of it while the cloud is up, takes 3 (1d6) piercing damage and 3 (1d6) poison damage.

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

Otherworldly Awareness. The obake knows the exact location of any creature within 60 feet of it, as long as they aren't fully submerged in water.

ACTIONS

Multiattack. The obake uses its Releases Swarm twice and its Release Plague once.

Release Plague. Swarming, stinging wasps fill a 20-foot-radius sphere centered on a point of the obake's choice within 300 feet of it that it can see. The sphere spreads around corners. The sphere remains for 1 minute, and its area is lightly obscured. The sphere's area is difficult terrain. When the area appears, each creature in it apart must make a DC 17 Constitution saving throw. A creature takes 2d10 piercing damage plus 2d10 poison damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the area for the first time on a turn or ends its turn there. The obake itself and its released swarms are not affected by the plague. Two plagues can overlap, but then count as a single, larger plague.

Release Swarm. The obake releases a **swarm of wasps** (variant swarm of insects) into a space within 10 feet of it. The swarm acts at the end of the obake's turns. While the obake is alive, it telepathically controls the swarm's actions. If the obake dies, the swarm is angered and relentlessly attacks the obake's slayers. The swarm is immune to the obake's Death Throes trait.

Teleport. The obake magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

OCRE

The ocre is a large, monstrous beast that lives in lakes and rivers. It doesn't feed on flesh, but rather injects a cursed liquid into its prey which slowly turns the creature into crystalline salt - the ocre then feeds on the salt by licking it until nothing is left.

Territorial Predators. The ocre resembles a spotted mosasaurus with a slightly shorter body and larger fangs. They are highly territorial creatures, though they rarely kill their own kind. Instead, they fight over territory with the loser giving away parts of his to the victor. If an ocre's territory ever becomes so small that it cannot reliably catch prey, it becomes depressed, and jumps onto land to die.

OCRE

Large monstrosity, unaligned

Armor Class 14

Hit Points 171 (18d10 + 72)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	18 (+4)	2 (-4)	12 (+1)	7 (-2)

Condition Immunities exhaustion, petrified

Senses darkvision 120 ft., passive Perception 11

Languages -

Challenge 6 (2,300 XP)

Underwater Camouflage. The ocre has advantage on Dexterity (stealth) checks made while underwater.

Water Breathing. The ocre can breathe only underwater.

ACTIONS

Multiattack. The ocre makes two melee attacks, only one of which can be an inject attack.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage. If the target is a creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the ocre cannot bite another target.

Inject. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature the ocre has grappled. Hit: 8 (1d8 + 4) piercing damage plus 14 (4d6) poison damage. The target must make a DC 15 Constitution saving throw against curses. On a failed save, the creature magically begins to turn to crystalline salt 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 until freed by the *greater restoration* spell or other magic.

ODO MIENAI

Odo mienai are strange and otherworldly creatures, their very existence defying all logic. Their exact appearance is unknown, as they are always invisible. Luckily, their presence is always known, as they sing a never ending song of odd chipping noises. In fact, their song is the only thing keeping them in existence, as they simply disappear if they ever stop singing.

Psionic Mind. While an odo mienai doesn't cast spells, it does have some psionic power, allowing it to sense creatures from afar, and to create powerful psychic blasts that shatter the minds of its victims.

There is no understanding the motivations of an odo mienai; they simply exist to spread malice. An odo mienai doesn't require air, drink, food, or sleep.

Otherworldly Nature. An odo mienai doesn't require air, food, drink, or sleep.

ODO MIENAI

Medium aberration, chaotic evil

Armor Class 14

Hit Points 94 (21d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	10 (+0)	20 (+5)	16 (+3)	9 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded

Senses blindsight 600 ft. (blind beyond this radius), passive Perception 13

Languages Understands any language it hears, telepathy 120 ft.

Challenge 10 (5,900 XP)

Creature Sense. The odo mienai is aware of the presence of any creature that has an Intelligence score of 4 or higher within 1 mile of it. It knows the distance and direction to each creature, as well as its alignment, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nonetection* spell, or similar magic can't be perceived in this manner.

Echolocation. The odo mienai can't use its blindsight while deafened.

Impervious Invisibility. The odo mienai is invisible. It cannot be seen by any means, even ignoring spells such as *faerie fire*, *see invisibility*, *true seeing*, and similar.

Song of Existence. The odo mienai cannot stop making chipping noises, which it often turns into song. It uses the sound it creates for its echolocation and to keep itself in existence. If it ever stops singing, it dies immediately and disappears forever.

ACTIONS

Multiattack. The odo mienai makes three claw attacks or two psychic blasts.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 14 (4d6) acid damage.

Psychic Blast. Melee or Ranged Spell Attack: +9 to hit, reach 5 ft. or range 120/600, one creature. Hit: 27 (4d10 + 5) psychic damage. The target must succeed a DC 17 Wisdom saving throw or become stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a successful save.



OCRE

OGRES

Shadowlands ogres resemble their regular counterparts, though their bulk is considerably bigger and their skin is darker. The Shadowlands Taint has warped their bodies, bestowing them with telekinetic abilities. Some ogres have absorbed more Taint than most, turning into hulking brutes capable of smashing through countless men with their bare hands.

VARIANT: SHADOWLANDS OGRE HOUND-MASTER

A shadowlands ogre hound-master has a challenge rating of 7 (2,900 XP). It has the same statistics as a shadowlands ogre except that its actions are replaced with the following:

Multiattack. The ogre makes two chain attacks.

Chain. Melee Weapon Attack: +8 to hit, reach 20 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage.

Battle Cry (3/Day). Each ogre-hound of the hound-master's choice that is within 60 feet of it, can hear it, and is not already affected by Battle Cry gains advantage on attack rolls until the start of the hound-master's next turn. The hound-master can then make one attack as a bonus action.

SHADOWLANDS OGRE

Large giant (Tainted), chaotic evil

Armor Class 14 (cord armor)

Hit Points: 171 (18d10 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	9 (-1)	8 (-1)	8 (-1)

Saving Throws Dex +3, Con +7, Wis +2

Skills Athletics +11, Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 12

Languages Giant, Oni, Oriental (common)

Taint Score 2

Challenge 7 (2,900 XP)

Innate Spellcasting (3/Day). The ogre can innately cast the *telekinesis* spell (spell save DC 16). Its spellcasting ability is Constitution.

ACTIONS

Multiattack. The ogre makes three tetsubo attacks.

Tetsubo. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

SHADOWLANDS OGRE BEHEMOTH

Huge giant (Tainted), chaotic evil

Armor Class 16 (natural armor)

Hit Points: 200 (16d12 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	7 (-2)	22 (+6)	6 (-2)	8 (-1)	6 (-2)

Saving Throws Dex +2, Con +10, Wis +3

Skills Athletics +16

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 9

Languages Giant, Oni

Taint Score 3

Challenge 9 (5,000 XP)

Aggressive. As a bonus action, the ogre can move up to its speed toward a hostile creature that it can see.

Regeneration. The ogre regenerates 30 hit points at the start of its turn. If the ogre takes damage from a jade weapon or from the *jade bolt* spell, this trait doesn't function at the start of the ogre's next turn.

Siege Monster. The ogre deals double damage to objects and structures.

ACTIONS

Multiattack. The ogre makes two unarmed strikes.

Unarmed Strike. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 27 (3d12 + 8) bludgeoning damage. If the target is a creature, it must succeed a DC 17 Strength saving throw or be knocked prone.

Smash (Recharge 4-6). The ogre smashes both its fists into the ground. Each creature within 15 feet of the ogre must make a DC 17 Strength saving throw. On a failed save, a creature is knocked prone and takes 27 (3d12 + 8) bludgeoning damage. On a successful save, a creature takes half that damage and isn't knocked prone.

Warhorde. They mostly stay in their caves during the day, unless they are marching for war, which they do every few months. When they march for war, they do so at the behest of powerful oni, retreating only when allowed to do so. They usually bring a horde of bakemono and ogre-hounds with them, who bend to the will of the ogres. Ogre-hounds resemble giant, black-eyed dogs.

Few things require the Crawdad to muster all of their defenses, but an encroaching army of shadowlands ogres does.

SHADOWLANDS OGRE COMMANDER

Large giant (Tainted), chaotic evil

Armor Class 16 (partial armor)

Hit Points: 171 (18d10 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Dex +6, Con +7, Wis +3

Skills Athletics +11, Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 13

Languages Giant, Oni, Oriental (common)

Taint Score 2

Challenge 8 (3,900 XP)

Innate Spellcasting (3/Day). The ogre can innately cast the *telekinesis* spell (spell save DC 16). Its spellcasting ability is Constitution.

ACTIONS

Multiattack. The ogre makes two attacks with its kamayari or uchi-ne.

Kamayari. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 16 (2d10 + 5) slashing damage.

Uchi-ne. Melee or Ranged Weapon Attack: +8 to hit, reach 10 ft. or range 30/120, one target. Hit: 12 (2d6 + 5) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the ogre can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the ogre. A creature can benefit from only one Leadership die at a time. This effect ends if the ogre is incapacitated.

SHADOWLANDS OGRE-HOUND

Large monstrosity (Tainted), chaotic evil

Armor Class 13 (natural armor)

Hit Points: 95 (10d10 + 40)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	2 (-4)	7 (-2)	1 (-5)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 14

Languages Giant, Oni

Taint Score 2

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the ogre-hound can move up to its speed toward a hostile creature that it can see.

Keen Hearing and Smell. The ogre-hound has advantage on Wisdom (perception) checks that rely on hearing or smell.

Pack Tactics. The ogre-hound has advantage on an attack roll against a creature if at least one of the ogre-hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the ogre-hound moves at least 20 feet straight toward a creature and then hits it with a bite 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 ogre-hound can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The ogre-hound makes two bite attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 4) piercing damage. If the target is a creature, it 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 11 (2d10) and increasing its Taint score by 1 on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

ONI

Oni are the most fearsome denizens of the Shadowlands, fiends of unmitigated evil and terror. Oni come in apparently limitless varieties, though they all have one thing in common: their unholy existence originates deep within the bowels of Jigoku through some horrible will.

Tainted Nature. An oni doesn't require food, drink, or sleep.

AKUMA SPAWN

These massive oni resemble bipedal and horned chameleons with red scales and razor sharp claws. An akuma spawn is truly a menacing sight for even the bravest of warriors. Behind its massive teeth it has three tongues, all ignited with an unholy fire. Amaranthine in color, it looks like a tail-less miniature version of its dark creator: Akuma the Incinerator, Oni Lord of Fire and Hatred.

ARUGAI NO ONI

An arugai no oni, also called a vicious slicer, is a small but aggressive and extremely territorial oni. They resemble small, hulking humanoids, with long fin-like and sharp horns and equally long and sharp claws. Their plate-like skin is gray on the front and purple on the back.

Relentless Killers. They are not very intelligent, but whatever they encounter they fight until death, even if they encounter one of their own. They are formed from Jigoku itself, having seemingly no purpose other than to guard their territory against any and all intruders.

ASHI NO ONI

An ashi no oni is a worm-like creature with seven thorn-studded tentacles sprouting from its body. Thorny plates protect its body, and its head is adorned with more horns and barbs. Its face is eerily human-like, with deep-set black eyes and a gaping mouth lined with sharp fangs. The oni's body is about 15 feet long, and weighs about 2,000 pounds. It typically emerges only about halfway from the earth when attacking, preferring not to move around above ground. It is commonly referred to as a "barbed lurker".

Menace Beneath the Sands. Ashi no oni are solitary and territorial creatures, found in the deserts and canyons of the Shadowlands, lurking in caves or hidden under the shifting sands. They have barbs running down the length of their spines, resembling sharp rocks when they lie waiting in the ground. They are highly intelligent and use all available means to put their prey in a disadvantageous position.

Ashi no oni are among the most feared oni, as their carapace provides them with ample protection against physical and magical attacks. It is said that you need at least seven people to combat an ashi no oni; one for each of its tentacles.

BYOKI SPAWN

Just as their dark mother, these pestilent horrors are capable of spreading a dark and unholy disease, capable of wreaking havoc long after the oni has been slain.

Creatures of Pestilence. Byoki spawns are humanoid bones that are animated by Byoki's dark will. Given life through disease and pestilence, they glow a dark purple from within their corrosive core, which they can use to shape pseudopods. They lack legs, but instead hover across the ground with hateful determination. Their names are engraved in Oni on their foreheads, and while they may be confused if another speaks their name, they follow only Byoki, for they are made from her very essence.

CREATING MORE ONI

Jigoku is home to hundreds if not thousands of different oni. They can be of any shape, but they have a few things in common. If you wish to change an existing monster into an oni, take the following steps:

Type. The monster's type changes to fiend (oni, Tainted), or to fiend (oni, shapechanger, Tainted) if it can shapechange. Most oni can shapechange.

Damage Resistance. Most oni have resistance to acid, cold, and necrotic damage. Consider giving it these resistances if it is of CR 7 or higher.

Condition Immunities. Most oni are immune to the charmed, diseased, and exhaustion conditions.

Immutable Form. The oni is immune to any spell or effect that would alter its form. Give this trait to any oni that you don't give the Change Shape action.

Innate Spellcasting. All oni have the ability to innately cast spells. Refer to other oni of a similar CR to your monster, to see what spells they cast and how often they cast them.

Inscrutable. The oni is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the oni's intentions or sincerity have disadvantage.

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

Regeneration. The oni regenerates 5 hit points at the start of its turn if it has at least 1 hit point. If the monster's CR is 11 or higher, the oni regenerates 10 hit points instead.

Change Shape. Most oni can change their shape at will. Give the oni the Change Shape action, as found on other oni.

You can deviate from the above instructions, though it is advised to read through the descriptions and statblocks for the oni within this title, in order to get a sense of what an oni is.

When naming your oni, it doesn't have to be named like other oni with an Oriental name ending in "no Oni". It can be more similar to the names the oni herein have in parenthesis, which gives a hint towards the nature of the oni, and is what they are popularly called.

HAINO NO ONI

In stark contrast to the gibbering hordes that make up most armies of the Shadowlands, the haino no oni is a quiet and stealthy, albeit hungry, oni. Cloaked in human form, haino no oni snake their incredibly long tongues into inns and homes, inserting them down sleeping victims' throats to feed on them. They are most commonly found within the Empire itself, rather than in the Shadowlands as they excel at remaining undetected. They are commonly referred to as drainers.

Hidden Horror. In their natural form, haino no oni resemble a cancerous, skin-less, and toad-like humanoid. They stand about 5 feet tall and weigh roughly 120 pounds. They are almost never found in this form, however, preferring a human guise that still allows them the use of their long, tube-like tongues.

AKUMA SPAWN (AMARANTHIAN)

Huge fiend (oni, shapechanger, Tainted), chaotic evil

Armor Class 18 (natural armor)

Hit Points: 315 (30d12 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	11 (+0)	13 (+1)	15 (+2)

Saving Throws Dex +8, Con +10, Wis +7, Cha +8

Skills Athletics +14, Deception +6, Perception +8

Damage Resistances acid, cold, necrotic

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, diseased, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Oni, Oriental

Taint Score 9

Challenge 18 (20,000 XP)

Burning Tongues. The oni can have up to three tongues at a time. Each tongue can be attacked (AC 10; 10 hit points; resistance to acid, cold, fire, and necrotic damage; immunity to poison and psychic damage, and bludgeoning, piercing, and slashing damage from nonmagical weapons). Destroying a tongue deals no damage to the oni, which regrows lost tongues at the end of its next turn. A tongue can also be broken if a creature takes an action and succeeds on a DC 19 Strength check against it. A creature that touches the tongue or hits it with a melee attack while within 5 feet of it takes 11 (2d10) fire damage.

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 15). The oni can innately cast the following spells, requiring no material, or verbal components:

At will: *darkness, detect magic, detect thoughts, invisibility*
3/Day each: *fireball*

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 regenerates 20 hit points at the start of its turn if it has at least 1 hit point.

Siege Monster. The oni deals double damage to objects and structures.

ACTIONS

Multiattack. The oni can use its Frightful Presence. It then attacks with any number of tongues it has available, followed by two claw attacks.

Claw (Oni Form Only). Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) slashing damage.

Gore (Oni Form Only). Melee Weapon Attack: +16 to hit, reach 5 ft., one target. Hit: 31 (4d12 + 5) piercing damage.

Tongue (Oni Form Only). Melee Weapon Attack: +11 to hit, reach 90 ft., one creature. Hit: 11 (2d10) fire damage and the target is grappled (escape DC 19). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws. A creature that is grappled at the start of its turn, takes 11 (2d10) fire damage.

Blastwave (Recharge 5-6). The oni releases a blastwave in all directions. Each creature in a 30-foot-radius sphere centered on the oni must make a DC 18 Dexterity saving throw. A creature takes 21 (6d6) bludgeoning damage and 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. The blastwave ignites flammable objects that aren't being worn or carried and plant life in the area dies.

Frightful Presence (Oni Form Only). Each creature of the oni's choice that is within 60 feet of the oni 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 oni's Frightful Presence for the next 24 hours.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, or back into its true form. Other than its size, its statistics are the same in each form. If the oni dies, it reverts to its true form.

KAMU NO ONI

Ravenous creatures that form the bulk of many Shadowlands hordes, kamu no oni are dreaded by all for their tendency to dismember and consume fallen foes before moving forward to attack new enemies. They have powerfully muscled and hulking bodies, immensely sharp claws, a tail, and - maybe most noticeably - a dreadful and glowing mouth full of molten hot rock which it can spit at its foes. Kamu no oni are commonly referred to as dreadmaw.

Perfect Soldiers. They stand at least 11 feet tall and weigh about 3,000 pounds. Kamu no oni are stupid and brutish, but follow orders well, particularly when the orders amount to "Kill them all." They can become impossibly fast for short bursts, enabling them to close distances fast, and making them the perfect vanguard in an oni army.

KYOSO SPAWN

These crimson, serpentine oni have the upper torso of a female humanoid, with four clawed arms, two fleshy wings, and a sinister cobra-like hood. They hunt in packs only when directed by their dark matron, otherwise preferring to hunt in solitude. They can burrow through the ground, surfacing to catch their prey unaware, but are more adept in the air or submerged.

NOSLOC NO ONI

The nosloc are numerous beyond counting, which is why they make up the bulk of most Shadowlands armies. They are naturally inclined to follow stronger oni, making them very easy to recruit. This behavior has given them the nickname of vassal oni.

Skilled Soldiers. Despite their follower mentality, however, they are adept warriors capable of fighting rank and file like even the most disciplined Clan armies. They are humanoid in shape, have muscled bodies, deep yellow eyes, and small horns protruding from their foreheads.

SANRU NO ONI

Bearing a passing resemblance to metallic wolves, sanru no oni are six-armed, bat-winged fiends that feast on rotting flesh. A sanru no oni has a humanoid-looking body, but its torso is unusually long to accommodate its extra arms. The glow of Taint and corruption escapes between its metallic openings. All six of its hands and its two feet are clawed, perfect for tearing its prey apart. Large, ungainly wings hang on its back. The oni stands about 7 feet tall, has a wingspan of roughly 15 feet, and weighs 250 pounds on average.

Honorless Tactics. The skyclaws, as they are commonly called, scour the Shadowlands in groups of two or three, and rarely more than four. They rely on surprise attacks and utilize hit-and-run tactics. They might seem like birds from afar, but their grotesque physique quickly becomes obvious.

ARUGAI NO ONI (VICIOUS SLICER)

Small fiend (oni, Tainted), chaotic evil

Armor Class 16 (natural armor)

Hit Points 66 (12d6 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	5 (-3)	10 (+0)	9 (-1)

Saving Throws Dex +5, Con +5, Wis +3, Cha +2

Skills Athletics +7, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages understands Oni but doesn't speak

Taint Score 6

Challenge 5 (1,800 XP)

Immutable Form. The oni is immune to any spell or effect that would alter its form.

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 10). The oni can innately cast the following spells, requiring no material, or verbal components:

At will: *darkness*, *detect magic*, *detect thoughts*, *invisibility*

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

Regeneration. The oni regenerates 5 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiaction. The oni makes two attacks with its vicious claws. If it lands a critical hit with a vicious claw attack, it can make a gore attack against the same target as a bonus action.

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage plus 14 (4d6) necrotic damage.

Vicious Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage plus 7 (2d6) necrotic damage. This attack lands as a critical hit on a roll of 19 and 20.



ARUGAI NO ONI

ASHI NO ONI (BARBED LURKER)

Large fiend (oni, shapechanger, Tainted), chaotic evil

Armor Class 18 (natural armor)

Hit Points: 150 (20d10 + 40)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	14 (+2)	14 (+2)	13 (+1)	15 (+2)

Saving Throws Dex +7, Con +6, Wis +5, Cha +6

Skills Athletics +10, Deception +10, Perception +5, Stealth +11

Damage Resistances acid, cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, diseased, exhaustion, poisoned

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 15

Languages Oni

Taint Score 7

Challenge 11 (7,200 XP)

Barbed Carapace (Oni Form Only). A creature that touches the oni or hits it with a melee attack while within 5 feet of it takes 6 (1d12) piercing damage.

Chameleon Carapace (Oni Form Only). The oni can change the color of its carapace to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 14). The oni can innately cast the following spells, requiring no material, or verbal components:

At will: *darkness*, *detect magic*, *detect thoughts*, *invisibility*

Limited Spines. The oni has seven tentacle spines. Used spines regrow by the time the oni finishes a long rest.

Reflective Carapace (Oni Form Only). Any time the oni is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 4 or 5, the oni is unaffected. On a 6, the oni is unaffected, and the effect is reflected back at the caster as though it originated from the oni, turning the caster into the target.

Regeneration. The oni regenerates 10 hit points at the start of its turn if it has at least 1 hit point.

Surprise Attack. If the oni surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 21 (6d6) damage from the attack.

Tainted Attacks. The oni's attacks are filled with Taint. Once per round, if a creature suffers damage from the oni's acid spray, bite, tentacles, or tentacle spines, it must succeed a DC14 Constitution saving throw or have its Taint score increased by 1.

ACTIONS

Multiaction (Oni Form Only). The oni makes one attack with its bite and two attacks with its tentacles, or it shoots twice with its tentacle spines.

Acid Spray (Oni Form Only, Recharge 5-6). The oni spits acid in a line that is 30 feet long and 10 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 18 Dexterity saving throw, taking 35 (10d6) acid damage on a failed save, or half as much damage on a successful one.


Bite (Oni Form Only). Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 15 (2d8 + 6) slashing damage plus 14 (4d6) acid damage.

The target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the oni can bite only the grappled creature and has advantage on attack rolls to do so.

Tentacle (Oni Form Only). Melee Weapon Attack: +10 to hit, reach 10 ft., one creature. Hit: 15 (2d8 + 6) slashing damage.

Tentacle Spine (Oni Form Only). Ranged Weapon Attack: +7 to hit, range 30/90 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) acid damage.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, or back into its true form. Other than its size, its statistics are the same in each form. If the oni dies, it reverts to its true form.



BYOKI SPAWN

BYOKI SPAWN (PESTILENT HORROR)

Medium fiend (oni, shapechanger, Tainted), chaotic evil

Armor Class 16 (natural armor)

Hit Points: 255 (30d8 + 90)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	19 (+4)	12 (+1)	14 (+2)	12 (+1)

Saving Throws Dex +9, Con +10, Wis +8, Cha +7

Skills Deception +7, Perception +8

Damage Resistances cold, fire, necrotic

Damage Immunities acid, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, diseased, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Oni, Oriental

Taint Score 9

Challenge 18 (20,000 XP)

Death Throes. When the oni dies, it explodes, and each creature within 30 feet of it must make a DC 15 Dexterity saving throw, taking 49 (14d6) poison damage on a failed save, or half as much damage on a successful one. Creatures within 5 feet of the oni have disadvantage on the saving throw.

Pestilent. A creature that touches the oni or that hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage.

Pestilent Fumes (Oni Form Only). Any creature that starts its turn within 10 feet of the oni must succeed on a DC 18 Constitution saving throw or be infected by Soul Rot. On a successful saving throw, the creature is immune to the oni's pestilent fumes for 24 hours.

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 15). The oni can innately cast the following spells, requiring no material, or verbal components:

At will: *darkness, detect magic, detect thoughts, invisibility, stinking cloud*
1/Day each: *cloudkill, contagion, forcecage*

Inscrutable. The oni is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the oni's intentions or sincerity have disadvantage.

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 regenerates 20 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The oni can use its Frightful Presence. It then makes two attacks with its claws and one with its pseudopod.

Claw (Oni Form Only). Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage plus 14 (4d6) poison damage.

Pseudopod. Melee Weapon Attack: +10 to hit, reach 10 ft., one creature. Hit: 8 (1d8 + 4) bludgeoning damage plus 18 (4d8) acid damage, and the target must succeed on a DC 18 Constitution saving throw or be poisoned until the end of its next turn.

Frightful Presence (Oni Form Only). Each creature of the oni's choice that is within 60 feet of the oni and aware of it must succeed on a DC 15 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 oni's Frightful Presence for the next 24 hours.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, or back into its true form. Other than its size, its statistics are the same in each form. If the oni dies, it reverts to its true form.



HAINO NO ONI

HAINO NO ONI (DRAINER)

Medium fiend (oni, shapechanger, Tainted), chaotic evil

Armor Class 15 (natural armor)

Hit Points: 39 (6d8 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	15 (+2)	12 (+1)	19 (+4)

Saving Throws Dex +5, Con +5, Wis +3, Cha +6

Skills Arcana +4, Deception +8, Perception +3, Stealth +5

Damage Resistances acid, cold, fire, necrotic

Damage Immunities poison

Condition Immunities charmed, diseased, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Oni, Oriental

Taint Score 6

Challenge 3 (700 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 14). The oni can innately cast the following spells, requiring no material, or verbal components:

At will: *darkness, invisibility*

Regeneration. The oni regenerates 5 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack (Oni Form Only). The oni makes two attacks with its claws or ninja-to. If it is grappling a creature, it can also make an attack with its tongue as a bonus action.

Claw (Oni Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 12).

Ninja-to. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) slashing or piercing damage.

Tongue (Oni Form Only). Melee Weapon Attack: +5 to hit, reach 30 ft., one creature grappled by the oni or an unconscious creature. Hit: 10 (2d6 + 3) acid damage. The target must succeed on a DC 14 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 fails its saving throw, the oni regains hit points equal to the damage done.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, or back into its true form. Other than its size, its statistics are the same in each form. If the oni dies, it reverts to its true form.

KAMU NO ONI



KAMU NO ONI (DREAMMAW)

Huge fiend (oni, shapeshifter, Tainted), chaotic evil

Armor Class 18 (natural armor)

Hit Points: 300 (24d12 + 144)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	7 (-2)	9 (-1)	11 (+0)

Saving Throws Dex +6, Con +11, Wis +4, Cha +5

Skills Athletics +12, Deception +5, Perception +4

Damage Resistances acid, cold, necrotic

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, diseased, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages understands Oni and Oriental (common) but doesn't speak

Taint Score 8

Challenge 16 (15,000 XP)

Charge. If the oni moves at least 15 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 22 (4d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 20 feet away and knocked prone.

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material, or verbal components:

At will: *darkness, detect magic, detect thoughts, invisibility*

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

Regeneration. The oni regenerates 20 hit points at the start of its turn if it has at least 1 hit point.

Siege Monster. The oni deals double damage to objects and structures.

ACTIONS

Multiattack (Oni Form Only). The oni makes three slam attacks or fires two magma bolts.

Slam (Oni Form Only). Melee Weapon Attack: +12 to hit, reach 5 ft., one creature. Hit: 25 (4d8 + 7) bludgeoning damage. The target is grappled (escape DC 20) if it is a Large or smaller creature and the oni doesn't have two other creatures grappled.

Magma Bolt (Oni Form Only). Ranged Weapon Attack: +12 to hit, range 30/60 ft., one target. Hit: 29 (4d10 + 7) 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 7 (2d6) fire damage at the start of each of its turns.

Consume (Oni Form Only). Melee Weapon Attack: +12 to hit, reach 5 ft., one creature grappled by the oni or a creature at 0 hit points. Hit: The target must succeed on a DC 15 Constitution saving throw or be consumed and die, as its body is obliterated in molten rock. If the target is at 0 hit points, it fails its saving throw automatically. If the target is consumed, the oni regains 39 (6d12) hit points.

Haste (Recharge 5-6). Until the end of its next turn, the oni magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, has its movement speed doubled, and can use its slam attack as a bonus action.

Frightful Presence (Oni Form Only). Each creature of the oni's choice that is within 60 feet of the oni 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 oni's Frightful Presence for the next 24 hours.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, or back into its true form. Other than its size, its statistics are the same in each form. If the oni dies, it reverts to its true form.

KYOSO SPAWN



KYOSO SPAWN (BLOOD SERPENT)

Large fiend (oni, shapeshifter, Tainted), chaotic evil

Armor Class 20 (natural armor)

Hit Points: 255 (30d10 + 90)

Speed 30 ft., burrow 20 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	16 (+3)	17 (+3)	19 (+4)	20 (+5)

Saving Throws Dex +11, Con +9, Wis +10, Cha +11

Skills Acrobatics +11, Deception +11, Perception +10

Damage Resistances acid, cold, fire, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, diseased, exhaustion, poisoned

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 20

Languages Oni, Oriental

Taint Score 9

Challenge 18 (20,000 XP)

Amphibious. The oni can breathe air and water.

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 15). The oni can innately cast the following spells, requiring no material, or verbal components:

At will: *bestow curse, darkness, detect magic, detect thoughts, invisibility*

Inscrutable. The oni is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the oni's intentions or sincerity have disadvantage.

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

Magic Weapons. The oni's weapon attacks are magical.

Reactive. The oni can take one reaction on every turn in a combat.

Regeneration. The oni regenerates 20 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The oni can use its Frightful Presence. It then makes five attacks: four with its claws and one with its tail. In place of doing its five attacks, it can choose to use its Tormentor Bolt twice.

Claw (Oni Form Only). Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Tail (Oni Form Only). Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Tormentor Bolt. Ranged Spell Attack: +12 to hit, range 120/240 ft., one creature. Hit: 32 (5d10 + 5) psychic damage. The target must succeed a DC19 Charisma saving throw or become paralyzed until the end of its next turn. If a creature dies from this attack, the oni is reinvigorated and regains lost hit points equal to the damage done.

Kyoso's Curse (Recharge 6). The oni targets up to two creatures it can see within 30 feet of it. The target must succeed on a DC 19 Wisdom saving throw or become cursed. Until the curse ends, the target has disadvantage on ability checks, attack rolls, and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success. If a target dies while cursed, the oni regains a number of hit points equal to the creatures hit point maximum..

Frightful Presence (Oni Form Only). Each creature of the oni's choice that is within 60 feet of the oni and aware of it must succeed on a DC 22 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 oni's Frightful Presence for the next 24 hours.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, or back into its true form. Other than its size, its statistics are the same in each form. If the oni dies, it reverts to its true form.



NOSLOC NO ONI (VASSAL ONI)

Medium fiend (oni, Tainted), chaotic evil

Armor Class 17 (lamellar armor)

Hit Points: 97 (13d8 + 39)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Athletics +7, Perception +4, Stealth +3

Damage Resistances acid, cold, necrotic

Senses darkvision 60 ft., passive Perception 14

Languages Oni, Oriental (common)

Taint Score 3

Challenge 7 (2,900 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 14). The oni can innately cast the following spells, requiring no material, or verbal components:

At will: *darkness*, *invisibility*

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regenerates 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack (Oni Form Only). The oni makes two attacks, either with its claws or its katana.

Claw (Oni Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) slashing damage.

Katana. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, or back into its true form. Other than its size, its statistics are the same in each form. If the oni dies, it reverts to its true form.



SANRU NO ONI (SKYCLAW)

Medium fiend (oni, shapechanger, Tainted), chaotic evil

Armor Class 16 (natural armor)

Hit Points: 102 (12d8 + 48)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	13 (+1)	15 (+2)	16 (+3)

Saving Throws Dex +7, Con +8, Wis +5, Cha +7

Skills Arcana +5, Deception +7, Perception +6, Stealth +7

Damage Resistances acid, cold, necrotic

Damage Immunities poison

Condition Immunities charmed, diseased, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Oni, Oriental

Taint Score 8

Challenge 9 (5,000 XP)

Flyby. The oni doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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.

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 15). The oni can innately cast the following spells, requiring no material, or verbal components:

At will: *darkness*, *detect magic*, *detect thoughts*, *invisibility*

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

Pack Tactics. The oni has advantage on an attack roll against a creature if at least one of the oni's allies is within 5 feet of the creature and the ally isn't incapacitated.

Reactive. The oni can take one reaction on every turn in a combat.

Regeneration. The oni regenerates 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack (Oni Form Only). The oni makes six wakizashi attacks and two attacks with its talons.

Talon (Oni Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) slashing damage.

Wakizashi. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) slashing damage.

Dreadful Glare (Oni Form Only). The oni targets one creature it can see within 60 feet of it. If the target can see the oni, it must succeed on a DC 15 Wisdom saving throw against this magic or become frightened until the end of the oni's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all sanru no oni for the next 24 hours.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, or back into its true form. Other than its size, its statistics are the same in each form. If the oni dies, it reverts to its true form. The only equipment that is transformed are four of its wakizashis, which disappear while it doesn't have enough hands to hold them. If the oni dies, it reverts to its true form, and its wakizashis reappear.

SHIKIBU SPAWN

When the Oni Lord of Corruption and Deceit, Shikibu the Corrupter, takes a life, he can twist and mold a creature's soul into a parasitic spirit - a shikibu spawn. They are without form, and can only obtain a physical body by entering the corpse of a deceased humanoid. Even after being possessed by the oni, the corpse looks exactly how it looked when the spirit entered the body - the only thing that is different, is the corpse's eyes, which turn completely white. However, a shikibu spawn's spirit tears at the body, gradually blackening it, and within about a week the corpse is a burned out husk, unsuited to sustain the spirit any longer, forcing the shikibu spawn to find a new corpse. They are nigh impossible to kill as long as there are corpses nearby, as they cannot be truly destroyed while they have bodies to inhabit.

SHIKIBU SPAWN (CORPSE WALKER)

Small fiend (oni, shapechanger, Tainted), chaotic evil

Armor Class 17

Hit Points: 135 (30d6 + 30)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	15 (+2)	13 (+1)	19 (+4)

Saving Throws Dex +8, Con +6, Wis +6, Cha +9

Skills Arcana +7, Deception +9, Perception +6

Damage Resistances acid, cold, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, diseased, exhaustion, poisoned

Senses truesight 120 ft., passive Perception 16

Languages Oni, Oriental

Taint Score 9

Challenge 16 (15,000 XP)

Ethereal Escape. If reduced to 0 hit points, the oni's spirit immediately leaves his body in ethereal form. On his following turn, the oni's spirit can then inhabit a nearby Small or Medium humanoid corpse by using an action, animating it and slowly transforming it into a replica of the oni's original form. The transformation takes 2d4-1 rounds, but the oni is fully capable of continuing battle in its new body, with all its hit points fully restored. When the transformation is complete, it is once again a Small creature regarding of the corpse's size. The oni can only remain in spirit form for 1 minute. It can move ethereally during that time, but cannot pass through jade. If the oni cannot enter a corpse during that time, it is destroyed. The oni's spirit cannot be forced out of a body through magical means, and once his spirit has taken hold and the body is once again destroyed, only a *wish* spell can bring the deceased back to life.

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 17). The oni can innately cast the following spells, requiring no material, or verbal components:

At will: *darkness*, *detect magic*, *detect thoughts*, *fly*, *invisibility*

3 day/each: *animate dead*, *bestow curse*, *circle of death*, *contagion*, *dispel magic*, *dream*, *hallow*, *locate creature*

1 day/each: *feblemind*, *fire storm*, *forcecage*, *mind blank*, *modify memory*

Inscrutable. The oni is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the oni's intentions or sincerity have disadvantage.

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

Regeneration. The oni regenerates 20 hit points at the start of its turn if it has at least 1 hit point.

Unarmored Defense. While the oni is wearing no armor and wielding no shield, its AC includes its Charisma modifier.

Unnerving Aura (Oni Form Only). Each creature of the oni's choice that is within 20 feet of the oni and aware of it has disadvantage on concentration checks.

ACTIONS

Multiattack. The oni casts a spell and makes two attacks with its Taint Blast.

Taint Blast. Ranged Spell Attack: +9 to hit, range 120/240 ft., one target. Hit: 9 (1d10 + 4) force damage. If the target is a creature, it is pushed back 10 feet.

Taint Cloud (Recharge 6). The oni calls forth raw Taint in the form of a cold, cloying cloud of greasy darkness at a point it can see within 120 feet of it. The cloud has the shape of a sphere with a 20-foot radius and spreads around corners. Each creature within the cloud becomes blinded while within the cloud and must make a DC 17 Constitution saving throw the first time they enter the cloud during their turn, or if they start their turn within the cloud. A creature takes 14 (4d6) acid damage, 14 (4d6) cold damage, and 14 (4d6) necrotic damage, lands prone, and gains +1 to its Taint score on a failed save. On a successful save, a creature takes half as much damage, doesn't land prone, and doesn't have its Taint score increased. If a creature casts a spell while within the cloud, the creature must roll on the Wild Magic Surge table. The cloud lasts for 5 rounds before dissipating.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, or back into its true form. Other than its size, its statistics are the same in each form. If the oni dies, it reverts to its true form.



UGULU NO ONI

UGULU NO ONI (DOOMHULK)

Huge fiend (oni, shapechanger, Tainted), chaotic evil

Armor Class 20 (natural armor)
Hit Points: 350 (28d12 + 168)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	22 (+6)	11 (+0)	14 (+2)	11 (+0)

Saving Throws Dex +5, Con +12, Wis +8, Cha +6
Skills Athletics +14, Deception +6, Perception +8
Damage Resistances acid, cold, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, diseased, exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages Oni, Oriental (common)
Taint Score 7
Challenge 18 (20,000 XP)

Aggressive. As a bonus action, the oni can move up to its speed toward a hostile creature that it can see.

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 15). The oni can innately cast the following spells, requiring no material, or verbal components:

At will: *darkness, detect magic, detect thoughts, invisibility*

Inscrutable. The oni is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the oni's intentions or sincerity have disadvantage.

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 regenerates 30 hit points at the start of its turn if it has at least 1 hit point.

Siege Monster. The oni deals double damage to objects and structures.

Spell School Immunity. The oni is completely immune to a random school of magic, ignoring all spells from that school. Roll a d8 to determine the school: 1 for abjuration, 2 for conjuration, 3 for divination, 4 for enchantment, 5 for evocation, 6 for illusion, 7 for necromancy, and 8 for transmutation.

ACTIONS

Multiattack. The oni can use its Frightful Presence. It then makes four claw attacks.

Claw (Oni Form Only). Melee Weapon Attack: +14 to hit, reach 10ft., one target. Hit: 26 (4d8 + 8) slashing damage.

Bite. Melee Weapon Attack: +14 to hit, reach 10ft., one target. Hit: 30 (4d10 + 8) piercing damage.

Frightful Presence (Oni Form Only). Each creature of the oni's choice that is within 60 feet of the oni 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 oni's Frightful Presence for the next 24 hours.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, or back into its true form. Other than its size, its statistics are the same in each form. If the oni dies, it reverts to its true form.

UGULU NO ONI

This bestial oni, commonly called doomhulk, is massive in size and attacks with brutal determination with its four clawed arms and its ferocious bite.

Spell School Immunity. The doomhulk has the remarkable and unique ability to completely ignore a single school of magic; this is an ability each amaranthian is created with. One might be immune to the school of evocation, completely ignoring any damage from a fireball, while another might be immune to the school of illusion, seeing through all illusions without having to pass any checks. This isn't a widely known fact, however, as those that stumble upon a doomhulk rarely live to tell the tale. They are unruly and can only be kept in check by an Oni Lord.

Brutes. Doomhulks are ferocious brutes, both impossibly strong and exceptionally fast as they massacre their way through countless opponents. Its tough skin protects it from all but the most skilled of warriors, and it can suffer almost innumerable wounds before it is brought down.

YATTOKO NO ONI

This massive oni resembles a gigantic mantis, with chitinous flesh and bulbous eyes protruding from its insect-like head. It feels neither pain nor compassion, and it attacks with a dark determination to kill anything smaller than itself, unless it is forced into the service of a stronger oni.

Death From Below. They are greatly feared because they burst forth through the ground, grabbing multiple opponents within the blink of an eye, before it swallows them and starts to digest them alive.

YATTOKO NO ONI (REAVING MANTIS)

Huge fiend (oni, shapechanger, Tainted), chaotic evil

Armor Class 17 (natural armor)
Hit Points: 345 (30d12 + 150)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	14 (+2)	15 (+2)	17 (+3)

Saving Throws Dex +7, Con +10, Wis +7, Cha +8

Skills Deception +8, Perception +7

Damage Resistances cold, necrotic

Damage Immunities acid, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, diseased, exhaustion, poisoned

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 20

Languages understands Oni and Oriental (common) but doesn't speak

Taint Score 8

Challenge 16 (15,000 XP)

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.

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 16). The oni can innately cast the following spells, requiring no material, or verbal components:

At will: *darkness, detect magic, detect thoughts, invisibility*

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 regenerates 20 hit points at the start of its turn if it has at least 1 hit point.

Siege Monster. The oni deals double damage to objects and structures.

Tunneler. The oni can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The oni can use its Frightful Presence. It then makes seven attacks: six with its barbed pincers and one bite attack.

Barbed Pincer. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 24 (4d8 + 6) piercing damage. The target is grappled (escape DC 19) if it is a Medium or smaller creature and the oni doesn't have six other creatures grappled.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 23 (3d8 + 10) piercing damage. If the target is a Medium or smaller creature that is 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 28 (8d6) acid damage at the start of each of the oni's turns.

If the oni takes 40 damage or more on a single turn from a creature inside it, the oni must succeed on a DC 22 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 10 feet of movement, exiting prone.

Frightful Presence (Oni Form Only). Each creature of the oni's choice that is within 60 feet of the oni and aware of it must succeed on a DC 22 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 oni's Frightful Presence for the next 24 hours.

ONI LORDS

Oni Lords are willed into existence within Jigoku, the Realm of Evil, by an unknown force. They cannot escape Jigoku on their own, but must be summoned by mortals in the Material Plane. Most Oni Lords can summon spawn: oni that reflect their own features to a degree.

Hundreds of cults exist within the Empire, some worshiping a single Oni Lord, while others worship several or all.

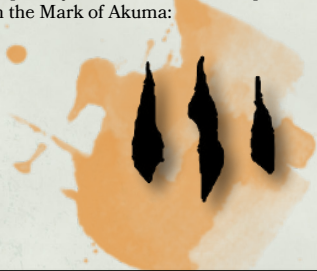
Tainted Nature. An Oni Lord doesn't require air, food, drink, or sleep.

AKUMA

Akuma the Incinerator is the largest of the Oni Lords, and aside from Saisho and Ebanus, he is also considered the most powerful. He is the Oni Lord of Fire and Hatred.

He has the body of a demonic bull with draconic features, his head crowned with gigantic spikes that continue along either side of his spine, with fire and smoke rising between them. Though he prefers to move on all fours, he is just as adept standing on his two hind feet, making him an enormous creature to behold. Within his fiery mouth, he has three tongues: each tongue ignited, burning with a fierce and willful fire. His massive tail looks like it could tear through even the strongest fortress. His size alone inspires terror, but his Tainted nature invites despair in even the most battle-hardened veterans.

Akuma has many cult followings, most of which practice a burning of the tongue, often resulting in cultists becoming mute. The most prominent of cults are the Ashen Acolytes, a group of Wyvern that ventured deep into the Shadowlands. All cults brand their flesh with the Mark of Akuma:



AKUMA

Gargantuan fiend (oni, shapechanger, Tainted), chaotic evil

Armor Class 19 (natural armor)

Hit Points: 429 (26d20 + 156)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	23 (+6)	13 (+1)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +11, Cha +12

Skills Athletics +16, Deception +12, Perception +11

Damage Resistances acid, cold, necrotic

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, charmed, deafened, diseased, exhaustion, poisoned

Senses truesight 120 ft., passive Perception 21

Languages all, telepathy 120 ft.

Taint Score 10

Challenge 28 (120,000 XP)

Burning Taint Aura (Oni Form Only). At the start of each of Akuma's turns, each creature within 10 feet of him takes 11 (2d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 22 (4d10) fire damage at the start of each of its turns. A creature that touches Akuma or hits him with a melee attack while within 5 feet of him takes 11 (2d10) fire damage.

Burning Tongues. Akuma can have up to three tongues at a time. Each tongue can be attacked (AC 10; 20 hit points; resistance to acid, cold, fire, and necrotic damage; immunity to poison and psychic damage, and bludgeoning, piercing, and slashing damage from nonmagical weapons). Destroying a tongue deals no damage to Akuma, who regrows lost tongues at the end of his next turn. A tongue can also be broken if a creature takes an action and succeeds on a DC 24 Strength check against it. A creature that touches the tongue or hits it with a melee attack while within 5 feet of it takes 11 (2d10) fire damage.

Chameleon Carapace (Oni Form Only). Akuma can change the color of his carapace to match the color and texture of his surroundings. As a result, he has advantage on Dexterity (stealth) checks made to hide.

Discorporation. When Akuma drops to 0 hit points or dies, his body is destroyed but his essence travels back to Jigoku, and he is unable to take physical form for a time.

Innate Spellcasting. Akuma's innate spellcasting ability is Charisma (spell save DC 20). Akuma can innately cast the following spells, requiring no material, or verbal components:

At will: *darkness*, *detect magic*, *detect thoughts*, *fireball*, *invisibility*

Legendary Resistance (3/Day). If Akuma fails a saving throw, he can choose to succeed instead.

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

AKUMA'S LAIR

Akuma makes his lair in the Cindered Citadel, a massive structure with smoke rising from every crack. At the top stands Akuma's Throne of Embers covered in eternal flame. The Cindered Citadel looms over Akuma's layer of Jigoku, called the Scorchlands: an endless landmass of scorched earth, the terrain only broken by volcanos and rivers of lava.

The challenge rating of Akuma is 30 (155,000 XP) if he is encountered in his lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Akuma takes a lair action to create one of the following effects though he can't use the same effect two rounds in a row:

Eruption. The ground around Akuma begins to crack as molten hot lava is ejected into the air. Each creature within 5 ft. of Akuma must make a Dexterity saving throw. On a failed save, a creature takes 22 (4d10) fire damage and is hurled 20 feet straight up into the air. On a successful save, a creature takes half the fire damage and isn't hurled upwards.

Overheated. Akuma magically increases the heat within his lair until initiative count 20 on the next round. For the duration, whenever a creature that isn't immune to fire damage takes the Dash or Disengage actions, it must succeed a DC 20 Constitution saving throw or suffer one level of exhaustion. Additionally, water immediately dissipates when it comes into contact with Akuma.

Scorched Earth. Akuma ignites a square area of ground that he can see within the lair. The area can be up to 20 feet on a side. The fire lasts for 1 hour or until it is doused with water. When the fire appears, each creature in that area must succeed on a DC 20 Dexterity saving throw or ignite. When a creature enters the area for the first time on a turn or ends its turn there, that creature must make the same save.

Until someone takes an action to douse the fire on an ignited creature, the creature takes 22 (4d10) fire damage at the start of each of its turns.

If the fire is doused with water, it is completely put out after 1 round, but for one minute its area is filled with a black smoke that can't be seen through. A creature is blinded while inside the smoke, and any creature that starts its turn in the smoke must succeed a DC 20 Constitution saving throw or become blinded for 1 minute.

Magic Weapons. Akuma's weapon attacks are magical.

Regeneration. Akuma regenerates 30 hit points at the start of its turn if he has at least 1 hit point and isn't wet.

Siege Monster. Akuma deals double damage to objects and structures.

Water Hypersensitivity. Akuma takes 20 acid damage when he starts his turn fully or partially submerged in water. This damage cannot be reduced in any way. While wet, Akuma has disadvantage on attack rolls and ability checks.

ACTIONS

Multiaction. Akuma can use his Frightful Presence. He then attacks with any number of tongues he has available, makes two claw attacks and one gore attack.

Claw (Oni Form Only). Melee Weapon Attack: +16 to hit, reach 5 ft., one target. Hit: 26 (4d8 + 8) slashing damage.

Gore (Oni Form Only). Melee Weapon Attack: +16 to hit, reach 5 ft., one target. Hit: 47 (6d12 + 8) piercing damage.

Tongue (Oni Form Only). Melee Weapon Attack: +16 to hit, reach 240 ft., one creature. Hit: 11 (2d10) fire damage and the target is grappled (escape DC 24). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws. A creature that is grappled at the start of its turn, takes 11 (2d10) fire damage.

Blastwave (Recharge 4-6). Akuma releases a blastwave in all directions. Each creature in a 50-foot-radius sphere centered on Akuma must make a DC 20 Dexterity saving throw. A creature takes 42 (12d6) bludgeoning damage and 42 (12d6) fire damage on a failed save, or half as much damage on a successful one. The blastwave ignites flammable objects that aren't being worn or carried and plant life in the area dies.

Frightful Presence (Oni Form Only). Each creature of Akuma's choice that is within 60 feet of Akuma and aware of him 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 Akuma's Frightful Presence for the next 24 hours.

Change Shape. Akuma magically polymorphs into a Small or Medium humanoid, or back into his true form. Other than his size, his statistics are the same in each form. If Akuma becomes wet or dies, he reverts to its true form.

LEGENDARY ACTIONS

Akuma 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. Akuma regains spent legendary actions at the start of his turn.

Attack. Akuma makes an attack using either his claws or a tongue.

Conjure Spawn (Costs 3 Actions). Akuma conjures forth a Akuma Spawn in an empty space he can see within 60 feet. The spawn acts on its own initiative.

Detect. Akuma makes a Wisdom (perception) check.

Heat. Akuma increases his own body temperature to unimaginable heights for a short moment, evaporating any wet spots on his body.



AKUMA

REGIONAL EFFECTS

The entirety of the Scorchlands and the land within a 1-mile radius of Akuma (even when he is outside of Jigoku) is heavy with the Oni Lord's corruption:

Jigokuan Corruption. Whenever a creature that isn't native to the Shadowlands or Jigoku finishes a long rest in the region, it must make a DC 10 Charisma saving throw before it gains any benefits from its rest. On a failure, the creature becomes corrupted, and must roll on the table below (if you want, you can substitute different corruption effects of your own creation):

d8	Effect
1-2	Treachery. The creature gains the following flaw: "I can only achieve my goals by making sure that nobody else achieves theirs."
3-4	Mad Ambition. The creature gains the following flaw: "I am destined to rule the Orient, and everybody else is a tool to that end."
5-6	Fiery Intent. The creature gains the following flaw: "Everything must burn!"
7-8	Combusting Tongue. The creature's tongue incinerates and turns to ash. The creature is unable to speak until cured by a <i>lesser restoration</i> spell or similar magic.

Unless affected by Combusting Tongue, a corrupted creature can make a DC 15 Charisma saving throw, after finishing another long rest. On a successful save, the corruption effect ends. A *dispel evil and good* spell or any magic that removes a curse also ends the effect.

Burning Vigor. A creature in the region must succeed a DC 15 Constitution saving throw whenever it has hit points restored through magical means. On a failed save, the creature ignites and takes 11 (2d10) fire damage and catches fire; until someone else takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Flickering Flames. Nonmagical flames in the region, such as those from a campsite or torch, flicker unnaturally, occasionally showing the silhouette of a massive, spiked beast that vanishes after only a brief glimpse.

Spontaneous Combustion. Nonmagical objects in the area that aren't being worn or carried, occasionally ignite spontaneously.

All effects move with the Oni Lord and disappear immediately if the Oni Lord is killed or otherwise leaves an area.

SAISHO

Not much is known about Saisho, other than that he is the first and most powerful of the Oni Lords and the ruler of Jigoku. Luckily, he has no interest in the world of men, and for the time being, he is content within the realm of Jigoku.

BYOKI

The Harbinger of Pestilence, also known as the Mother of Decay, is feared because of the disease she carries, as it can quickly decimate entire towns, cities, and even entire regions if not kept in check. The disease kills its victims within days, at which point the infected soon awakens as an undead who continues to spread the disease.

Byoki herself resembles an enormous winged, metallic construct, intertwined with organic matter and countless tendrils, large and small. At the far top, a vaguely humanoid torso protrudes from her construct-like body, white and ill-looking. Yet more tendrils protrude from her shoulders and the back of her head, and her face is completely black and featureless. She floats across the ground, while pseudopods and tendrils slither across the ground beneath her.

This pestilent Oni Lord does not seek to conquer, nor does she seek to merely kill: she wishes to spread her vicious disease to all things living. Cults that worship Byoki often have working laboratories, where they experiment with creating new diseases in her name. They burn the Mark of Byoki into their flesh with acid:



BYOKI'S LAIR

Byoki's lair is the Fortress of Decay, a gigantic structure, covered in mold and pseudopods. It floats high above the Pestilent Sea: Byoki's layer of Jigoku, and an endless ocean of liquid organic matter, filled with blisters, pustules, and sores.

A creature that touches the ocean must succeed a DC 25 Strength saving throw, or be pulled under. A creature that doesn't have anything to grab onto has disadvantage on the saving throw. Once under, the creature is pulled 60 feet downwards at the start of each of its turns and each foot of movement costs four feet of movement for the creature. At the start of each of its turns, a creature must also make a DC 25 Constitution saving throw, taking 55 (10d10) necrotic damage and 55 (10d10) poison damage on a failed save, or half as much damage on a successful save. A creature that dies within the ocean is obliterated, as its organic mass becomes one with the ocean.

The challenge rating of Byoki is 27 (105,000 XP) if she is encountered in her lair.

BYOKI

Huge fiend (oni, shapechanger, Tainted), chaotic evil

Armor Class 19 (natural armor)

Hit Points: 405 (30d12 + 210)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	24 (+7)	16 (+3)	16 (+3)	17 (+3)

Saving Throws Dex +7, Con +15, Wis +11, Cha +11

Skills Deception +11, Perception +11

Damage Resistances cold, fire, necrotic

Damage Immunities acid, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, diseased, exhaustion, grappled, poisoned, restrained

Senses truesight 120 ft., passive Perception 21

Languages all, telepathy 120 ft.

Taint Score 10

Challenge 25 (75,000 XP)

Discorporation. When Byoki drops to 0 hit points or dies, her body is destroyed but her essence travels back to Jigoku, and she is unable to take physical form for a time.

Pestilent. A creature that touches Byoki or hits her with a melee attack while within 5 feet of her takes 9 (2d8) acid damage.

Pestilent Fumes (Oni Form Only). Any creature that starts its turn within 10 feet of Byoki must succeed on a DC 22 Constitution saving throw or be infected by Soul Rot. On a successful saving throw, a creature is immune to Byoki's Pestilent Fumes for 24 hours.

Innate Spellcasting. Byoki's innate spellcasting ability is Charisma (spell save DC 19). Byoki can innately cast the following spells, requiring no material, or verbal components:

At will: *darkness*, *detect magic*, *detect thoughts*, *invisibility*, *stinking cloud*
3/Day each: *cloudkill*, *contagion*, *forcecage*

Inscrutable. Byoki is immune to any effect that would sense her emotions or read her thoughts, as well as any divination spell that she refuses. Wisdom (Insight) checks made to ascertain Byoki's intentions or sincerity have disadvantage.

Legendary Resistance (3/Day). If Byoki fails a saving throw, she can choose to succeed instead.

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

Magic Weapons. Byoki's weapon attacks are magical.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Byoki takes a lair action to create one of the following effects though she can't use the same effect two rounds in a row:

Living Mold. Until initiative count 20 on the next round, all surfaces in the lair are covered in brown mold. For the duration, whenever a creature lands prone, it must succeed a DC 22 Constitution saving throw or take 11 (2d10) necrotic damage.

Grasping Tendrils. Byoki causes tiny tendrils to rise from an area on the ground, walls, or ceiling in a 20-foot square that she can see. They last until the next initiative count 20. Each creature in that area when the tendrils appear must succeed on a DC 22 Strength saving throw or be restrained until the tendrils disappear or until Byoki releases their grasp (no action required).

Surf the Pestilent Sea. Byoki ejects a foul liquid similar to the ocean below the Fortress of Decay. She targets a square area of ground that she can see within her lair. The area can be up to 10 feet on a side. The liquid lasts for 1 hour or until it is burned away with fire. When the liquid appears, each creature on it must succeed on a DC 22 Dexterity saving throw or fall prone and slide 10 feet in a random direction determined by a d8 roll. When a creature enters the area for the first time on a turn or ends its turn there, that creature must make the same save.

If the liquid is set on fire, it burns away after 1 round. Any creature that starts its turn in the burning liquid takes 22 (4d10) fire damage.

REGIONAL EFFECTS

The Pestilent Sea and the land within a 1-mile radius of Byoki (even when she is outside of Jigoku) is heavy with the Oni Lord's corruption:

Jigokuan Corruption. Whenever a creature that isn't native to the Shadowlands or Jigoku finishes a long rest in the region, it must make a DC 10 Charisma saving throw before it gains any benefits from its rest. On a failure, the creature becomes corrupted, and must roll on the table below (if you want, you can substitute different corruption effects of your own creation):

d6	Effect
1-3	Visions of Decay. The creature gains the following flaw: "Everything I look at is a decaying and rotten version of itself."
4-5	Hypochondriasis. The creature gains the following flaw: "I am convinced that everybody else is infected with a horrible disease. It will surely kill me, if I stand too close or touch them."
6	Untimely Stupor. Whenever the creature rolls initiative, it is stunned for 1d2 rounds (roll a 1d4; a roll of 1-2 equals 1 and a roll of 3-4 equals 2).

A corrupted creature can make a DC 15 Charisma saving throw, after finishing another long rest. On a successful save, the corruption effect ends. A *dispel evil* and *good* spell or any magic that removes a curse also ends the effect.

Regeneration. Byoki regenerates 20 hit points at the start of her turn if she has at least 1 hit point.

ACTIONS

Multiaction. Byoki can use her Frightful Presence. She then makes two melee attacks.

Pseudopod (Oni Form Only). Melee Weapon Attack: +14 to hit, reach 20 ft., one target. Hit: 24 (4d8 + 6) bludgeoning damage plus 9 (2d8) acid damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be knocked prone.

Tendril. Melee Weapon Attack: +14 to hit, reach 5 ft., one creature. Hit: 39 (6d10 + 6) psychic damage, and the target must succeed on a DC 22 Constitution saving throw or be poisoned until the end of its next turn.

Pestilent Spray (Recharge 5-6). Each creature in a 30-foot cone originating from Byoki must succeed on a DC 19 Dexterity saving throw or be coated in a disease-ridden acid. An acid-coated creature takes 70 (20d6) acid damage and becomes infected with Soul Rot. If another creature touches the acid-coated creature while within 5 feet of it, it must succeed a DC 19 Constitution saving throw or also become infected with Soul Rot. A creature can remove the infectious coating on itself by using a short rest to bathe in water, alcohol, or vinegar.

Frightful Presence (Oni Form Only). Each creature of Byoki's choice that is within 60 feet of Byoki and aware of her 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 Byoki's Frightful Presence for the next 24 hours.

Change Shape. Byoki magically polymorphs into a Small or Medium humanoid, or back into her true form. Other than her size, her statistics are the same in each form. If Byoki dies, she reverts to her true form.

LEGENDARY ACTIONS

Byoki 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. Byoki regains spent legendary actions at the start of her turn.

Attack. Byoki makes a melee attack.

Detect. Byoki makes a Wisdom (perception) check.

Conjure Spawn (Costs 3 Actions). Byoki conjures forth a Byoki Spawn in an empty space she can see within 60 feet. The spawn acts on its own initiative.

Tendril Grab. Byoki targets a creature within 100 feet of her with an elastic tendril. The target must succeed either a Strength (athletics) or a Dexterity (acrobatics) check against Byoki's Strength (athletics) check. If the target fails its check, it takes 9 (2d8) acid damage and is pulled to an empty space within 10 feet of Byoki.



Byoki

Festering Wounds. A creature in the region must succeed a DC 10 Constitution saving throw whenever it takes piercing or slashing damage. On a failed save, the wound festers. While a creature has a festering wound, attacks that deal piercing or slashing damage are made with an additional damage die. This effect stacks. Any creature can take an action to stanch the wound with a successful DC 15 Wisdom (medicine) check. The wound also closes if the creature receives magical healing.

Foul Stench. The air becomes thick with the stench of decay, and buzzing flies become abundant within the region, even when there is no carrion to be found.

Mold. Mold grows on surfaces within the region, even where they would normally find no purchase.

All effects move with the Oni Lord and disappear immediately if the Oni Lord is killed or otherwise leaves an area.

SOUL ROT

Byoki carries an infectious disease called Soul Rot. If a living creature is infected, it becomes poisoned for the duration of the disease. The disease lasts until cured. If the disease hasn't been cured within 48 hours, the carrier dies an agonizing death and unless the remains are burned or cleansed of the disease, it rises again as a Taint Zombie within 1 hour. All creatures native to the Shadowlands are immune to Soul Rot.

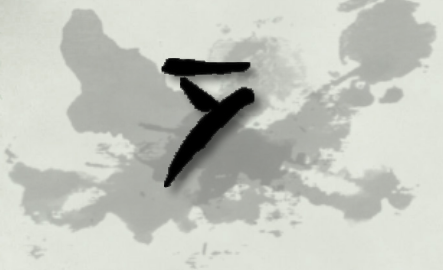
EBANUS

Ebanus is the youngest of the Oni Lords, but in all likelihood also the most powerful. The other Oni Lords, maybe with the exception of Saisho who doesn't care for such things, fear Ebanus and dare not cross him.

Ebanus has paradoxically given himself the title of Black Prince, though he does not command any armies, nor has he ever created spawn in his own image. He is also known as the Oni Lord of Sorrow and Strife.

Ebanus is a massively built dark-skinned humanoid with deep purple eyes and a mane of jet black, spiky hair. He has four massive bat-like wings on his back, his body is armor-like in its shape, and he wields a massive onyx blade that seems weightless to him. He is cunning, patient, ruthless beyond measure, and can blend into any society effortlessly.

There are no cults devoted to Ebanus - at least not for any length of time, as they eventually murder each other until but a single devotee remains. These zealots are usually both cunning schemers and excellent warriors. They work tirelessly to corrupt the Empire from within. They carve the Mark of Ebanus on the inside of their mouths or underneath their eyelids:



EBANUS'S LAIR

Ebanus's lair is the Temple of Sorrows. Above ground it is shaped like a pyramid with a flat top, stairs going up one side with 3d100 steps, leading to a door-less entrance near the top. The number of steps changes at the end of every minute.

Once inside, the structure consists of 2d4 x 10 levels, leading further and further down. Each level is filled with darkness and Taint, and no light can shine more than 5 feet before the darkness overwhelms it. If a creature stays on one level for an hour, it gains a random effect from the Jigokuan Corruption table. By spending 5 minutes and making a successful DC 15 Wisdom (survival) check, a creature can navigate to the next level.

Every level has a number of Tainted apparitions floating around. The number increases the further down the level is. The apparitions themselves are creatures that died at the hands of Ebanus, now just a mere reflection of their former selves. They are incorporeal and translucent black. The apparitions twist and swirl in eternal agony, and their screams echo throughout the lair. They are harmless and don't respond to interaction.

The Temple of Sorrows is located within the Plains of Regret, Ebanus's layer within Jigoku. The layer stretches endlessly in every direction, and when a creature steps on the ground, blood oozes up between the ebony gravel that completely covers the entirety of the layer. It is otherwise completely featureless.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Ebanus takes a lair action to create one of the following effects though he can't use the same effect two rounds in a row:

Screams of the Dead. Ebanus torments the souls of the apparitions that are imprisoned within his lair. Until initiative count 20 on the next round, each creature that can hear the screams is deafened and must make a DC 25 Wisdom saving throw. On a failed save, a creature takes 16 (3d10) psychic damage.

Thickened Taint. Each creature within the lair must succeed a DC 20 Constitution saving throw, or have their Taint score increased by 1. If a creature fails the save by 5 or more, it instead has its Taint score increased by 2.

Vengeful Apparition. Ebanus gives form to one of the apparitions that is imprisoned within his lair. The promise of release ensures that it obeys Ebanus slavishly. The apparition appears next to a hostile creature that Ebanus can see. It acts on its own initiative. The apparition has the statistics of a **specter** with the following changes:

- The save DC for its Life Drain is 15.
- When it dies, the creature that killed it must succeed a DC 25 Wisdom (saving throw) or take 5 (1d10) psychic damage.

REGIONAL EFFECTS

The Plains of Regret and the land within a 1-mile radius of Ebanus (even when he is outside of Jigoku) is heavy with the Oni Lord's corruption:

Jigokuan Corruption. Whenever a creature that isn't native to the Shadowlands or Jigoku finishes a long rest in the region, it must make a DC 10 Charisma saving throw before it gains any benefits from its rest. On a failure, the creature becomes corrupted, and must roll on the table below (if you want, you can substitute different corruption effects of your own creation):

d10	Effect
1-2	Grief. The creature gains the following flaw: "I miss somebody that is dear to me. The grief tears at my soul."
3-4	Mad Ambition. The creature gains the following flaw: "I am destined to rule the Orient, and everybody else is a tool to that end."
5-6	Apathy. The creature gains the following flaw: "When others need me the most, I won't be there to help. I only look out for myself."
7	Tainted. The creature's Taint score increases by 1.
8	Weakened. One of the creature's Ability Scores decreases by 1. Roll a d6 to randomly determine which Ability Score is affected. This reduction lasts until cured by a <i>greater restoration</i> spell or similar magic.

Unless affected by Tainted or Weakened, a corrupted creature can make a DC 15 Charisma saving throw, after finishing another long rest. On a successful save, the corruption effect ends. A *dispel evil and good* spell or any magic that removes a curse also ends the effect.

Black Taint. A creature must make a DC 10 Wisdom saving throw when it first enters the region and then at the end of each hour it is awake. With every successful save, the saving throw DC increases by 1. On a failed save, a creature gains one level of exhaustion. A creature that reaches six levels of exhaustion while within the region, has its mortal body torn apart by Taint, and its soul is hurled to the last level of the Temple of Sorrows, imprisoned there for all time as a Tainted apparition. A creature that dies in this manner, can only be brought back to life with a *wish* spell.

Sorrow. Creatures in the area periodically see flashes of loved ones in immense pain, and they are filled with regret about past decisions.

All effects move with the Oni Lord and disappear immediately if the Oni Lord is killed or otherwise leaves an area.

THE LEGEND OF THE SHADOW-WRANGLERS

MILLENNIA AGO, SHORTLY AFTER THE SHADOWLANDS HAD BEEN CREATED AND THE FEARSOME URAGIRIMONO MANIFESTED FOR THE FIRST TIME, THE ORIENT WAS THROWN INTO TURMOIL. AS THE CLANS FOUGHT EACH OTHER, AS WELL AS COUNTLESS SHADOWLANDS ARMIES, A GROUP OF ELITE HEROES ROSE TO FIND AND VANQUISH URAGIRIMONO.

THE GROUP WOULD LATER BECOME KNOWN AS THE SHADOW-WRANGLERS. IT CONSISTED OF GADO XUN THE CRAWDAD SAMURAI, JUNSEI HENG THE HERON SEISHIN MYSTIC, UMA TING THE PEGASUS SKIRMISHER, KEIKEN'NA YOKO THE PHOENIX WU JEN, SAGI NATESA THE SPIDER SHINOBI, SEIKININ DAISUKE THE TIGER SHOGUN, AND IGI KUO THE WYVERN BAOLI.

THEY TRAVELED INTO THE SHADOWLANDS, SNEAKING BEHIND ENEMY LINES, FIGHTING FOR WEEKS. NAVIGATING THE SHADOWLANDS IN HOPES OF FINDING THE WRETCHED URAGIRIMONO SEEMED ALL BUT IMPOSSIBLE. JUST WHEN ALL HOPE SEEMED LOST, AND THE HEROES WERE CLOSE TO STARVATION, THE WRETCHED TENTACLED MASS THAT IS URAGIRIMONO HAD FOUND THEM. IN A SURPRISE STRIKE, DAISUKE WAS STRUCK DOWN AND THE FINAL BATTLE COMMENCED. THEY FOUGHT FOR HOURS, AND ONE BY ONE THEY FELL BENEATH THE MIGHT OF THE BETRAYER.

AT THE END, ONLY XUN AND HENG REMAINED, BUT URAGIRIMONO WAS GRAVELY WOUNDED. AS HE ATTEMPTED TO ESCAPE TO JIGOKU THROUGH AN ELEMENTAL VORTEX, XUN GRABBED HOLD OF HIS FOE AND FOLLOWED HIM INTO THE REALM OF EVIL AS HE PLUNGED HIS ONYX KATANA INTO THE TENTACLED MASS ONCE MORE.

THE PORTAL CLOSED AND URAGIRIMONO WAS DEFEATED. HENG STOOD ALONE, THE BATTLEFIELD LITTERED WITH THE CORPSES OF HER FRIENDS. AND XUN WAS GONE.

EVENTUALLY HENG DIED OF OLD AGE. SHE AND HER FELLOW HEROES FOREVER REVERED IN THE ORIENT. THE SPIRIT THAT POSSESSED HER BECAME KNOWN AS SHADOWBANE, AND IS SAID TO BE THE ETERNAL NEMESIS OF URAGIRIMONO, POSSESSING A NEW WARLOCK TO COMBAT THE SHADOWLANDS WITH EACH PASSING GENERATION.

THE FATE OF XUN

UNBEKNOWN TO BOTH SHADOWBANE AND THE REST OF THE ORIENT IS THE FATE OF XUN. FLOATING THROUGH THE VASTNESS OF JIGOKU AS HE CONTINUED TO BATTLE URAGIRIMONO, HE MANAGED TO LAND A KILLING BLOW. AS THE ABOMINATION DIED, A HORRIBLE TRUTH WASHED OVER HIM: NEITHER THE ENDLESS EVIL OF JIGOKU, NOR URAGIRIMONO WHO WAS BUT A PUPPET, COULD EVER BE PERMANENTLY DESTROYED.

HE FOUGHT HIS WAY THROUGH COUNTLESS ONI AND OTHER FIENDISH CREATURES, BUT AS ALL MORTALS THAT TRAVEL THROUGH JIGOKU, HE EVENTUALLY GAVE IN TO DESPAIR AND THE CORRUPTING INFLUENCE OF THE TAIN. AS HIS HUMANITY DIED, HIS SPIRIT WAS TRANSFORMED INTO SOMETHING HORRIBLE. HE HAD BECOME WHAT EVEN URAGIRIMONO FEARS: AN ONI LORD. THE YOUNGEST OF THEM ALL, AND THE STRONGEST - ONLY CONTESTED BY SAISHO HIMSELF. HE HAD BECOME EBANUS, THE BLACK PRINCE.

EBANUS

Large fiend (oni, shapeshifter, Tainted), chaotic evil

Armor Class 24 (natural armor)

Hit Points: 500 (40d10 + 280)

Speed 60 ft., climb 30 ft., fly 120 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	26 (+8)	25 (+7)	21 (+5)	20 (+5)	26 (+8)

Saving Throws Dex +17, Con +16, Wis +14, Cha +17

Skills Athletics +14, Acrobatics +17, Deception +17, Insight +14, Perception +14

Damage Resistances fire

Damage Immunities acid, cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, charmed, deafened, diseased, exhaustion, poisoned

Senses truesight 120 ft., passive Perception 21

Languages all, telepathy 120 ft.

Taint Score any

Challenge 30 (155,000 XP)

Amphibious. Ebanus can breathe air and water.

Discorporation. When Ebanus drops to 0 hit points or dies, his body and his onyx blade is destroyed but his essence travels back to Jigoku, and he is unable to take physical form for a time.

Innate Spellcasting. Ebanus's innate spellcasting ability is Charisma (spell save DC 25). Ebanus can innately cast the following spells, requiring no material, or verbal components:

At will: *darkness, detect magic, detect thoughts, invisibility*

3/day each: *charm person, dissonant whispers (8th level), dominate monster, cone of cold, gaseous form, polymorph*

1/day each: *disintegrate, dream, forbiddance, weird, wall of ice*

Inscrutable. Ebanus is immune to any effect that would sense his emotions or read his thoughts, as well as any divination spell that he refuses. Wisdom (Insight) checks made to ascertain Ebanus's intentions or sincerity have disadvantage.

Legendary Resistance (3/Day). If Ebanus fails a saving throw, he can choose to succeed instead.

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

Onyx Blade. Ebanus wields the almighty Onyx Blade. His attacks with it are magical, and it deals extra acid, cold, and necrotic damage (included in the attack). He cannot be disarmed of this weapon. He can send it to a pocket dimension or conjure it back using a bonus action on his turn.

Regeneration (Requires 3 Taint or higher). Ebanus regenerates 40 hit points at the start of his turn if he has at least 1 hit point.

Taint Aura (Requires 1 Taint or higher, True Form Only). At the start of each of Ebanus's turns, each creature within 10 feet of him takes 16 (3d10) necrotic damage unless it is protected by jade. A creature that touches Ebanus or hits him with a melee attack while within 5 feet of him takes 16 (3d10) necrotic damage.

Taint Mastery. Ebanus has such control over his own Taint, that he can adjust his own Taint score up or down by 1 by using a bonus action. While at 0 Taint, Ebanus's true nature is hidden from any spell or ability that reveals Tainted creatures, but he cannot use all of his abilities unless he has enough Taint.

Touch of Sorrow. A creature must succeed a DC 25 Wisdom saving throw at the start of its turn if it has Ebanus grappled. On a failed save, the creature takes 18 (4d8) psychic damage and releases Ebanus, as it is overwhelmed by screams from the souls of those Ebanus has killed. On a successful save, the creature takes half the damage and doesn't let go of Ebanus.

Warp Reality (Requires 8 Taint or higher). Whenever a hostile creature within 120 feet of Ebanus casts a spell of 6th level or lower, the creature must roll a d6. On a roll of 4 or

5 the spell fails, but a spell slot or charge is still expended. On a roll of 6, the spell also fails, expending a spell slot as usual, and Ebanus copies the effect of the spell, and uses it immediately as he sees fit by using his reaction.

ACTIONS

Multiattack. Ebanus can use his Frightful Presence and his Taint Walk. He then makes two attacks, choosing between his onyx blade and his tainted gaze.

Onyx Blade. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 21 (3d8 + 8) slashing damage plus 13 (2d12) acid damage plus 13 (2d12) cold damage plus 13 (2d12) necrotic damage. Roll a d6 on successful hit if Ebanus has 5 Taint or higher. On 1 or 2, the attack becomes exceptionally volatile and deals an additional 13 (2d12) acid damage. On a 3 or 4, the cold spreads through the target's body, halving its movement speed until the end of its next turn. On a 5 or 6, Ebanus regains hit points equal to the amount of necrotic damage done.

Tainted Gaze (Requires 4 Taint or higher). Ranged Spell Attack: +17 to hit, reach 120ft., one target that can see Ebanus. Hit: 30 (4d10 + 8) psychic damage. The target must make a DC 25 Constitution saving throw or have its maximum hit points lowered by an amount equal to half the damage taken. If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. A creature's hit point maximum can be restored with the *greater restoration* spell or similar magic.

Taint Walk (Requires 1 Taint or higher). Ebanus magically teleports, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space that he can see. Ebanus gains advantage on his next attack on the same turn after teleporting.

Enthrall (Recharge 6, requires 7 Taint or higher). Ebanus targets one creature he can see within 60 feet of him. If the target can see Ebanus, the target must succeed on a DC 25 Wisdom saving throw against this magic or be charmed by Ebanus. The charmed target regards Ebanus's life higher than its own and is completely under Ebanus's control. Each time Ebanus or Ebanus'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 Ebanus is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Frightful Presence (True Form Only). Each creature of Ebanus's choice that is within 60 feet of Ebanus and aware of him must succeed on a DC 25 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 Ebanus's Frightful Presence for the next 24 hours.

Taint Storm (Recharge 5-6, requires 5 Taint or higher). Ebanus calls down a magical Taint storm at a point he can see within 500 feet of him. Each creature within 10 feet of that point must make a DC 25 Dexterity saving throw, taking 18 (4d8) acid damage plus 18 (4d8) cold damage plus 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

Change Shape. Ebanus magically polymorphs into any other creature, or back into his true form. Other than his size, his statistics are the same in each form. If Ebanus dies, he reverts to his true form. Any equipment he is wearing or carrying is absorbed or borne by the new form (Ebanus's choice).

LEGENDARY ACTIONS

Ebanus 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. Ebanus regains spent legendary actions at the start of his turn.

Attack. Ebanus makes an attack with his Onyx Blade.

Detect. Ebanus makes a Wisdom (perception) check.

Wing Attack (Costs 2 Actions). Ebanus beats his wings. Each creature within 15 feet of him must succeed on a DC 25 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Ebanus can then fly up to half his flying speed.

REACTIONS

Parry. Ebanus adds 9 to his AC against one attack that would hit him. To do so, Ebanus must see the attacker and be wielding his onyx blade.

Kyoso

Kyoso the Soul-Eater is the Oni Lord of Blood and Curses and the Lady of Torment. She is an almost indescribable mass of flesh, bones, and membrane, most of it covered in spikes. She has four arms, a pair of wings, and massive horns protruding on either side of her head. Her lower torso is that of an enormous serpent, making her slither across the ground when she isn't airborne.

She attacks by launching great bolts of tormented souls from her arms which burn the soul of the target. Kyoso loves to hunt in solitude, delighting in the chase and kill. She burrows through the earth like a great worm, and surfaces to take her victims by surprise.

The cults that follow Kyoso are among the greatest maho-tsukai, many of them aspiring to become maguses. They put the Mark of Kyoso on their flesh daily, with fresh blood either from themselves or their victims:



Kyoso's Lair

Kyoso's lair is the Veins of Torment, a vast underground network of tunnels, far below the Blood Deep - Kyoso's layer of Jigoku. The entirety of the layer is filled with blood. Reaching an entrance is almost impossible without guidance, as any creature submerged in the blood becomes blinded for the duration.

The tunnels themselves are made of flesh and membrane, filled with spikes, and blood oozing from every crevice. They stretch for countless miles, and only pure luck will allow a creature to find the inner sanctum where Kyoso resides: The Heart of Torment. The room is a 100 feet radius sphere, a third of the room filled with blood, and stairs and bridges going in random directions along the walls. The Heart of Torment is located 20 miles below the first tunnel.

A creature that takes the Dash action or lands prone, must succeed a DC 15 Dexterity saving throw, taking 4 (1d8) piercing damage on a failed save.

The challenge rating of Kyoso is 28 (120,000 XP) if she is encountered in her lair.

Kyoso

Huge fiend (oni, shapeshifter, Tainted), chaotic evil

Armor Class 20 (natural armor)

Hit Points: 255 (30d12 + 90)

Speed 30 ft., burrow 20 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	25 (+7)	19 (+4)	19 (+4)	21 (+5)	26 (+8)

Saving Throws Dex +12, Con +15, Wis +12, Cha +16

Skills Acrobatics +15, Deception +16, Perception +13

Damage Resistances fire

Damage Immunities acid, cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, charmed, deafened, diseased, exhaustion, poisoned

Senses blindsight 60 ft., truesight 120 ft., tremorsense 60 ft., passive Perception 20

Languages all, telepathy 120 ft.

Taint Score 10

Challenge 26 (90,000 XP)

Charge. If Kyoso 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 55 (10d10) piercing damage.

Discorporation. When Kyoso drops to 0 hit points or dies, her body is destroyed but her essence travels back to Jigoku, and she is unable to take physical form for a time.

Innate Spellcasting. Kyoso's innate spellcasting ability is Charisma (spell save DC 24). Kyoso can innately cast the following spells, requiring no material, or verbal components:

At will: *bestow curse* (5th level), *darkness*, *detect magic*, *detect thoughts*, *invisibility*

Inscrutable. Kyoso is immune to any effect that would sense her emotions or read her thoughts, as well as any divination spell that she refuses. Wisdom (Insight) checks made to ascertain Kyoso's intentions or sincerity have disadvantage.

Legendary Resistance (3/Day). If Kyoso fails a saving throw, she can choose to succeed instead.

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

Magic Weapons. Kyoso's weapon attacks are magical.

Reactive. Kyoso can take one reaction on every turn in a combat.

Regeneration. Kyoso regenerates 30 hit points at the start of her turn if she has at least 1 hit point.

Taint Aura (Oni Form Only). At the start of each of Kyoso's turns, each creature within 5 feet of her takes 11 (2d10) necrotic damage unless it is protected by jade. A creature that touches Kyoso or hits her with a melee attack while within 5 feet of it takes 11 (2d10) necrotic damage.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Kyoso takes a lair action to create one of the following effects though she can't use the same effect two rounds in a row:

Bestow Curse. Kyoso bestows a curse upon all creatures within her lair. She doesn't need to see a creature if she knows the identity of it and that it is there. Each affected creature must succeed a DC 24 Wisdom saving throw or become affected by a random effect from the table below:

d4	Effect
1	Saving Throws. Roll a d6 to randomly determine an Ability Score. A creature has disadvantage on saving throws made with that Ability Score.
2	DisOrientation. The creature has disadvantage on attack rolls.
3	Stupor. The target must make a DC 24 Wisdom saving throw at the start of its next turn. On a failed save, it wastes its turn doing nothing.
4	Hexed. Whenever the target takes damage, it takes an additional 3 (1d6) necrotic damage.

The curse lasts for 1 hour, until a new curse from the same table is applied, or until affected by the *bestow curse* spell. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a successful save. A *dispel evil and good* spell or any magic that removes a curse also ends the effect.

Conjure Blood Ooze. Byoki conjures forth a **maho-massugu** withing the Heart of Torment. It appears in an opening to the Veins of Torment and acts on its own initiative.

Heartbeat. Byoki causes the Heart of Torment to momentarily contract, causing blood to fill the entire lair until initiative count 20 on the next turn. Creatures within the tunnels are pushed 1 mile towards the Heart of Torment, landing prone at the end before the blood disappears again.

Requiem of Souls. Byoki releases a number of tormented souls, which attempt to flee her lair, ramming into everything in their frantic attempt at escape. Each humanoid creature within the lair must make a DC 24 Wisdom saving throw, taking 13 (3d8) necrotic damage on a failed save, or half as much on a successful one.

ACTIONS

Multiaction. Kyoso can use her Frightful Presence. She then makes six attacks: four with her claws, one with her tail, and one gore attack. In place of doing her six attacks, she can choose to use her Tormentor Bolt twice.

Claw (Oni Form Only). Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 16 (2d8 + 7) slashing damage.

Gore (Oni Form Only). Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 19 (3d10 + 7) piercing damage.

Tail (Oni Form Only). Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 22 (4d10 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Tormentor Bolt. Ranged Spell Attack: +16 to hit, range 120/240 ft., one creature. Hit: 63 (10d10 + 8) psychic damage. The target must succeed a DC24 Charisma saving throw or become paralyzed until the end of its next turn. If a creature dies from this attack, Kyoso is reinvigorated and regains lost hit points equal to the damage done.

Kyoso's Curse (Recharge 4-6). Kyoso targets up to two creatures she can see within 30 feet of her. A target must succeed on a DC 24 Wisdom saving throw or become cursed. Until the curse ends, the target has disadvantage on ability checks, attack rolls, and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success. If a target dies while cursed, Kyoso regains a number of hit points equal to the creatures hit point maximum.

Taint Orb (Recharge 6). Kyoso hurls a magical ball of Taint that explodes at a point she can see within 120 feet of her. Each creature in a 20-foot radius sphere centered on that point must make a DC 24 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) acid damage, 35 (10d6) cold damage, and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

Frightful Presence (Oni Form Only). Each creature of Kyoso's choice that is within 60 feet of Kyoso and aware of her must succeed on a DC 24 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 Kyoso's Frightful Presence for the next 24 hours.

Change Shape. Kyoso magically polymorphs into a Small or Medium humanoid, or back into her true form. Other than her size, her statistics are the same in each form. If Kyoso dies, she reverts to its true form.

LEGENDARY ACTIONS

Kyoso 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. Kyoso regains spent legendary actions at the start of her turn.

Attack. Kyoso attacks twice with her claws or once with her tail.

Detect. Kyoso makes a Wisdom (perception) check.

Conjure Spawn (Costs 3 Actions). Kyoso conjures forth a Kyoso Spawn in an empty space she can see within 60 feet. The spawn acts on its own initiative.



REGIONAL EFFECTS

The Blood Deep and the land within a 1-mile radius of Kyoso (even when she is outside of Jigoku) is heavy with the Oni Lord's corruption:

Jigokuan Corruption. Whenever a creature that isn't native to the Shadowlands or Jigoku finishes a long rest in the region, it must make a DC 10 Charisma saving throw before it gains any benefits from its rest. On a failure, the creature becomes corrupted, and must roll on the table below (if you want, you can substitute different corruption effects of your own creation):

d6 Effect

- | | |
|-----|--|
| 1-3 | Hemophobia. The creature gains the following flaw: "I cannot stand the sight of blood." |
| 4-5 | Doomed. The creature gains the following flaw: "I am convinced that I am cursed to fail. Soon I will die and be forgotten." |
| 6 | Curse of Impending Death. Whenever the creature takes damage, its hit point maximum is reduced by the same amount. |

A corrupted creature can make a DC 15 Charisma saving throw, after finishing another long rest. On a successful save, the corruption effect ends. A *dispel evil and good* spell or any magic that removes a curse also ends the effect.

Bathed in Blood. Objects that take damage or are destroyed bleed as if they were living creatures and water in the region turns to blood over the course of a week.

Dark Attunement. Necromancy spells that require concentration, don't require concentration while within the region.

Tainted Soul. A creature within the region must make a DC 15 Charisma saving throw whenever it is affected by a spell that grants it a beneficial effect, including spells that restore hit points or remove a condition. On a failed save, the spell has no effect and the creature falls prone.

All effects move with the Oni Lord and disappear immediately if the Oni Lord is killed or otherwise leaves an area.

NIKOMA

Nikoma the Destroyer is the Oni Lord of Destruction and Wrath and the Brass Obliterator. This monstrous, quadrupedal oni resembles construct more than an oni. He has eight massive horns protruding around his shoulders, and no visible eyes. He is made entirely of brass, his chest more skeletal than anything else. He possesses the strength and ferocity of a much larger creature, and he is fueled by the fire within him, which is the physical manifestation of all wrath.

Much like Ebanus, Nikoma has never bothered creating spawn; he is too wild and to preoccupied with destruction. In fact, nikoma feels a constant need to destroy and kill, which has earned him the title of Destroyer. Though he might appear feral, he is not without strategy, and is quick to adapt to new threats.

Unlike most other oni, nikoma cannot change his shape. He isn't bothered by this, however, as he has no intention of infiltration or manipulation. Nikoma attacks using brute force. He is remarkably resistant to magic, and his brass body is almost impenetrable.

The cults that worship Nikoma often sharpen their teeth and wear gloves with brass claws attached. They favor organizing rooster battles, dog fights, and gladiatorial combat. They have the Mark of Nikoma tattooed in a brazen color:



NIKOMA'S LAIR

Nikoma's layer of Jigoku is the Wrath Wastes: A perfect replica of the Orient, though every single building is destroyed, every river and lake dried out, and every tree knocked down. In Nikoma's mind, he has already destroyed everything there is to destroy, and his layer of Jigoku tells that story. At the top of Mount Nodo, built in the center of the ruins of Takai Machi - the Wyvern capital - stands the fearsome Brazen Tower. The tower is 100 stories tall and 400 feet wide. At the center of the tower, however, there is a 100-foot radius circular chute, leading from top to bottom. Within the chute is a gigantic siege ram pointed downward. Nikoma periodically drops the ram to sunder the land itself - he is not content with just creatures and objects. Everything must be destroyed.

The challenge rating of Nikoma is 24 (62,000 XP) if he is encountered in his lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Nikoma takes a lair action to create one of the following effects though he can't use the same effect two rounds in a row:

Brazen Influence. Nikoma attempts to use the power of the Brazen Tower to quell all magic. Each creature within the lair that is concentrating on a spell is forced to make a DC 10 Constitution saving throw at disadvantage to maintain concentration.

Fiery Wrath. Nikoma releases a fragment of the fiery wrath within him. Each creature of Nikoma's choice that he can see, must succeed a DC 22 Wisdom saving throw or go berserk until initiative count 20 on the next round. On each of its turns while berserk, a creature attacks the nearest creature it can see. If no creature is near enough to move to and attack, the creature attacks an object, with preference for an object smaller than itself. A creature that goes berserk in this manner, makes its melee attacks with advantage, but melee attacks against it are made with advantage as well.

Sunder Earth. Nikoma lets his massive ram slam into the earth below the Brazen Tower. Each creature within the lair or the Wrath Wastes except Nikoma must succeed a DC 22 Dexterity saving throw or land prone. Creatures more than a mile away from the Brazen Tower make their save with advantage. Each affected creature inside the lair must also succeed a DC 22 Constitution saving throw. A creature takes 11 (2d10) thunder damage on a failed save, or half as much on a successful one. Creatures that cannot hear are immune to this damage.

NIKOMA

Large fiend (oni, Tainted), chaotic evil

Armor Class 21 (natural armor)

Hit Points: 250 (20d10 + 140)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	19 (+4)	25 (+7)	10 (+0)	19 (+4)	22 (+6)

Saving Throws Dex +11, Con +14, Wis +11, Cha +13

Skills Perception +11

Damage Resistances acid, cold, necrotic, poison

Damage Immunities fire, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, charmed, diseased, exhaustion, poisoned

Senses blindsight 1 mile, passive Perception 21

Languages Understands Oni but doesn't speak

Taint Score 10

Challenge 22 (41,000 XP)

Discorporation. When Nikoma drops to 0 hit points or dies, his body is destroyed but his essence travels back to Jigoku, and he is unable to take physical form for a time.

Immutable Form. Nikoma is immune to any spell or effect that would alter his form.

Innate Spellcasting. Nikoma's innate spellcasting ability is Charisma (spell save DC 21). Nikoma can innately cast the following spells, requiring no components:

At will: *darkness*, *detect magic*, *detect thoughts*

Legendary Resistance (3/Day). If Nikoma fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. Nikoma is immune to spells of 5th level or lower unless he wishes to be affected. He has advantage on saving throws against all other spells and magical effects.

Magic Weapons. Nikoma's weapon attacks are magical.

Regeneration. Nikoma regenerates 20 hit points at the start of his turn if he has at least 1 hit point.

Sure-Footed. Nikoma has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Trampling Charge. If Nikoma 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 23 Strength saving throw or be knocked prone. If the target is knocked prone, Nikoma can make one bite attack against it as a bonus action.

ACTIONS

Multiaction. Nikoma can use his Frightful Presence. He then makes a gore attack and two claw attacks. If Nikoma reduces a creature to 0 hit points with any of these attacks, he can immediately use his Obliteration as a bonus action.

Bite. Melee Weapon Attack: +15 to hit, reach 5 ft., one creature. Hit: 22 (4d6 + 8) piercing damage plus 33 (6d10) necrotic damage. The target's Taint score increases by 1.

Claw. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 26 (4d8 + 8) slashing damage.

Gore. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 26 (4d8 + 8) piercing damage.

Slam. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) bludgeoning damage. If the target is a Large or smaller creature, it must succeed a DC 23 Strength saving throw or be knocked prone.

Obliteration (Recharge 6). Ranged Spell Attack: +13 to hit, range 120/600 ft., one creature that can see Nikoma. Hit: 54 (12d8) psychic damage. If the target is a creature that has 100 hit points or fewer, it must succeed a DC 22 Constitution saving throw or die as its body is obliterated.

Wrathful Roar (Recharge 6). Nikoma emits a magical roar and his physical form transforms into sound waves. Each creature within 500 feet of Nikoma and able to hear him must make a DC 22 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. At the end of Nikoma's turn, his body reforms in an empty space of his choosing that the sound waves could reach.

Frightful Presence (Oni Form Only). Each creature of Nikoma's choice that is within 60 feet of Nikoma and aware of him must succeed on a DC 22 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 Nikoma's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

Nikoma 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. Nikoma regains spent legendary actions at the start of his turn.

Attack. Nikoma makes a claw or gore attack.

Detect. Nikoma makes a Wisdom (perception) check.

Recharge Obliteration (Costs 3 Actions). Nikoma recharges his Obliteration.



NIKOMA

REGIONAL EFFECTS

The Wrath Wastes and the land within a 1-mile radius of Nikoma (even when he is outside of Jigoku) is heavy with the Oni Lord's corruption:

Jigokuan Corruption. Whenever a creature that isn't native to the Shadowlands or Jigoku finishes a long rest in the region, it must make a DC 10 Charisma saving throw before it gains any benefits from its rest. On a failure, the creature becomes corrupted, and must roll on the table below (if you want, you can substitute different corruption effects of your own creation):

d10	Effect
1-3	Psychosis. The creature gains the following flaw: "I constantly feel like destroying something beautiful."
4-5	Self Destruction. The creature gains the following flaw: "I need to break my attachments to physical power and possessions, because only through destroying myself can I discover the greater power of my spirit."
6-7	Despair. The creature gains the following flaw: "On a long enough time line, the survival rate of everyone drops to zero. And my time is almost up."
8-9	Bloodlust. The creature gains the following flaw: "I enjoy killing for its own sake, and once I start, it's hard to stop."
10	War-Torn. Whenever the creature has hit points restored or gains temporary hit points, it only gains half the amount it normally would, and any wounds it sustains leaves a horrible scar.

A corrupted creature can make a DC 15 Charisma saving throw, after finishing another long rest. On a successful save, the corruption effect ends. A *dispel evil and good* spell or any magic that removes a curse also ends the effect.

Careless Destruction. A creature within the region must make a DC 10 Wisdom saving throw whenever it takes the Attack action or the Cast a Spell action to cast a harmful spell. On a failed save, the creature instead targets itself.

Savagery. Predatory beasts within the region become unusually savage, killing far more than what they need for food. Carcasses of prey are left to rot in an unnatural display of wasteful slaughter.

Will of the Destroyer. Objects in the region take twice as much damage. Additionally, weaker objects such as pots and wicker baskets spontaneously implode. All effects move with the Oni Lord and disappear immediately if the Oni Lord is killed or otherwise leaves an area.

SHIKIBU

Shikibu the Corrupter is the Oni Lord of Corruption and Deceit, also known as the Great Corpse Walker and the Undying Parasite. He is the smallest of the Oni Lords, standing only a little taller than a human. He appears as a winged humanoid creature, with the body of a giant, bipedal, gray-skinned bat, and the face of a twisted goat-man. He has two long horns protruding from his head, and a thin tail. A dark brown mane covers the top of his head, and runs along his back. Apart from Saisho, he is the oldest of the Oni Lords.

Shikibu has the ability to possess the bodies of the deceased when his mortal body is destroyed. The strain of being a vessel for Shikibu's spirit, leaves a body as a burned out husk after a few days.

He very much enjoys utilizing his superior mental faculties to manipulate those around him, and making them play right into his hand. However, when push comes to shove, Shikibu is a powerful spellcaster, and the more bodies he leaves in his wake, the harder he is to destroy.

His cultists most commonly aspire to become maho-tsukai necromancers. They try to influence both politics and public opinion from the shadows through subtle manipulation. They carve the skin of their foreheads to engrave the Mark of Shikibu into their skulls, only to reattach the skin and have the wound healed. They identify each other by touching each others foreheads, revealing the engraving underneath with a careful touch:



SHIKIBU

Medium fiend (oni, shapechanger, Tainted), chaotic evil

Armor Class 23

Hit Points: 150 (20d8 + 60)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	17 (+3)	22 (+6)	22 (+6)	28 (+8)

Saving Throws Dex +12, Con +11, Wis +14, Cha +16

Skills Deception +16, Perception +14

Damage Resistances fire

Damage Immunities acid, cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, diseased, exhaustion, poisoned

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

Taint Score 10

Challenge 26 (90,000 XP)

Discorporation. When Shikibu drops to 0 hit points or dies, his body is destroyed but his essence travels back to Jigoku, and he is unable to take physical form for a time.

Ethereal Escape. If reduced to 0 hit points, Shikibu's spirit immediately leaves his body in ethereal form. On his following turn, Shikibu's spirit can then inhabit a nearby Medium corpse by using an action, animating it and slowly transforming it into a replica of Shikibu's original form. The transformation takes 2d4-1 rounds, but Shikibu is fully capable of continuing battle in his new body, with all his hit points fully restored, though he cannot fly until the transformation is complete. Shikibu can only remain in spirit form for 1 minute. He can move ethereally during that time, but cannot pass through jade. If Shikibu cannot enter a corpse during that time, he is destroyed. Shikibu's spirit cannot be forced out of a body through magical means, and once his spirit has taken hold and the body is once again destroyed, only a *wish* spell can bring the deceased back to life.

Innate Spellcasting. Shikibu's innate spellcasting ability is Charisma (spell save DC 24). Shikibu can innately cast the following spells, requiring no material, or verbal components:

At will: *darkness*, *detect magic*, *detect thoughts*, *invisibility*

3/day each: *animate dead*, *bestow curse*, *charm person*, *circle of death*, *contagion*, *cone of cold*, *dispel magic*, *dominate monster*, *dream*, *hallow*, *locate creature*, *polymorph*, *word of recall*

1/day each: *disintegrate*, *feeblemind*, *firestorm*, *forbiddance*, *forcecage*, *mind blank*, *modify memory*, *Otiluke's freezing sphere*, *teleport*, *wall of ice*

Inscrutable. Shikibu is immune to any effect that would sense his emotions or read his thoughts, as well as any divination spell that he refuses. Wisdom (Insight) checks made to ascertain Shikibu's intentions or sincerity have disadvantage.

Legendary Resistance (3/Day). If Shikibu fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Shikibu's weapon attacks are magical.

SHIKIBU'S LAIR

Shikibu's lair is the Hallowed Dome: a 200-foot tall, 400-foot wide perfect half-sphere. The dome is a shimmering white, and it shares the same qualities as a wall of force, except that a disintegrate spell doesn't destroy the dome. Only teleportation allows for entry into the dome.

The inside of the dome is completely covered in ice and snow. There are 1d4-1 fiend or humanoid corpses buried in the snow within every 10-foot square, and 2d4 burned out husks that Shikibu has already used. The waist-deep snow is difficult terrain. Spells that deal fire damage to an area melt the snow in the affected area, revealing any buried corpses and husks in the process.

The Hallowed Dome stands in the center of Shikibu's layer of Jigoku: the Garden of Bones. This horrid layer of Jigoku resembles a vast garden, organs growing like fruit from the bones of the dead that protrude from the ground. Eventually, the bones will grow flesh and skin, and become a humanoid corpse, unattached to any soul. Shikibu has his spawn bring these corpses to the Hallowed Dome, where they can be used as hosts for his dark spirit.

The challenge rating of Shikibu is 28 (120,000 XP) if he is encountered in his lair.

Regeneration. Shikibu regenerates 30 hit points at the start of his turn if he has at least 1 hit point.

Taint Aura (Oni Form Only). At the start of each of Shikibu's turns, each creature within 5 feet of him takes 11 (2d10) necrotic damage unless it is protected by jade. A creature that touches Shikibu or hits him with a melee attack while within 5 feet of him takes 11 (2d10) necrotic damage.

Unarmored Defense. While Shikibu is wearing no armor and wielding no shield, his AC includes his Charisma modifier.

Unnerving Aura (Oni Form Only). Each creature of Shikibu's choice that is within 30 feet of Shikibu and aware of him has disadvantage on concentration checks. Additionally, whenever an affected creature casts a spell that requires concentration, it must first succeed a DC 24 Wisdom saving throw, or the spell will fizzle.

ACTIONS

Multiaction. Shikibu can use his Frightful Presence. He then makes two attacks with his claws or two with his Taint Blast.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) slashing damage, and the target must make on a DC 19 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Taint Blast. Ranged Spell Attack: +16 to hit, range 120/240 ft., one target. Hit: 20 (2d10 + 9) force damage. If the target is a creature, it is pushed back 10 feet.

Frightful Presence (Oni Form Only). Each creature of Shikibu's choice that is within 60 feet of Shikibu and aware of him must succeed on a DC 24 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 Shikibu's Frightful Presence for the next 24 hours.

Taint Cloud (Recharge 4-6). Shikibu calls forth raw Taint in the form of a cold, cloying cloud of greasy darkness at a point he can see within 120 feet of him. The cloud has the shape of a sphere with a 40-foot radius and spreads around corners. Each creature within the cloud becomes blinded while within the cloud and must make a DC 25 Constitution saving throw the first time they enter the cloud during their turn, or if they start their turn within the cloud. A creature takes 28 (8d6) acid damage, 28 (8d6) cold damage, and 28 (8d6) necrotic damage, lands prone, and gains +2 to its Taint score on a failed save. On a successful save, a creature takes half as much damage, doesn't land prone, and doesn't have its Taint score increased. If a creature casts a spell while within the cloud, the creature must roll on the Wild Magic Surge table. The cloud lasts for 5 rounds before dissipating.

Change Shape. Shikibu magically polymorphs into a Small or Medium humanoid, or back into his true form. Other than his size, his statistics are the same in each form. If Shikibu dies, he reverts to his true form. Any equipment he is wearing or carrying is absorbed or borne by the new form (Shikibu's choice).

LEGENDARY ACTIONS

Shikibu 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. Shikibu regains spent legendary actions at the start of his turn.

Attack. Shikibu makes a claw attack or uses his Taint Blast.

Detect. Shikibu makes a Wisdom (perception) check.

Conjure Spawn (Costs 3 Actions). Shikibu conjures forth a bodiless Shikibu Spawn in an empty space he can see within 60 feet. The spawn acts on its own initiative.



SHIKIBU

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Shikibu takes a lair action to create one of the following effects though he can't use the same effect two rounds in a row:

Algor Mortis. Nikoma magically lowers the temperature within his lair. Each creature within the lair must succeed a DC 24 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw.

Decomposition. Nikoma fills his lair with necrotic energies. Each creature within the lair must succeed a DC 24 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much on a successful one. If a creature fails the saving throw by 5 or more, it also falls prone due to violent convulsions.

Livor Mortis. Shikibu casts the *slow* spell (no concentration required).

Snow Storm. Shikibu conjures forth a snowstorm within his lair. Until initiative count 20 on the next turn, the lair creatures within the lair have disadvantage on ranged weapon attack rolls, Wisdom (perception) checks that rely on hearing or sight, and a creature can see no further than 10 feet in front of it. All open flames are extinguished, fogs are dispersed, and flying by nonmagical means is nearly impossible. A flying creature in the region must land at the end of its turn or fall. Any snow that has been burned away by fire, has reappeared by the next initiative count 20.

REGIONAL EFFECTS

The Garden of Bones and the land within a 1-mile radius of Shikibu (even when he is outside of Jigoku) is heavy with the Oni Lord's corruption:

Jigokuan Corruption. Whenever a creature that isn't native to the Shadowlands or Jigoku finishes a long rest in the region, it must make a DC 10 Charisma saving throw before it gains any benefits from its rest. On a failure, the creature becomes corrupted, and must roll on the table below (if you want, you can substitute different corruption effects of your own creation):

d6	Effect
1-2	Pallor Mortis. The creature gains the following flaw: "My skin is as pale as that of the dead. I look more dead than alive."
3-4	Haunted. The creature gains the following flaw: "I am haunted by those I have slain. Their screams echo through my mind without pause."
5-6	Rigor Mortis. The target is paralyzed. At the end of each of its turns, it can attempt a DC 15 Wisdom saving throw, ending the effect on a successful save.

Unless affected by Rigor Mortis, a corrupted creature can make a DC 15 Charisma saving throw, after finishing another long rest. On a successful save, the corruption effect ends. A *dispel evil and good* spell or any magic that removes a curse also ends the effect.

Corrupting Influence. A creature within the region must make a DC 15 Wisdom saving throw whenever it succeeds on a saving throw other than this one. On a failed save, a creature must roll on the Jigokuan Corruption table above.

Night Terrors. When a creature within the region sleeps, it sees flashes of its own corpse, and gets an eerie sense of its spirit being forced out by an entity of exceptional power.

Trees of Rigor. Shikibu causes bones to protrude from the ground within the region. After a while, organs and intestines begin to grow on the bones, then flesh and skin. The whole process takes three days.

All effects move with the Oni Lord and disappear immediately if the Oni Lord is killed or otherwise leaves an area.

TSUBURO

Tsuburo the Gluttonous is also known as the Oni Lord of Pleasures and Sins, and the Master of Self Indulgence. He has an insatiable hunger, eating any lesser creature that gets in his way. Unlike most other Oni Lords, he has never created spawn, nor would he ever do so: Tsuburo does not wish to share his meals with anyone or anything.

He appears as a massive bloated and twisted humanoid, with broken and floppy skin from overconsumption. He has three gaping maws on his face, all three in constant chewing motion, and each leading to a separate stomach. His flesh is a soft butter-like substance, that even a child could punch through. However, his massive body is held together by his own all-consuming will, granting him godlike vigor and regeneration.

The Master of Self Indulgence is slow but calculating, though he doesn't possess the ability to change his shape - Tsuburo doesn't have the patience for subtle manipulations, as it would require him to stop eating. He can spit large amounts of corrosive, sticky saliva, which stops his food from fleeing. The stench of decomposing creatures follows him wherever he goes.

Cults that center around Tsuburo are usually cannibals. They regularly have feasts, and invited guests more often than not end up on the menu. They carve the Mark of Tsuburo onto their stomachs:



TSUBURO

Huge fiend (oni, Tainted), chaotic evil

Armor Class 8

Hit Points: 775 (50d12 + 450)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	7 (-2)	28 (+9)	17 (+3)	20 (+5)	25 (+7)

Saving Throws Dex +5, Con +16, Wis +12, Cha +14

Skills Perception +12

Damage Resistances fire

Damage Immunities acid, cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, charmed, diseased, exhaustion, poisoned

Senses truesight 120 ft., passive Perception 22

Languages all, telepathy 120 ft.

Taint Score 10

Challenge 24 (62,000 XP)

Discorporation. When Tsuburo drops to 0 hit points or dies, his body is destroyed but his essence travels back to Jigoku, and he is unable to take physical form for a time.

Immutable Form. Tsuburo is immune to any spell or effect that would alter his form.

Innate Spellcasting. Tsuburo's innate spellcasting ability is Charisma (spell save DC 22). Tsuburo can innately cast the following spells, requiring no material, or verbal components:

At will: *darkness*, *detect magic*, *detect thoughts*

Inscrutable. Tsuburo is immune to any effect that would sense his emotions or read his thoughts, as well as any divination spell that he refuses. Wisdom (Insight) checks made to ascertain Tsuburo's intentions or sincerity have disadvantage.

Legendary Resistance (3/Day). If Tsuburo fails a saving throw, he can choose to succeed instead.

Magical Resistance. Tsuburo has advantage on saving throws against spells and other magical effects.

Magic Weapons. Tsuburo's weapon attacks are magical.

Regeneration. Tsuburo regenerates 30 hit points at the start of his turn if he has at least 1 hit point.

Stench. Any creature that starts its turn within 30 feet of Tsuburo cannot take reactions until the end of its next turn and must succeed on a DC 24 Constitution saving throw, or be poisoned until the start of its next turn. A creature has disadvantage on the saving throw if it starts its turn within 5 feet of Tsuburo. If a creature fails its saving throw by 5 or more, it is paralyzed until the start of its next turn. On a successful saving throw, the creature is immune to the paralyze effect of Tsuburo's stench for 24 hours.

TSUBURO'S LAIR

Tsuburo's lair is the Dread Larder. From the outside it resembles a simple dojo, but from the inside it is an enormous larder, its walls made from flesh and the faces of the Tsuburo's victims. Chained hooks hang from the ceiling within each 5-foot square, and many have humanoid creatures hanging from them.

The Dread Larder is found within Tsuburo's layer of Jigoku: the Fleshscape. The very ground is made from the flesh of those Tsuburo has consumed. A near infinite mass of flesh and teeth.

The challenge rating of Tsuburo is 26 (90,000 XP) if he is encountered in his lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Tsuburo takes a lair action to create one of the following effects though he can't use the same effect two rounds in a row:

Hook. Nikoma magically causes the chained hooks to target a hostile creature below them. Each creature of Tsuburo's choice that he can see, must make a DC 22 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) piercing damage, is restrained, and pulled 10 feet into the air. On a successful save, a creature is unaffected. A creature that is restrained by a hook, can attempt a DC 22 Strength (athletics) or Dexterity (acrobatics) at the start of its next turn, ending the effect on a successful check and falling to the ground.

Stench. Tsuburo magically causes his lair to be filled with a putrid, nauseating gas until initiative count 20 on the next round. At the beginning of its next turn, each creature within the lair, must succeed a DC 22 Constitution saving throw against poison. On a failed save, the creature has its movement halved and it spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

Teeth. Nikoma causes the ceiling, floor, and walls to animate, biting at any creature within range. Each creature within the lair except Tsuburo must succeed a DC 22 Dexterity saving throw, taking 3 (1d6) piercing damage plus 11 (2d10) acid damage from the bites. A creature that dies from this damage is dissolved and becomes one with the Dread Larder.

ACTIONS

Multiattack. Tsuburo can use his Frightful Presence. He then makes two unarmed strikes.

Spit. Ranged Weapon Attack: +12 to hit, range 120/600 ft., one target. Hit: 18 (4d8) acid damage plus 18 (4d8) necrotic damage. If the target is a creature, its movement is reduced to 0 until the end of its next turn.

Unarmed Strike. Melee Weapon Attack: +12 to hit, reach 10ft., one target. Hit: 23 (4d8 + 5) slashing damage plus 27 (6d8) necrotic damage. If the target is a Large or smaller creature, it is grappled (escape DC 20) and restrained until this grapple ends. Tsuburo cannot use his Unarmed Strike if he is grappling two creatures.

Swallow. Melee Weapon Attack: +12 to hit, reach 10ft., one target Tsuburo has grappled. Hit: 27 (4d10 + 5) piercing damage. The target is swallowed and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside Tsuburo, and it takes 35 (10d6) acid damage and has its Taint score increased by 1 at the start of each of Tsuburo's turns. Tsuburo can have only two living creatures swallowed at a time.

If Tsuburo takes 50 damage or more on a single turn from swallowed creatures, Tsuburo must succeed on a DC 24 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Tsuburo. If Tsuburo dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

If a creature drops to 0 hit points while swallowed by Tsuburo, Tsuburo regains hit points equal to the creature's maximum hit points and the creature dies.

Throw. Tsuburo throws a creature he is grappling 2d6 x 5 feet in a direction of his choosing.

Frightful Presence (Oni Form Only). Each creature of Tsuburo's choice that is within 60 feet of Tsuburo and aware of him must succeed on a DC 22 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 Tsuburo's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

Tsuburo 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. Tsuburo regains spent legendary actions at the start of his turn.

Attack. Tsuburo makes an unarmed strike or uses his Throw.

Detect. Tsuburo makes a Wisdom (perception) check.

Swallow (Costs 2 Actions). Tsuburo uses his Swallow.

Teleport. Tsuburo magically teleports, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see.



TSUBURO

REGIONAL EFFECTS

The Fleshscape and the land within a 1-mile radius of Shikibu (even when he is outside of Jigoku) is heavy with the Oni Lord's corruption:

Jigokuan Corruption. Whenever a creature that isn't native to the Shadowlands or Jigoku finishes a long rest in the region, it must make a DC 10 Charisma saving throw before it gains any benefits from its rest. On a failure, the creature becomes corrupted, and must roll on the table below (if you want, you can substitute different corruption effects of your own creation):

d8	Effect
1-2	Sin. The creature gains the following flaw: "I only find joy in doing things I know are wrong."
3-4	Narcissism. The creature gains the following flaw: "I love only myself. Others are but pale reflections of my own perfection. At best, they are just tools to be used."
5-7	Pleasure. The creature gains the following flaw: "I must give in to my basic instincts. If it brings me pleasure, I must do it."
8	Denied Sustenance. The creature empties the contents of its stomach in violent convulsions, and suffers one level of exhaustion. Until this corruption is removed, the same thing happens every time the creature attempts to eat.

Unless affected by Rigor Mortis, a corrupted creature can make a DC 15 Charisma saving throw, after finishing another long rest. On a successful save, the corruption effect ends. A *dispel evil and good* spell or any magic that removes a curse also ends the effect.

Corrupted Consumption. A creature within the region must make a DC 10 Constitution saving throw whenever it eats or drinks anything. On a failed save, a creature's Taint score increases by 1 and it regurgitates the drink or food it just consumed, gaining no nourishment from it.

Disguised Extras. Hair and teeth can often be found within the food in the area, and drink often has one or more intestines in it. Whenever a creature attempts to eat or drink something contaminated in this manner, roll on the Jigokuan Corruption table.

Munchies. Creatures that have been within the region for a day or more, are far hungrier than normally, and must eat twice as much each day. To them, all food looks and smells much better than it really is. No matter how disgusting, every meal is the best meal they ever had.

All effects move with the Oni Lord and disappear immediately if the Oni Lord is killed or otherwise leaves an area.



ONIKAGES ENCIRCLING A LONE CRAWDAD SAMURAI

ONIKAGE

Horses that die in the Shadowlands may rise again as onikages, creatures with horribly mutated, horse-shaped bodies, long fangs, glowing eye sockets, and clawed hooves. Their skin is various shades of gray, with pitch black manes. Horses that are accustomed to battle sometimes rise as the much larger onikage alphas.

Fearless Predators and Mounts. Onikages hunger for living flesh, and even while alone they attack any living creature without thought or fear. These foul creatures often serve as mounts for far worse denizens of the Shadowlands.

Undead Nature. An onikage doesn't require air, food, drink, or sleep.

ONIKAGE

Large undead (Tainted), chaotic evil

Armor Class 14 (natural armor)

Hit Points: 39 (6d10 + 6)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	5 (-3)	14 (+2)	7 (-2)

Saving Throws Dex +4, Con +3

Damage Resistances cold, necrotic, poison

Damage Immunities psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands Oni but can't speak

Taint Score 1

Challenge 1 (200 XP)

Detect Life. The onikage can magically sense the presence of living creatures up to 5 miles away. It knows the general direction they're in but not their exact locations.

Trampling Charge. If the onikage moves at least 30 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 onikage can make a bite attack as a bonus action.

Undead Fortitude. If damage reduces the onikage 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 onikage drops to 1 hit point instead.

ACTIONS

Multiattack. The onikage makes two claw attacks.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 6 (1d4 + 4) slashing damage plus 7 (2d6) necrotic damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) slashing damage.

ONIKAGE ALPHA

Huge undead (Tainted), chaotic evil

Armor Class 15 (natural armor)

Hit Points: 60 (8d12 + 8)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	12 (+1)	5 (-3)	14 (+2)	7 (-2)

Saving Throws Dex +2, Con +3

Damage Resistances cold, necrotic, poison

Damage Immunities psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands Oni but can't speak

Taint Score 1

Challenge 3 (700 XP)

Detect Life. The onikage can magically sense the presence of living creatures up to 5 miles away. It knows the general direction they're in but not their exact locations.

Trampling Charge. If the onikage 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 knocked prone, the onikage can make a bite attack as a bonus action.

Undead Fortitude. If damage reduces the onikage 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 onikage drops to 1 hit point instead.

ACTIONS

Multiattack. The onikage makes two claw attacks.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 9 (1d6 + 6) slashing damage plus 7 (2d6) necrotic damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 10 (1d8 + 6) slashing damage.

ROKURO-KUBI

Like a number of other creatures like the hannya and the twilight naga, the rokuro-kubi combines features of a serpent with human appearance. The rokuro-kubi's only snakelike feature, though, is its long neck, which it can coil around an opponent to squeeze or strangle him to death. Under most circumstances, rokuro-kubi 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 rokuro-kubi attacks its chosen victim, as it stretches its neck like a huge snake, to a length of up to 10 feet. A rokuro-kubi's mouth is filled with sharp, serrated fangs.

ROKURO-KUBI

Medium monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 12
Hit Points: 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +4
Skills Deception +2, Perception +4, Stealth +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Oriental, Yuan-ti
Challenge 2 (450 XP)

Innate Spellcasting. The rokuro-kubi's innate spellcasting ability is Charisma (spell save DC 12). The rokuro-kubi can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)
3/day: *suggestion*

Magic Resistance. The rokuro-kubi has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The rokuro-kubi makes two attacks, but can constrict only once.

Bite. Melee Weapon Attack: +4 to hit, reach 10 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 7 (2d6) poison damage.

Constrict. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the rokuro-kubi can't constrict another target.

SANSHU DENKI

These reptile-like horrors live in the Venomous Marsh surrounding the Spider capital of Kanashimimasu. Though their existence is well documented, and Spider children learn about them from early childhood (as bedtime stories), their exact origin has been lost to time. Some believe the Spider themselves created the sanshu denki millennia ago to safeguard their capital from encroaching armies, while the Spider themselves adamantly deny that.

Aberrant Nature. Whatever the case may be, the sanshu denki are deadly in large numbers. They resemble giant salamanders, though they are entire made of a sticky goo, held together and given will through some unnatural means.

Otherworldly Nature. A sanshu denki doesn't require air, food, drink, or sleep.

SANSHU DENKI

Large aberration, unaligned

Armor Class 12
Hit Points: 51 (6d10 + 18)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	3 (-4)	12 (+1)	1 (-5)

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)

Amphibious. The sanshu denki can breathe air and water.

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 pudding 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.

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

Bite. Melee Weapon Attack: +5 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.

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.



SANSHU DENKI

GREAT TURTLE

Gargantuan dragon (spirit), lawful good

Armor Class 24 (natural armor)
Hit Points 350 (20d20 + 140)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	5 (-3)	24 (+7)	10 (+0)	25 (+7)	18 (+4)

Saving Throws Dex +8, Con +15, Wis +15

Skills Perception +15

Damage Immunities fire

Damage Immunities cold, psychic, radiant

Condition Immunities charmed, exhaustion, frightened, paralyzed, stunned, petrified

Senses truesight 30 ft., darkvision 240 ft., passive Perception 25

Languages Aquan, Draconic, Kami, Oriental, telepathy 60 ft.

Challenge 25 (75,000 XP)

Amphibious. The great turtle can breathe air and water.

Immutable Form. The great turtle is immune to any spell or effect that would alter its form.

Innate Spellcasting (3/Day). The great turtle can innately cast *heal* and *tsunami* (spell save DC 23). Its spellcasting ability is Wisdom.

Legendary Resistance (3/Day). If the great turtle fails a saving throw, it can choose to succeed instead.

Magic Resistance. The great turtle has advantage on saving throws against spells and other magical effects.

Reflective Shell. Any time the great turtle is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 4 or 5, the great turtle is unaffected. On a 6, the great turtle is unaffected, and the effect is reflected back at the caster as though it originated from the great turtle, turning the caster into the target.

ACTIONS

Multiattack. The great turtle uses either its Radiant Geyser or Inner Radiance ability. It then attacks twice with its claws and once with its bite.

Bite. Melee Weapon Attack: +16 to hit, reach 5 ft., one target. Hit: 27 (3d12 + 8) piercing damage plus 22 (4d10) radiant damage.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 17 (2d8 + 8) slashing damage plus 14 (4d6) radiant damage.

Inner Radiance. The great turtle regenerates 20 hit points.

Radiant Geyser. Each creature of the great turtle's choice within 15 feet of the great turtle must succeed a DC 24 Strength saving throw or take 14 (4d6) radiant damage and be knocked prone.

KAMIC TURTLE

Large beast (spirit), lawful good

Armor Class 18 (natural armor)
Hit Points 125 (10d10 + 70)
Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (-2)	24 (+7)	10 (+0)	20 (+5)	17 (+3)

Damage Resistances cold, psychic, radiant

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 25

Languages Aquan, Draconic, Kami, Oriental, telepathy 30 ft.

Challenge 4 (1,100 XP)

Amphibious. The turtle can breathe air and water.

Legendary Resistance (1/Day). If the turtle fails a saving throw, it can choose to succeed instead.

Reflective Shell. Any time the turtle is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 5, the turtle is unaffected. On a 6, the turtle is unaffected, and the effect is reflected back at the caster as though it originated from the great turtle, turning the caster into the target.

ACTIONS

Multiattack. The turtle attacks once with its claws and once with its bite.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) piercing damage plus 22 (4d10) radiant damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage plus 14 (4d6) radiant damage.

Inner Radiance. The turtle regenerates 20 hit points.

SERAFS OF GENBU

Eons ago Genbu created dozens of great turtles to act on his behalf, healing and protecting the weak. He hasn't been able to create more Serafs for millennia, however, as he is focused solely on keeping the Shadowlands in check, ensuring they don't spread any further.

GREAT TURTLE

The great turtles are benevolent and kind, though only a few remain to this day. Most of them swim deep beneath the waves, conversing with Genbu - telling tales of kindness and heroic deeds from the lands above, motivating Genbu to continue his eternal struggle. They look exactly like dragon turtles, though both their claws, scales, and shell are black.

It is widely believed that dragon turtles, and in fact all turtles and tortoises, are descendant from the Great Turtles.

Immortal Nature. A great turtle doesn't require food, drink, or sleep.

KAMIC TURTLE

The kamic turtle is a giant turtle that is descended directly from the great turtles. Contrary to most of its cousins, however, the kamic turtle has retained some magical potency along with a keen intellect. They often act as the agents of Great Turtles, who prefer not to be seen.

Only a select few mortals ever encounter a kamic turtle, and even seeing one is considered a great blessing.

They look like giant turtles, their color varying between shades of black, brown, gray, and green.

SERAFS

Over the millennia, the Shijin have created great creatures in their own image. These creatures are almost as revered as the Shijin themselves, as they act as proxies for the Shijin they serve. They are known as the Serafs; guardians of virtue and the circle of life. Orochi is the exception here, as she has not created any creatures in her own image. She has, however, created serpentine creatures to help her rid the Orient of undead.

SERAFS OF KIRIN

Kirin's Serafs are mostly pacifistic in nature, aiming to help the weak and stop conflicts through acts of kindness and advice rather than direct involvement.

GREAT SYLVAN

Kirin's serafs are the great sylvans, though they might also be referred to as great white tigers as well. Just like Kirin himself, they resemble large white tigers, bearded and maned, and large thorns protruding from their shoulders.

Today they are exceptionally few in number. They prefer to not reveal their presence, but instead have lesser sylvan and kamic tigers act as their agents.

Immortal Nature. A great sylvan doesn't require food, drink, or sleep.

KAMIC TIGER

Large fey, chaotic good

Armor Class 15 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	15 (+2)	20 (+5)	16 (+3)

Skills Perception +8, Stealth +7

Damage Resistances psychic, radiant

Condition Immunities blinded, charmed, stunned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18

Languages understands Kami and Sylvan, but doesn't speak

Challenge 6 (2,300 XP)

Magic Resistance. The kamic tiger has advantage on saving throws against spells and other magical effects.

Pounce. If the kamic tiger moves at least 20 feet straight toward a creature right before hitting it with a claw attack, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the sylvan can take a bonus action to make one bite attack against it.

ACTIONS

Multiattack. The kamic tiger makes two claw attacks and one bite attack.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

KAMIC TIGER

Some believe that all white tigers are kamic tigers and everybody venerates them as a noble creatures that symbolize righteousness. In truth, however, kamic tigers are fey creatures that descends from the great sylvans. While it doesn't share the pacifistic views of its kin, it is still a kind creature that prefers diplomacy.

KI-RIN

The ki-rin, sometimes called quilin, are Kirin's most mobile agents, tasked with spreading blessings and kindness to good people. The ki-rin can be found in *Vol's Guide to Monsters*.

LESSER SYLVAN

Lesser sylvan resemble green or white walking sticks. They prefer to observe rather than interact with creatures that aren't fey. They usually report to either a white tiger or a great sylvan, and don't engage in direct combat themselves unless forced to do so.

Immortal Nature. A lesser sylvan doesn't require food or sleep.

LESSER SYLVAN

Tiny fey, chaotic good

Armor Class 8

Hit Points 66 (12d4 + 36)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	6 (-2)	16 (+3)	10 (+0)	17 (+3)	11 (+0)

Skills Perception +7

Damage Vulnerabilities fire (sylvan form only)

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Oriental, Sylvan, telepathy 30 ft.

Challenge 1/2 (100 XP)

False Appearance (Sylvan Form Only). While the sylvan remains motionless, it is indistinguishable from a normal stick.

Innate Spellcasting. The sylvan's innate spellcasting ability is Wisdom (spell save DC 13). The sylvan can innately cast the following spells, requiring no components:

At will: *magic missile* (three darts)

1/day each: *bless*, *druidcraft*, *entangle*, *faerie fire*, *speak with animals*

Shapechanger. The sylvan can use its action to polymorph into a Tiny insect or back into its true form. The sylvan explodes into a pile of tiny leaves if it dies, no matter which form it is in.

Sylvan Link. The sylvan can telepathically communicate with any good aligned fey creatures within 1 mile of it.

GREAT SYLVAN

Gargantuan fey (spirit), chaotic good

Armor Class 19 (natural armor)

Hit Points 330 (20d20 + 120)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	22 (+6)	18 (+4)	28 (+9)	20 (+5)

Saving Throws Str +14, Con +13, Wis +16, Cha +12

Skills Perception +16, Stealth +12

Damage Resistances cold, lightning, piercing, radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., passive Perception 26

Languages all, telepathy 60 ft.

Challenge 24 (36,500 XP)

Creature Sense. While within a forest, the sylvan is aware of the presence of any other creatures within 1 mile of it that are also in the forest. It knows the distance and direction to each creature, as well as its alignment, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *non-detection* spell, or similar magic can't be perceived in this manner.

Innate Spellcasting. The sylvan's innate spellcasting ability is Wisdom (spell save DC 24, spell attack +16). The sylvan can innately cast the following spells, requiring no components:

At will: *barkskin*, *bless*, *charm person*, *druidcraft*, *entangle*, *faerie fire*, *fog cloud*, *goodberry*, lesser restoration, sleep, speak with animals

3/Day each: *awaken*, *dispel magic*, *conjure woodland beings*, *locate creature*, *reincarnate*, *remove curse*, *transport via plants*, *wall of thorns*

1/Day each: *conjure fey*, *greater restoration*, *insect plague*, *planar binding*

Legendary Resistance (3/Day). If the sylvan fails a saving throw, it can choose to succeed instead.

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

Pounce. If the sylvan moves at least 10 feet straight toward a creature right before hitting it with a claw attack, the target must succeed on a DC 22 Strength saving throw or be knocked prone. If the target is prone, the sylvan can take a bonus action to make one bite attack against it.

Shapechanger. The sylvan can use its action to polymorph into a Medium, Large, or Huge white tiger or back into its true 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.

ACTIONS

Multiattack. The sylvan uses its Thorn Vines ability and makes two claw attacks.

Bite. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 29 (4d10 + 7) piercing damage.

Claw. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 26 (4d8 + 7) slashing damage.

Thorn Vines. Melee The sylvan magically causes razor sharp vines to burst from the ground at a point within 60 feet of it that it can see. Each creature of the sylvan's choice within 20 feet of that point, must make a DC 21 Dexterity saving throw. On a failed save, a creature is grappled (escape DC 21). Until the grapple ends, the target is held 10 ft. above the ground, is restrained, and has disadvantage on Strength checks and Strength saving throws.

Each vine can be attacked (AC 16; 10 hit points; immunity to poison and psychic damage). A vine can also be broken if a creature takes an action and succeeds on a DC 21 Strength check against it.

LEGENDARY ACTIONS

The sylvan 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 sylvan regains spent legendary actions at the start of its turn.

Attack. The sylvan makes one attack with its bite, claws, slam, or vines.

Cast Spell (Costs 2 Actions). The sylvan casts a spell.

Move. The sylvan moves up to its speed.

SERAFS OF OROCHI

Orochi doesn't care for the struggles of the mortal races or the sanctity of a single life. To her only the Infinite Cycle matters: death, punishment, and reincarnation. However, her fierce hatred of the undead has prompted her to create serpentine creatures that hunt down and obliterate such unholy creatures.

Otherworldly Nature. Orochi's Serafs don't require air, food, drink, or sleep.

UMBRAL SERPENT

Made from pure darkness and shadow, the umbral serpent move about unseen during the night or deep inside dark crypts. It cannot exist in bright light, however, and it becomes weaker in dim light.

Due to its shadowy nature, it can move unrestricted through solid objects, making it an expert at navigating through complex crypts. It is designed with an impec-

cable sense for detecting undead.

An umbral serpent doesn't have a will of its own, nor does it have any motivations other than to hunt undead. Only Orochi is capable of commanding an umbral serpent to deviate from its purpose.

VOID SERPENT

Void serpents are Orochi's ultimate weapon against the undead. While it isn't as effective at tracking undead as the umbral serpent, it is much deadlier and possesses many supernatural abilities that enable it to vanquish undead effectively.

Just as an umbral serpent is made entirely of darkness, a void serpent is made entirely of void. It exists across multiple Planes simultaneously and is capable of breaking the barrier between Planes, utilizing its void nature as a weapon.

Void serpents are greatly feared and respected by all, though intelligent undead (such as vampires) fear them more than anything else in existence.

UMBRAL SERPENT

Large dragon (spirit), lawful neutral

Armor Class 16 (17 in darkness)

Hit Points 120 (16d10 + 32)

Speed 0 ft., fly 60 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	22 (+6)	15 (+2)	9 (-1)	10 (+0)	19 (+4)

Saving Throws Dex +9, Con +5, Wis +2, Cha +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, cold, lightning, necrotic, poison

Damage Vulnerabilities radiant

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 120 ft., passive Perception 12

Languages Draconic, Kami

Challenge 7 (2,900 XP)

Detect Undeath. The umbral serpent is aware of the presence of any undead within 1 mile of it. It knows the distance and direction to each undead creature within range.

Immutable Form. The umbral serpent is immune to any spell or effect that would alter its form.

Shadow Blend. When in dim light or darkness, the umbral serpent can Hide as a bonus action, even while being observed.

Umbral Movement. The umbral serpent can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn in side an object. The first time it moves through another creature on its turn, the creature takes 18 (4d8) cold damage.

Umbral Nature. The umbral serpent doesn't require air, food, drink, or sleep. Its abilities differ greatly depending on the lighting conditions it finds itself in:

Bright Light. While it is in bright light the umbral serpent fades out of existence. It can choose to either remain where it is or return to its master; Orochi. If it remains where it is, it springs back into existence once the area it occupies becomes filled with dim light or darkness.

Dim Light. While it is in dim light the umbral serpent's loses immunity to acid, cold, lightning, necrotic, and poison damage, and instead gains resistance to those damage types.

Darkness. While in darkness, the umbral serpent is invisible and gains a +1 bonus to its AC. Additionally, it regenerates 10 hit points at the start of each of its turns.

ACTIONS

Umbral Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 21 (4d6 + 6) force damage plus 18 (4d8) cold damage. The target's hit point maximum is reduced by an amount equal to the damage taken. If the target is a creature at 0 hit points or undead, it must succeed a DC 17 Constitution saving throw or die.

VOID SERPENT

Gargantuan dragon (spirit), lawful neutral

Armor Class 20 (natural armor)

Hit Points 280 (16d20 + 112)

Speed 30 ft., fly 120 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	25 (+7)	17 (+3)	15 (+2)	10 (+5)

Saving Throws Dex +6, Con +14, Wis +9, Cha +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, cold, lightning, necrotic, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., passive Perception 12

Languages Draconic, Kami

Challenge 18 (20,000 XP)

Immutable Form. The void serpent is immune to any spell or effect that would alter its form.

Incorporeal Movement. The void serpent can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn in side an object.

Legendary Resistance (3/Day). If the void serpent fails a saving throw, it can choose to succeed instead.

Magic Weapons. The void serpent's weapon attacks are magical.

Of the Void. The serpent doesn't require air, food, drink, or sleep and it always exists on the Ethereal Plane in addition to the plane it is on.

Planar Bending Aura. Each creature of the serpent's choice within 120 feet of the serpent with a Charisma score of 19 or lower, must roll a d20 at the beginning of each of its turns. On a roll of 11 or higher, a creature vanishes from its current plane of existence and appears in the Ethereal Plane. A creature that gets transported to the Ethereal Plane in this manner, must roll another d20 at the beginning of its next turn: on a roll of 11 or higher the creature stays in the Ethereal Plane, but is otherwise returned to an unoccupied space of its choice within 10 feet of the space it vanished from. Leaving the aura's range of effect immediately returns a creature to the plane it originated from.

While on the Ethereal Plane, a creature can see and hear the plane it originated from, which is cast in shades of gray, but can't see anything there more than 60 feet away. A creature can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't on the Ethereal Plane can't perceive or interact with a creature that is, unless it has the ability to do so.

Any undead with a CR of 9 or lower within this aura are destroyed.

ACTIONS

Multitattack. The serpent uses its Chill of the Void. It then makes three attacks: two with its claws and one with either its bite or its tail. It can replace its bite or tail attack with its Dread Curse.

Bite. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 21 (4d6 + 7) necrotic damage. If the target is a creature at 0 hit points or undead, it must succeed a DC 20 Constitution saving throw or die. If the target dies, the void serpent gains 22 (4d10) temporary hit points.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 21 (4d6 + 7) necrotic damage.

Tail. Melee Weapon Attack: +14 to hit, reach 20 ft., one target. Hit: 25 (4d8 + 7) cold damage plus. The target must succeed a DC 22 Strength saving throw or be knocked prone.

Chill of the Void. The void serpent lets the freezing cold of the void escape through it. Each creature of the void serpent's choice that is within 120 feet of the void serpent must make a saving throw depending on its current plane of existence. A creature on the Ethereal Plane must make a DC 20 Wisdom saving throw, or become paralyzed. A creature not on the Ethereal Plane must succeed a DC 20 Constitution saving throw, taking 22 (4d10) cold damage and having its speed reduced to 0 on a failed save, or half the amount of damage on a successful save. A creature can repeat its saving throw at the end of each of its turns, ending the effect on a success. A creature that succeeds on its saving throw, is immune to the void serpent's Chill of the Void for the next 24 hours.

Dread Curse (Recharge 5-6). The void serpent targets a creature that it can see within 15 feet of it. The target must succeed a DC 20 Wisdom saving throw or become cursed for up to 1 minute. While cursed, the target has disadvantage on attack rolls and must make a Charisma saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing as its mind is drifting among the stars within the infinite blackness.

The target can repeat the Wisdom saving throw at the end of each of its turns, ending the effect on a successful save. A *remove curse*, *greater restoration*, *heal*, or *wish* spell also ends the effect early.

Mind-Shattering Realities (1/Day). The void serpent targets a creature within 60 feet, forcefully connecting its psyche to otherworldly realities of mind-shattering proportions within the vastness of space. The target takes 21 (6d6) psychic damage and must make a DC 20 Intelligence saving throw.

On a failed save, the creature's Intelligence and Charisma scores become 1 for up to 24 hours. The target can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The target can, however, identify its friends, follow them, and even protect them.

A *remove curse*, *greater restoration*, *heal*, or *wish* spell ends the effect early.

VOID SERPENT



SERAFS OF RYU

Ryu's serafs are more than just an extension of himself: they are powerful symbols in their own right.

GREAT WYRM

These massive wyrms are the noblest of warriors, smiting evil wherever they find it and capable of controlling the weather itself. Though few in number, their presence signals safety to the good people of the Orient, and the Scorpionfly in particular believe they signal safe travel at sea. Lung dragons and the Nine Sons of the Dragon are believed to be descendants of the great wyrms.

Immortal Nature. A great wurm doesn't require food, drink, or sleep.

NINE SONS OF THE DRAGON

The Nine Sons of the Dragon are all lesser dragons descended from the Great Wyrms. Their likeness is used throughout Oriental architecture as well as adornments on armor and fine clothing. However, only the Emperor is allowed to wear clothing that contains symbols of all the Nine Sons of the Dragon.

Baxia. The baxia resembles a dragon-snake hybrid, representing safe passage on rivers and lakes, and is often adorned on bridges. They are shy but observant, living in rivers, ponds, and lakes that they rarely leave.

Bixi. The bixi resembles a dragon-turtle hybrid, representing history and lineage, and is often adorned on stone pillars and tombstones. A bixi feeds mostly on shellfish and plants. It lives in any area with enough water for it to feel free. A bixi can remember even the smallest details of any memory or story it has heard.

Bi'an. The bi'an resembles a dragon-tiger hybrid, representing fairness and litigation, and is often adorned on court houses and prison gates, symbolically keeping guard. A bi'an eats small wild life and lives on open plains. Running from a bi'an can make it instinctively give chase.

Chaofeng. The chaofeng is a dragon-goat hybrid and represents good living; they are typically adorned on all four corners of a roof. It eats plants and seeds, living near mountains and fields. They love to hear stories of adventure and always want to try new and exotic foods.

Chiwen. The chiwen is a dragon-fish hybrid, representing safeguarding against evil influence, often adorned on both ends of the ridgepoles of roofs. It lives in the sea, eating fish and seaweed. On more than one occasion has a chiwen rescued a person lost at sea.

Pulao. The pulao is a dragon-dog hybrid that represents alertness, and is often adorned on bells and chimes. It lives in the forests, hunting rabbits and other critters. They are exceptionally friendly and once a pulao's trust has been gained, it is loyal like no other creature.

Qiniu. The qiniu resembles a dragon-cow hybrid, representing music and joy, and is often adorned on musical instruments and the garments of entertainers. They live on open plains eating grass and other plants. They are very inquisitive and love to sing.

Suanni. The suanni resembles a dragon-lion hybrid that represents contemplation and reflection; it is often found adorned on temples and shrines. Suanni tend to live near holy sites. If left to their own devices they hunt small critters, but they are mostly fed by the caretakers of a nearby temple or similar establishment. They love to discuss philosophy with any and all good-natured people.

Yazi. Finally, the yazi resembles a dragon-wolf hybrid that represents honor and war, and is often found adorned on armor and weapons. Though they are good by nature, they are also quick to anger. They love honorable duels, however, and skilled warriors that defeat a yazi in single combat will forever earn its respect. They sometimes live near dojos and samurai training ground, though they mostly live in the wilds where prey is plentiful.

GREAT WYRM

Gargantuan dragon (spirit), chaotic good

Armor Class 18 (natural armor)
Hit Points 390 (20d20 + 180)
Speed 30 ft., fly 80 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	9 (-1)	28 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +6, Con +16, Wis +9, Cha +13

Skills Perception +16, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, lightning, thunder

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, prone

Senses truesight 120 ft., passive Perception 22

Languages Draconic, Kami, Oriental

Challenge 24 (36,500 XP)

Amphibious. The wurm can breathe air and water.

Innate Spellcasting (1/Day). The wurm can innately cast *control weather*. Its spellcasting ability is Charisma.

Legendary Resistance (3/Day). If the wurm fails a saving throw, it can choose to succeed instead.

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

ACTIONS

Multiattack. The great wurm uses its tempestuous roar. 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.

Storm Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 10) slashing damage plus 7 (2d6) lightning damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage plus 7 (2d6) thunder damage. If the target is a creature, it must succeed a DC 24 Strength saving throw or be pushed back 20 feet and knocked prone.

Lightning Bolt. Ranged Weapon Attack: +16 to hit, range 150/300 ft., one target. Hit: 45 (8d8 + 9) lightning damage. If the target is a creature, it cannot take reactions until the end of its next turn.

Tempestuous Roar. Each creature of the wurm's choice that is within 120 feet of the wurm and can hear it must succeed on a DC 24 Constitution saving throw or become deafened 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 and taking 11 (2d10) thunder damage on a failed save. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the wurm's Tempestuous Roar for the next 24 hours.

Storm Breath (Recharge 6). The wurm exhales lightning in a 10 feet wide, 120 feet long line. Each creature in that area must make a DC 24 Dexterity saving throw, taking 77 (22d6) lightning damage on a failed save, or half as much on a successful one.

LEGENDARY ACTIONS

The wurm 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 wurm regains spent legendary actions at the start of its turn.

Detect. The wurm makes a Wisdom (perception) check.

Lightning Bolt (Costs 2 Actions). The wurm makes a lightning bolt attack.

Recharge Breath (Costs 3 Actions). The wurm recharges its Storm Breath.

Tail Attack. The wurm makes a tail attack.

GREAT WYRM



BAXIA

Medium dragon (spirit), neutral good

Armor Class 17 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft., fly 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +5, Con +3, Wis +4, Cha +3
Skills Nature +4, Stealth +5
Damage Resistances cold, poison
Senses truesight 10 ft., darkvision 60 ft., passive Perception 12
Languages Draconic, Kami
Challenge 3 (700 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage plus 14 (4d6) poison damage.

BIXI

Medium dragon (spirit), neutral good

Armor Class 18 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	14 (+2)	14 (+2)	10 (+0)

Saving Throws Dex +3, Con +4, Wis +4, Cha +2
Skills Athletics +6, History +6
Damage Resistances cold; bludgeoning from nonmagical weapons
Senses truesight 10 ft., darkvision 60 ft., passive Perception 12
Languages Draconic, Kami
Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Powerful Build. The dragon counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage plus 3 (1d6) cold damage.

BI'AN

Medium dragon (spirit), neutral good

Armor Class 17 (natural armor)
Hit Points 49 (9d8 + 9)
Speed 40 ft., fly 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	12 (+1)	10 (+0)	18 (+4)	12 (+1)

Saving Throws Dex +2, Con +3, Wis +6, Cha +3
Skills Athletics +6, Insight +6, Perception +8, Stealth +4
Senses truesight 10 ft., darkvision 60 ft., passive Perception 18
Languages Draconic, Kami
Challenge 4 (1,100 XP)

Divine Awareness. The dragon knows if it hears a lie.

ACTIONS

Multiattack. The dragon makes a bite attack and a tail attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage. If the target is a Large or smaller creature it is also grappled (escape DC 16). Until this grapple ends, the target is restrained, and the dragon can't bite another target.

Tail. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Stunning Breath (Recharge 4-6). The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must succeed a DC 14 Constitution saving throw or become stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a successful save.

CHAOFENG

Medium dragon (spirit), neutral good

Armor Class 16 (natural armor)
Hit Points 27 (6d8)
Speed 40 ft., fly 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	11 (+0)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +2, Con +2, Wis +4, Cha +2
Skills Survival +6
Senses truesight 10 ft., darkvision 60 ft., passive Perception 12
Languages Draconic, Kami
Challenge 2 (450 XP)

Charge. If the dragon moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The dragon advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. The dragon makes one bite attack and one ram attack.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

CHIWEN

Medium dragon (spirit), neutral good

Armor Class 17 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft., fly 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +5, Con +3, Wis +4, Cha +3
Skills Insight +6
Damage Resistances cold, poison
Senses truesight 30 ft., darkvision 60 ft., passive Perception 12
Languages Draconic, Kami
Challenge 3 (700 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Wisdom (spell save DC 12). The dragon can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *detect magic*, *tongues*

ACTIONS

Multiattack. The dragon makes two bite attacks.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage. If the target is an evil aligned or undead creature, it must succeed a DC 12 Wisdom saving throw or be frightened of the dragon for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Read Thoughts. The dragon 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 dragon can continue reading its thoughts, as long as the dragon's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the dragon has advantage on attack rolls, Wisdom (insight), and Charisma (deception, intimidation, and persuasion) checks against the target.

PULAO

Medium dragon (spirit), neutral good

Armor Class 17 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., fly 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	12 (+1)	10 (+0)	20 (+5)	12 (+1)

Saving Throws Dex +2, Con +3, Wis +6, Cha +3

Skills Perception +9, Stealth +4

Senses truesight 60 ft., passive Perception 19

Languages Draconic, Kami

Challenge 3 (700 XP)

Keen Senses. The dragon has advantage on Wisdom (perception) checks that rely on hearing, sight, or smell.

Limited Telepathy. The dragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack. The dragon uses its bite attack twice.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage. The target is outlined in violet light that sheds dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible. If the target has a different form than its natural form (such as through the shapechanger trait, the *polymorph* spell, or similar), it must succeed a DC 15 Constitution saving throw or be forced into its natural form.

QIUNIU

Medium dragon (spirit), neutral good

Armor Class 17 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., fly 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	10 (+0)	14 (+2)	19 (+4)

Saving Throws Dex +3, Con +3, Wis +4, Cha +2

Skills Arcana +4, Performance +8

Damage Resistances psychic

Senses truesight 10 ft., darkvision 60 ft., passive Perception 12

Languages Draconic, Kami

Challenge 2 (450 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 14). The dragon can innately cast the following spells, requiring no components:

At will: *calm emotions*, *charm person*, *freedom of movement*, *prestidigitation*

3/day: *animate objects*, *dream*, *lesser restoration*, *seeming*

1/day: *greater restoration*, *project image*, *regenerate*

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

SUANNI

Medium dragon (spirit), neutral good

Armor Class 17 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +2, Con +3, Wis +6, Cha +2

Skills Insight +6, Religion +8

Senses truesight 10 ft., darkvision 60 ft., passive Perception 12

Languages Draconic, Kami

Challenge 4 (1,100 XP)

Spellcasting. The dragon is a 7th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The dragon has the following cleric spells prepared, requiring no somatic or verbal components:

1st level (4 slots): *bless*, *cure wounds*, *protection from evil and good*, *shield of faith*

2nd level (3 slots): *gentle repose*, *lesser restoration*, *locate object*, *zone of truth*

3rd level (3 slots): *remove curse*, *spirit guardians*

4th level (1 slot): *guardian of faith*

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

YAZI

Medium dragon (spirit), neutral good

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +3, Con +6, Wis +3, Cha +4

Skills Athletics +8

Senses truesight 10 ft., darkvision 60 ft., passive Perception 18

Languages Draconic, Kami

Challenge 5 (1,100 XP)

Hold Breath. The dragon can hold its breath for up to 1 hour.

Rampage. When the dragon reduces a creature to 0 hit points with a melee attack on its turn, the dragon can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The dragon makes two attacks: one with its bite and one with its tail. It can replace its tail attack with a two claw attacks.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage plus 7 (2d6) radiant damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 5) piercing damage.

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed a DC 16 Strength saving throw or be knocked prone.

Radiant Breath (Recharge 5-6). The dragon exhales radiant light in a 20-foot cone. Each creature in that cone must make a DC 14 Constitution, taking 22 (4d10) radiant damage on a failed save, or half as much damage on a successful one.

SERAFS OF SUZAKU

The phoenixes possess Suzaku's ability to reincarnate. They act as her agents in all matters and answer only to her. They are kind creatures, though they prefer to stay out of the affairs of the mortal races.

Immortal Nature. Suzaku's Serafs don't require food, drink, or sleep.

GREAT PHOENIX

These Serafs are massive in stature. Unlike Suzaku, they are made of flesh and blood, though they are surrounded by pure radiant energy. Much like Suzaku, they act as arbiters of good wherever they go. From them descend the regular phoenixes, as well as the lesser phoenixes.

PHOENIX

Unlike their larger and more powerful kin, the regular phoenixes are made purely of flesh and blood, though a trail of light follows them when they fly.

GREAT PHOENIX

Gargantuan celestial (spirit), lawful good

Armor Class 19

Hit Points 370 (20d20 + 160)

Speed 30 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	27 (+8)	18 (+4)	19 (+4)	26 (+8)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, radiant

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., passive Perception 22

Languages Kami, Oriental, telepathy 120 ft.

Challenge 26 (90,000 XP)

Divine Initiative. The phoenix always acts on initiative count 19 (losing ties).

Illumination. The phoenix sheds bright light in a 60-foot radius and dim light for an additional 60 feet.

Innate Spellcasting. The phoenix's innate spellcasting ability is Charisma (spell save DC 24). The phoenix can innately cast the following spells, requiring no components:

At will: *lesser restoration*, *pyrotechnics*, *sanctuary*, *spare the dying*
3/Day each: *cure wounds*, *counterspell*, *remove curse*, *revivify*

Legendary Resistance (3/Day). If the phoenix fails a saving throw, it can choose to succeed instead.

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

Radiant Armor. The phoenix adds its Charisma modifier to its AC.

Undying Flames (3/Day). While the phoenix is at 0 hit points, roll a d6 at the end of each of its turns. On a 6, its remains begin to swirl in a violent firestorm as it is reborn with half its hit point maximum. Any creature within 60 feet of it when it is reborn must

make a DC 22 Dexterity saving throw, taking 44 (8d10) radiant damage on a failed save or half as much on a successful one. The explosion ignites flammable objects in the area that aren't being worn or carried. The phoenix cannot resurrect in this manner if its remains are destroyed by being doused with water, or if they are in an area affected by the *hallow* spell.

ACTIONS

Multiattack. The phoenix uses its holy radiance. It then makes three attacks: one with its beak and two with its radiant talons.

Beak. Melee Weapon Attack: +15 to hit, reach 10ft., one target. Hit: 29 (4d10 + 7) slashing damage.

Radiant Talons. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 23 (3d10 + 7) slashing damage and 18 (4d8) radiant damage.

Heavenly Fires (Recharge 6). The phoenix calls down wave of fiery hot air in a 60-foot line that is 15 feet wide, originating at a point of its choosing within 60 feet of it. Each creature in that line must make a DC 24 Constitution saving throw, taking 90 (20d8) radiant damage on a failed save, or half as much on a successful one.

Holy Radiance. Each creature of the phoenix' choice that is within 120 feet of the phoenix and can see it must succeed on a DC 24 Constitution saving throw or become 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the phoenix' Holy Radiance for the next 24 hours.

LEGENDARY ACTIONS

The phoenix 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 phoenix regains spent legendary actions at the start of its turn.

Attack. The phoenix makes an attack with its radiant talons.

Detect. The phoenix makes a Wisdom (perception) check.

Wing Attack (Costs 2 Actions). The phoenix beats its wings. Each creature within 15 feet of the phoenix must succeed a DC 24 Dexterity saving throw or take 21 (4d6 + 7) bludgeoning damage and be knocked prone. The phoenix can then fly up to half its flying speed.

PHOENIX

Huge celestial (spirit), lawful good

Armor Class 16

Hit Points 147 (14d12 + 56)

Speed 30 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	19 (+4)	10 (+0)	15 (+2)	18 (+4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, radiant

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses truesight 60 ft., passive Perception 22

Languages Kami, Oriental, telepathy 30 ft.

Challenge 6 (2,300 XP)

Divine Initiative. The phoenix always acts on initiative count 18 (losing ties).

Illumination. The phoenix sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Innate Spellcasting. The phoenix's innate spellcasting ability is Charisma (spell save DC 15). The phoenix can innately cast the following spells, requiring no components:

At will: *lesser restoration*, *pyrotechnics*, *sanctuary*, *spare the dying*

Legendary Resistance (1/Day). If the phoenix fails a saving throw, it can choose to succeed instead.

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

Radiant Armor. The phoenix adds its Charisma modifier to its AC.

Undying Flames (1/Day). While the phoenix is at 0 hit points, roll a d6 at the end of each of its turns. On a 6, its remains begin to swirl in a violent firestorm as it is reborn with half its hit point maximum. Any creature within 60 feet of it when it is reborn must make a DC 15 Dexterity saving throw, taking 22 (4d10) radiant damage on a failed save or half as much on a successful one. The explosion ignites flammable objects in the area that aren't being worn or carried. The phoenix cannot resurrect in this manner if its remains are destroyed by being doused with water, or if they are in an area affected by the *hallow* spell.

ACTIONS

Multiattack. The great phoenix uses its holy radiance. It then makes three attacks: one with its beak and two with its radiant talons.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) slashing damage.

Radiant Talons. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage and 9 (2d8) radiant damage.

Holy Radiance. Each creature of the phoenix' choice that is within 60 feet of the phoenix and can see it must succeed on a DC 15 Constitution saving throw or become 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the phoenix' Holy Radiance for the next 24 hours.

SHIJIN

At the heart of Oriental faith are five spiritual creatures, each guarding a direction on the compass as well as the center. Each Shijin has a corresponding season, color, element, virtue, and other traits which connect them with the daily routines of the mortal races. An earth wu jen, for example, would draw on the domain of Kirin, while a water shugenja would prey to Genbu, and a warlock with a Great Phoenix patron might get her powers from one of the Great Phoenixes or even Suzaku herself.

Genbu, Kirin, Suzaku, and Ryu all have their own holiday in the Orient, where they and their corresponding virtues are celebrated. Noticeably, Orochi doesn't have a holiday, as she is considered at the center of everything.

The Shijin answer to the Jade Emperor alone - the spirit of the First Emperor who united the Clans.

Serafs. Over the millennia, the Shijin have created great creatures in their own image. These creatures are almost as revered as the Shijin themselves, as they act as proxies for the Shijin they serve. They are known as the Serafs; guardians of virtue and the circle of life. Orochi is the exception here, as she has not created any creatures in her own image. She has, however, created serpentine creatures to help her rid the Orient of the undead.

GENBU

Genbu is also known as The Black Turtle, Great Guardian of the East, Aspect of Water, Lord of Winter, The Great Healer, and Father of Faith. He is among the oldest of creatures in existence, and without a doubt the largest creature on the Material Plane. He is so gigantic, in fact, that the entirety of the Orient is not a continent, but rather Genbu's shell.

Neither a terrasque nor any other creature could ever hope to harm Genbu in the slightest, for that would be to fight the land itself. The emergence of the Shadowlands, however, have left their mark on Genbu. While he cannot be corrupted by the Taint, he has become weakened by it. Most of his willpower goes to ensure that the Shadowlands don't spread any further - if it did, he might be forced to dive deep, purging the continent of all life in the process. This is a prospect Genbu wants to avoid at all costs.

Immortal Nature. Genbu doesn't require food, drink, or sleep.

KIRIN

Kirin is also known as The White Tiger, Great Guardian of the South, Aspect of Earth, Lord of Spring, The Great Pacifist, and Father of Righteousness. Kirin could very well be the first fey (or at least among them).

Kirin is a gigantic creature, resembling an enormous white tiger. He has three long beards and a white mane that runs down his back. Massive spikes protrude from his shoulders and he has glowing, green eyes on his friendly face. He is so in touch with the natural forces of the world that the forest of the Orient are but an extension of himself.

He is a good-hearted creature, seeking to restrain, rather than harm evildoers.

He is also considered a protector and preserver. Three days after the burial of a good and honorable lord, daimyo, or Emperor, the top-most earth lifts from the grave and forms a crouching tiger on the grave. This is Kirin bestowing his blessings upon the deceased. In rare cases, during times of great peril, Kirin might even resurrect such an honorable leader on the third day.

Immortal Nature. Kirin doesn't require food, drink, or sleep.

REGIONAL EFFECTS

Kirin doesn't have his own layer within Tengoku. Instead, he makes his home within the forests on the Material Plane. The forest in which Kirin is located radiates with powerful magic, creating one or more of the following effects:

Blooming. Within 5 miles of Kirin - even during the coldest winter months - flowers and trees bloom and radiate a subtle white glow, and temperatures are warm and cozy.

Joy. Animals within the forest are happy and content. Birds sing throughout the forest, and everything looks a little more beautiful.

KIRIN

Gargantuan fey (kami), chaotic good

Armor Class 19 (natural armor)

Hit Points 363 (22d20 + 132)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	23 (+6)	19 (+4)	30 (+10)	21 (+5)

Saving Throws Str +15, Con +14, Wis +18, Cha +13

Skills Perception +18, Stealth +13

Damage Resistances cold, lightning, piercing, radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., passive Perception 28

Languages all, telepathy 120 ft.

Challenge 27 (105,000 XP)

Creature Sense. While within a forest, Kirin is aware of the presence of any other creatures in the forest. He knows the distance and direction to each creature, as well as its alignment, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

Discorporation. When Kirin drops to 0 hit points or dies, his body is destroyed but his essence travels back to Tengoku, and he is unable to take physical form for a time.

Innate Spellcasting. Kirin's innate spellcasting ability is Wisdom (spell save DC 26, spell attack +18). Kirin can innately cast the following spells, requiring no components:

At will: *barkskin*, *bless*, *charm person*, *druidcraft*, *entangle*, *faerie fire*, *fog cloud*, *goodberry*, *lesser restoration*, *sleep*, *speak with animals*

3/Day each: *awaken*, *dispel magic*, *conjure woodland beings*, *locate creature*, *remove curse*, *transport via plants*, *wall of thorns*

1/Day each: *conjure fey*, *feeblemind*, *foresight*, *greater restoration*, *insect plague*, *planar binding*, *reincarnate*, *true resurrection*, *mirage arcane*

Legendary Resistance (3/Day). If Kirin fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. Unless he wishes to be affected, Kirin is immune to spells of 6th level or lower. He has advantage against all other spells and magical effects.

Enscorcelled Woods. Kirin can speak through any plant within 5 miles of him. If he's in a forest, he can speak from every plant in the forest, including with his telepathy.

One With The Forest. Within a forest Kirin leaves no evidence of his passing and tracking him is impossible even by magical means. In addition, he ignores movement impediments and damage from plants unless they are creatures, allowing him to move through any area of vegetation without squeezing, regardless of how much room there is.

Pounce. If Kirin moves at least 10 feet straight toward a creature right before hitting it with a claw attack, the target must succeed on a DC 23 Strength saving throw or be knocked prone. If the target is prone, Kirin can take a bonus action to make one bite attack against it.

Regeneration. Kirin regenerates 20 hit points at the start of his turn.

Shapechanger. Kirin can use his action to polymorph into a Medium, Large, or Huge white tiger or back into his true form. His statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Sylvan Phasing. Roll a d20 at the start of each of Kirin's turns. On a roll of 16 or higher, Kirin becomes translucent until the start of his next turn. For the duration, Kirin is immune to all damage and can move through other creatures and objects, but he can't attack with his bite or claws. He is ejected to the nearest empty space if he ends his turn inside an object.

ACTIONS

Multiaction. Kirin uses his Thorn Vines ability and makes two claw attacks.

Bite. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 29 (4d10 + 7) piercing damage.

Claw. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 26 (4d8 + 7) slashing damage.

Thorn Vines. Kirin magically causes razor sharp vines to burst from the ground at a point within 120 feet that he can see. Each creature of Kirin's choice within 20 feet of that point, must make a DC 22 Dexterity saving throw. On a failed save, a creature is grappled (escape DC 22). Until the grapple ends, the target is held 10 ft. above the ground, is restrained, and has disadvantage on Strength checks and Strength saving throws.

Each vine can be attacked (AC 18; 10 hit points; immunity to poison and psychic damage). A vine can also be broken if a creature takes an action and succeeds on a DC 22 Strength check against it.

LEGENDARY ACTIONS

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. Kirin regains spent legendary actions at the start of his turn.

Attack. Kirin makes one attack with his Bite, Claw, Slam, or Thorn Vines.

Cast Spell (Costs 2 Actions). Kirin casts a spell.

Move. Kirin moves up to his speed.

Vine Storm (Costs 3 Actions). Kirin magically causes razor sharp vines to burst from the ground. Each creature of Kirin's choice within 60 feet of him that touches the ground, must make a DC 22 Dexterity saving throw. A creature becomes poisoned and takes 45 (10d8) piercing damage plus 45 (10d8) poison damage on a failed save, or half as much damage and doesn't become poisoned on a successful one. If the saving throw fails by 5 or more, a creature 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.



KIRIN

Orochi is also known as The Eight-Headed Serpent, The Inevitable, Aspect of Metal and Void, Lady of Death, and Mother of Fate. Orochi wants to protect the cycle of life, doing so at any cost. She doesn't have morality like the other Shijin, and she values neither consciousness nor life in the traditional sense. As long as new life keeps springing into existence and keeps dying, Orochi is content. A single life means nothing to her, though she has a burning hatred for undead creatures, which she sees as a mockery of life itself. Orochi doesn't need drink, food or sleep.

Orochi has eight heads, each representing one of her powers. Each head can be described as follows:

Blue-Eyed Head. This head has sparkling, blue eyes that radiate an immense chill. The head represents Orochi's mercilessness and allows her to freeze others in their tracks.

Black-Eyed Head. This head has dead, black eyes. The head represents Orochi's mastery of death and allows her to call upon the full might of Diyu.

Crackling-Eyed Head. This head has eyes that crackle with lightning. The head represents Orochi's unwillingness to compromise and allows her to punish transgressors with the power of lightning.

Eyeless Head. This head has empty eye sockets. The head represents Orochi's immense, unfathomable understanding of the inner workings of the universe and allows her ravish the minds of others.

Fiery-Eyed Head. This head has eyes that burn with eternal flames. The head represents Orochi's wrath and enables her to spit molten hot magma.

Snake-Eyed Head. The head has mesmerizing, snake-like eyes. The head represents Orochi's dominance. It allows her to command others to do her bidding.

Void-Eyed Head. This head has eyes that bend reality within them, seemingly non-existent, yet portraying stars and galaxies within an infinite blackness in their place. The head represents Orochi's connection with eternity and fate. It allows Orochi to stop other creatures in their tracks by showing them the meaning of infinity.

White-Eyed Head. This head has completely white eyes that radiate a holy glow. The head represents Orochi's power over death and ensuring things are as they are supposed to be. This head allows Orochi to banish creatures and to destroy undead.

Immortal Nature. Orochi doesn't require air, food, drink, or sleep.

OROCHI

Gargantuan dragon (kami), lawful neutral

Armor Class 25 (natural armor)

Hit Points 615 (30d20 + 300)

Speed 60 ft., burrow 60 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	26 (+8)	26 (+8)	28 (+9)

Saving Throws Dex +9, Con +19, Wis +16, Cha +18

Skills History +17, Perception +26

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, cold, lightning, necrotic, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., darkvision 240 ft., passive Perception 36

Languages all, telepathy 120 ft.

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 Diyu, and she is unable to take physical form for a time.

Immutable Form. Orochi is immune to any spell or effect that would alter her form.

Innate Spellcasting (3/Day). Orochi can innately cast *earthquake* and *tsunami* (spell save DC 26). Her spellcasting ability is Charisma.

Legendary Resistance (3/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 against all other spells and magical effects.

Multiple Heads. Orochi can take one reaction per turn, rather than only one per round. She also has advantage against being knocked unconscious. If she fails a saving throw against an effect that would stun a creature, one of her unspent legendary actions is spent.

Regeneration. Orochi regenerates 30 hit points at the start of its turn.

ACTIONS

Multiaction. Orochi instantly casts *earthquake* if it is on land or *tsunami* if it is in water. It then makes three attacks: two with its claws and one with its tail.

Claw. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. Hit: 24 (4d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +19 to hit, reach 25 ft., one target. Hit: 28 (4d8 + 10) piercing damage plus.

LEGENDARY ACTIONS

Orochi can take 5 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. Orochi regains spent legendary actions at the start of her turn.

Orochi's legendary action options are associated with her eight heads (a bite and a magical effect for each). Once Orochi chooses a legendary action option for one of her heads, she can't choose another one associated with that head until the start of her next turn.

Bite. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. Hit: 32 (4d10 + 10) slashing damage plus 14 (4d6) cold damage (blue-eyed head), fire damage (fiery-eyed head), lightning damage (crackling-eyed head), necrotic damage (black-eyed head), poison damage (snake-eyed head), psychic damage (eyeless head, void-eyed head), or radiant damage (white-eyed head).

Blue-Eyed Head: Frost Breath (Costs 2 Actions). Orochi breathes an icy blast in a 90-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

Black-Eyed Head: Death Breath (Costs 2 Actions). Orochi breathes a necrotic blast in a 90-foot cone. Each creature in that area must make a DC 26 Constitution saving

throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If a creature fails its saving throw by 5 or more, its hit point maximum is reduced by an amount equal to the damage taken and Orochi gains temporary hit points equal to that amount.

Crackling-Eyed Head: Chain Lightning (Costs 2 Actions). Orochi shoots a bolt of crackling lightning that arcs toward a creature within 150 feet that Orochi can see. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. The first target must make a DC 26 Dexterity saving throw, taking 90 (20d8) lightning damage on a failed save, or half as much damage on a successful one. All other targets must succeed a DC 26 Dexterity saving throw, taking 45 (10d8) lightning damage on a failed save, or half as much damage on a successful one.

Eyeless Head: Mind-Shattering Realities (Costs 2 Actions). Orochi targets a creature within 100 feet that she can see, forcefully connecting its psyche to otherworldly realities of mind-shattering proportions within the vastness of space. The target takes 21 (6d6) psychic damage and must make a DC 26 Wisdom saving throw.

On a failed save, the creature's Intelligence and Charisma scores become 1 for up to 24 hours. The target can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The target can, however, identify its friends, follow them, and even protect them.

The target can repeat the saving throw at the end of each of its turns, ending the effect on a successful save. A *remove curse*, *greater restoration*, or *wish* spell also ends the effect early.

Fiery-Eyed Head: Magma Spit (Costs 2 Actions). Orochi spews a giant glob of molten stone and metal, targeting a point within 150 feet that she can see. Each creature in a 30-foot-radius centered on that point must make a DC 26 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

The magma and its heat damages objects in the area and ignites flammable objects that aren't being worn or carried. Plant life in the area dies. The area remains filled with magma for up to 5 rounds, and when a creature enters the area for the first time on a turn or ends its turn there, the creature takes 35 (10d6) fire damage.

Snake-Eyed Head: Mesmerizing Stare (Costs 2 Actions). Orochi's snake-eyed head targets a creature within 50 feet that can see her and telepathically commands it to carry out some service or refrain from some action or course of activity. The target must succeed a DC 26 Wisdom saving throw or become charmed by Orochi for up to 1 minute. While the creature is charmed by Orochi, it takes 27 (5d10) psychic damage each time it acts in a manner directly counter to Orochi's instructions.

Orochi can issue any command she chooses, short of an activity that would result in certain death. Should Orochi issue a suicidal command, the charm ends.

Orochi can end the effect early by using an action to dismiss it. A *remove curse*, *greater restoration*, or *wish* spell also ends it.

Void-Eyed Head: (Costs 2 Actions). Orochi targets a creature within 20 feet that she can see. The target must succeed a DC 26 Charisma saving throw or have its mind drift into the infinite void for 24 hours. For the duration the target has disadvantage on attack rolls and must make a DC 20 Charisma saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing as its mind is drifting among the stars within the infinite blackness. If it fails its saving throw by 5 or more, it also gains an indefinite madness as found in the *Dungeon Master's Guide*. If it fails its saving throw by 10 or more, it instead gains a short-term madness.

The target can repeat the saving throw at the end of each of its turns, ending the effect on a successful save. A *remove curse*, *greater restoration*, or *wish* spell also ends the effect early.

White-Eyed Head: Banishing Blast (Costs 2 Actions). Ranged Spell Attack: +18 to hit, range 150/300 ft., one target. Hit: 55 (10d10) force damage. If this attack reduces the target to 50 hit points or fewer, it is banished. If the target is native to a different plane of existence than the one it is on, the target disappears, returning to its home plane.

If the target is native to the plane it is on, the creature vanishes into a harmless demiplane. While there, the target is incapacitated. It remains there for up to 1 minute, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. The target can make a DC 26 Intelligence saving throw at the end of each of its turns, escaping the demiplane early on a success.

Undead have disadvantage on the saving throw, and on a failed save they are destroyed, so long as their CR is lower than Orochi's.

OROCHI'S LAIR

Orochi's makes her lair in Youdu, a vast city pervaded in perpetual darkness. Within the city live countless spirits awaiting rebirth, each of them like children as they have forgotten their former lives completely and are unable to form new memories while in the city.

Outside Time and Space. Any creature that finds itself within Diyu has a physical body, though it isn't the creature's actual physical body. Instead, a creature only exists as its consciousness - its soul - while its body within Diyu is a representative manifestation of itself. Usually, those that find themselves here are dead and have left their actual bodies behind for good.

If somebody should find a way here without dying, a creature's body and soul are still separated, the body left behind before entering Diyu. No creature apart from Orochi and her Serafs can have physical bodies within Diyu. Any harm done to a creature's "body" isn't real, though the pain feels real in all respects. Except by Orochi's hand, such creatures cannot die, however, as their consciousnesses are everlasting while in Diyu. Furthermore, time moves differently within Orochi's layer - sometimes faster, sometimes slower - all according to Orochi's will.

Contrary to the other Shijin, Orochi's home isn't a layer of Tengoku. Diyu is a layer outside of time and space, located within the Void itself.

Youdu and The Ten Courts. Youdu is located in the heart of Diyu and is surrounded by The Ten Courts, each located on an inner layer within Diyu. Each court is presided over by a **court king of Diyu**; a celestial entity of great power. Each king commands the very court itself as well as numerous umbral and void serpents. When a court king decides that a creature has suffered enough for its crimes, he sends it back to King Quinguang where it might be judged again for other crimes committed.

Hantei, The First Court. The First Court is presided over by King Quinguang and entry to the entirety of Diyu. A trial is held for those that arrive here. They are judged based on their deeds in life. Those who have had virtuous lives are sent to the Fires of Life where Suzaku reincarnates them. Those whose past deeds outweigh their crimes are sent to Men-Po Pavilion, The Tenth Court. Those whose crimes outweigh their good deeds, are sent to the Mirror of Retribution.

The Mirror of Retribution reveals purest truth. A creature that sees itself in the mirror, sees its true self and all the deeds it has ever done to others are inflicted upon the mirror's reflection. Depending on the severities of a creature's actions, the DM might ask for one or more Charisma saving throws or gain a form of madness as described in the Dungeon Master's Guide. Based on what the mirror reveals, King Quinguang sentences a creature to one of the other courts.

Arbuda, The Second Court. Gamblers, prostitutes, thieves, and those who have inflicted physical injury to others are sent here for punishment. King Chujiang presides here, giving offenders a punishment reflective of their crimes. His punishments include perpetual burning in a fiery pit, being frozen to the core, or perpetual drowning in a pool of blood.

Nirarbuda, The Third Court. Those sent here are guilty of ungratefulness, disrespecting their elders, or raiding tombs. King Songdi's punishment always includes cutting a creature's heart out, but the particularly vicious wrongdoers are also tied to a glowing hot copper pillar.

Atata, The Fourth Court. If a creature is guilty economic fraud or cheating, it is sent to Atata. King Wuguan judges those sent here to either be bound and continuously pounded by a large stone mallet or be restrained within a large mortar while a massive pestle grinds them.

Hahava, The Fifth Court. This court is for those that have plotted another's death to obtain their property and for money lenders that charged exorbitant rates. King Yanluo lets transgressors tumble down a never-ending slope of the sharpest blades.

Huhuva, The Sixth Court. Cheaters and kidnappers are sent here, along with those that objectify others, or waste food. A visit to The Sixth Court entails being slowly sawn into two from groin to head by King Piencheng, only to be glued back together before starting over.

Utpala, The Seventh Court. Those who have committed psychological abuse or thrived on sowing rumors about others. King Taishan pulls out the tongues of his visitors before trapping them in a wok of boiling oil.

Padma, The Eighth Court. The Eighth Court is the destination for those that have brought dishonor or shame to their family. King Dushi pulls out their intestines and dismembers their bodies.

Avici, The Ninth Court. Only the worst of the worst are sent to Avici. Rapists, murderers, and those that had the means to stop such atrocities but didn't are among those found here. While those sentenced to another court are always released at some point, most of the souls trapped here are never released. The court is presided over by King Pingdeng. Each prisoner is dismembered and crushed for all eternity.

Men-Po Pavilion, The Tenth Court. Those that find themselves in The Tenth Court have either lived a decent life or been thoroughly punished for their crimes. King Zhuanlun presides over this domain but doesn't actually pass any judgment. Instead he offers each newcomer a cup of magical tea - the Tea of Forgetfulness. It permanently clears a consciousness of all past memories, and even a wish spell can only restore fractions of those memories. Only Orochi herself can ever truly return all memories that have been lost in this way. A visitor must drink the tea before being capable of entering Youdu. Men-Po Pavilion is full of visitors who refuse to drink the tea for various reasons.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Orochi takes a lair action to create one of the following effects though she can't use the same effect two rounds in a row:

Enveloping Darkness. The entire lair is filled with magical darkness until initiative count 20 on the next round.

Fading Memories. Each creature of Orochi's choosing must make a DC 20 Wisdom saving throw. On a failed save, a creature's Intelligence score is reduced by 1d4. If this reduces a humanoid's Intelligence to 0, it loses all of its memories and joins the other souls within Diyu, wandering aimlessly until reincarnated. Otherwise, the reduction lasts until the target finishes a short or long rest outside of Diyu.

Mental Assault. Each creature of Orochi's choosing takes 9 (2d8) psychic damage and can only take an action or a bonus action on its next turn, not both.

Visiting the Courts. Orochi and any number of creatures of her choosing are teleported to a court of Orochi's choice. The court can also be determined randomly by rolling a d8. Apart from the change of scenery, any creatures transported in this manner are subjected to additional effects depending on the court, but only while there:

Arbuda: At the start of each of its turns, a creature must succeed a DC 20 Constitution saving throw or take 11 (2d10) cold, fire, or psychic damage, determined randomly.

Nirarbuda: At the start of each of its turns, a creature takes 3 (1d6) fire damage and must succeed a DC 20 Constitution saving throw or be unable to regain hit points until the start of its next turn.

Atata: At the start of each of its turns, a creature must succeed a DC 20 Strength saving throw or take 9 (2d8) bludgeoning damage and be magically restrained until the beginning of its next turn.

Huhuva: At the start of each of its turns, a creature must succeed a DC 20 Dexterity (acrobatics) check or tumble 30 feet downhill and take 14 (4d6) slashing damage.

Utpala: At the start of each of its turns, a creature must succeed a DC 20 Constitution saving throw or take 7 (2d6) slashing damage and be unable to speak until the beginning of its next turn.

Padma: At the start of each of its turns, a creature takes 7 (2d6) slashing damage.

Youdu: All creatures are teleported to Youdu.

LAIR TRAITS

Ryu's lair might have any or all of the following effects in place:

Bodiless. Creatures within Diyu are souls, separated from their physical bodies. If a creature isn't dead, it can return to its body upon leaving Diyu. Souls within Diyu are shaped like their former bodies, and while they cannot die here, they can feel all pain inflicted upon them.

Deadly Consequences. Creatures that have found their way into Diyu without being dead, must find their way back to their bodies within 24 hours of arriving in Diyu or have the bond between body and soul severed, becoming unable to reconnect to their physical bodies - effectively dying - without the aid of magic.

Physical Disconnect. For every 24 hours a creature spends within Diyu, it loses a little piece of itself. Its memories stay intact, but parts of its personality disappear. Randomly determine a personality trait, an ideal, a bond, or a flaw that the character loses. A *greater restoration* or similar spell can restore the lost characteristic only while outside of Diyu.

COURT KING OF DIYU

Medium celestial, lawful neutral

Armor Class 19 (natural armor)

Hit Points: 90 (20d8)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	10 (+0)	16 (+3)	22 (+6)	20 (+5)

Saving Throws Dex +2, Con +10, Wis +3

Skills Insight +14, Perception +10

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from magical weapons

Damage Immunities necrotic, radiant, poison, ; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., passive Perception 20

Languages all, telepathy 120 ft.

Challenge -

Bound. The court king is bound to its court, unable to ever leave its confines.

Discorporation. When the court king drops to 0 hit points or dies, its body is destroyed but its essence remains. It is able to take physical form again after 1 minute, appearing in a location of its choosing within its court.

Innate Spellcasting (At Will). The court king can innately cast *wall of force* and *zone of truth* (spell save DC 22). Its spellcasting ability is Wisdom.

Magic Resistance. The court king has advantage on saving throws against spells and other magical effects.

ACTIONS

Punish. Melee or Ranged Spell Attack: +10 to hit, reach 5 ft. or range 150/300 ft., up to six creatures that the court king can see. Hit: 32 (4d12 + 6) psychic damage and the target is paralyzed. The target can make a DC 18 Wisdom saving throw at the end of each of its turns, ending the effect on a successful save.



Orochi



Ryu

Ryu is also known as The Azure Wyrm, Great Guardian of the West, Aspect of Wind and Wood, Lord of Fall, Master of Storms, and Father of Propriety. Ryu encompasses the ideal that evil should be cleansed through force, so that evil cannot destroy what good has built. He also masters the weather itself, showering the fields with rain and allowing sailing with his winds.

Ryu is a massive dragon, azure in color, with streaks of white lightning moving across his enormous body. His eyes glow with a fiery hot white, and lightning crackles between his claws.

Scripture claims that the Imperial line (and thus the Emperor himself) is descendant from Ryu and the Great Wyrms. Some claim the Emperor is Ryu in human form, though the Emperor has never made such a claim.

Immortal Nature. Ryu doesn't require food, drink, or sleep.

Ryu's Lair

Ryu makes his home in the Perennial Monsoon, a layer of Tengoku that contains the very essence of wind and weather. It is an endless sea with violent storms overhead. A typhoon of world-shattering proportions moves through the Perennial Monsoon. This typhoon is the Cleansing Cyclone: Ryu's lair. Ryu's challenge rating is 30 (155,000 XP) if he is encountered in his lair.

Lair Actions

On initiative count 20 (losing initiative ties), Ryu takes a lair action to create one of the following effects though he can't use the same effect two rounds in a row:

Lightning Strikes. Ryu causes the Cleansing Cyclone to emit powerful lightning strikes. Until initiative count 20 on the next round, a creature is struck by lightning whenever it moves 10 feet unless it is submerged in water. Each lightning strike deals 7 (2d6) lightning damage. A creature hit by the lightning must succeed a DC 15 Constitution saving throw or be unable to take reactions until the start of its next turn.

Riptide. Ryu causes powerful riptides in the water beneath the Cleansing Cyclone. Each creature in contact with the water except Ryu is moved 30 feet in a random direction. Roll a d8 to determine the direction for each affected creature.

Tempest. Each creature not submerged in water other than Ryu is moved 30 feet in a random direction. Roll a d8 to determine the direction for all affected creatures.

Undertow. Ryu targets a 20-foot radius area in the water that he can see. Until initiative count 20 on the next round, a creature that enters the area on its turn or starts its turn in that area must make a DC 27 Strength saving throw. On a failed save, a creature is moved 1d8 x 10 feet directly downwards. On a successful save, a creature is moved half that distance.

Lair Traits

Ryu's lair might have any or all of the following effects in place:

Atmospheric Hypoxia. Oxygen levels are lower within the Cleansing Cyclone, taxing most creatures that need to breathe. A creature must succeed a DC 10 Constitution saving throw at the start of each of its turns, or spend its action that turn gasping for air.

Ryu

Gargantuan dragon (kami), chaotic good

Armor Class 20 (natural armor)

Hit Points 507 (26d20 + 234)

Speed 40 ft., fly 120 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	28 (+9)	19 (+4)	22 (+6)	30 (+10)

Saving Throws Dex +9, Con +18, Wis +14, Cha +19

Skills History +17, Perception +15

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, lightning, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 240 ft., truesight 120 ft., passive Perception 25

Languages all, telepathy 120 ft.

Challenge 29 (135,000 XP)

Amphibious. Ryu can breathe air and water.

Aura of Vitality. Ryu and his allies within 30 feet of him regenerate 10 hit points at the start of each of Ryu's turns.

Discorporation. When Ryu drops to 0 hit points or dies, his body is destroyed but his essence travels back to Tengoku, and he is unable to take physical form for a time.

Immutable Form. Ryu is immune to any spell or effect that would alter his form.

Innate Spellcasting (3/Day). Ryu can innately cast *control weather*, *divine word*, *tsunami* and *whirlwind* (spell save DC 27); his spellcasting ability is Charisma.

Legendary Resistance (3/Day). If Ryu fails a saving throw, he can choose to succeed instead.

Lightning Aura. At the start of each of Ryu's turns, each creature of Ryu's choosing within 10 feet of him takes 14 (4d6) lightning damage. A hostile creature that touches Ryu or hits him with a melee attack while within 10 feet of him takes 14 (4d6) lightning damage.

Limited Magic Immunity. Unless it wishes to be affected, Ryu is immune to spells of 5th level or lower. It has advantage against all other spells and magical effects.

Magic Weapons. Ryu's weapon attacks are magical.

Heavy Precipitation. The heavy rains within the Cleansing Cyclone make the entire lair lightly obscured. Creatures within the area also have disadvantage on Wisdom (perception) checks that rely on hearing or sight, and open flames are extinguished.

Powerful Winds. A creature within the Cleansing Cyclone has disadvantage on ranged weapon attack rolls and Wisdom (perception) checks that rely on hearing. Any open flames are extinguished, fog is dispersed, and flying by nonmagical means is nearly impossible. A flying creature must succeed a DC 15 Strength saving throw at the end of its turn or fall.

REGIONAL EFFECTS

The Perennial Monsoon and the land within a 5-mile radius of Suzaku (even when she is outside of Tengoku) is influenced by the Shijin's immense power:

Tengoku Influence. Living creatures in the area must roll on the table below at the end of every hour. Constructs, oni, oozes, and undead are unaffected.

d6	Effect
1-4	Outgoing. The creature gains the following ideal: "I love being outside and dancing in the rain."
5	Bane of Evil. The creature gains the following ideal: "I must eradicate evil wherever I find it."
6	Fearlessness. The creature gains immunity to the frightened condition until the next time it finishes a short or long rest.

Extreme Cold. The weather in the area is cold and damp. Each creature must succeed a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

Frigid Water. All water in the area becomes frigid. A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in frigid water requires the creature to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures that are naturally adapted to living in ice-cold water.

Strong Winds. A creature within the area has disadvantage on ranged weapon attack rolls and Wisdom (perception) checks that rely on hearing. Any open flames are extinguished, fog is dispersed, and flying by nonmagical means is nearly impossible. A flying creature must succeed a DC 10 Strength saving throw at the end of its turn or fall.

Thunderstorms. Thunderstorms rage within the area.

All effects move with the Shijin and disappear immediately if the Shijin is killed or otherwise leaves an area.

ACTIONS

Multiaction. Ryu casts a spell or controls a spell in a way that costs an action. He then makes three attacks: two with his claws and one with his tail.

Booming Tail. Melee Weapon Attack: +19 to hit, reach 25 ft., one target. Hit: 28 (4d8 + 10) bludgeoning damage plus 11 (2d10) thunder damage. If the target is a creature, it must succeed a DC 27 Strength saving throw or be pushed back 20 feet and knocked prone.

Tempestuous Claw. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. Hit: 24 (4d6 + 10) slashing damage plus 9 (2d8) lightning damage. If the target is a creature, it must succeed a DC 27 Constitution saving throw or become stunned until the end of its next turn.

Storm Breath (Recharge 5-6). Ryu exhales lightning in a 10 feet wide, 120 feet long line. Each creature in that area must make a DC 27 Dexterity saving throw, taking 105 (30d6) lightning damage on a failed save, or half as much on a successful one.

LEGENDARY ACTIONS

Ryu can take 5 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. Ryu regains spent legendary actions at the start of his turn.

Attack. Ryu attacks with either his Booming Tail or his Tempestuous Claws.

Cast Spell (Costs 2 Actions). Ryu casts a spell.

Deep Strike (Costs 5 Actions). In a flash of lightning, Ryu disappears into the stormy skies above him. At the end of the next hostile creature's turn, Ryu smashes into the ground with the force of a gigantic lightning strike. Each creature within 60 feet of the point of impact, must make a DC 26 Dexterity saving throw. A creature takes 70 (20d6) lightning damage on a failed save, or half as much on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

Detect. Ryu makes a Wisdom (perception) check.

Sonic Boom (Costs 2 Actions). Ryu supercharges himself with lightning and instantly moves 60 feet in a direction of his choosing as he discharges the energy. Each creature Ryu passes through in that line takes 18 (4d8) thunder damage, and must succeed a DC 26 Strength saving throw or become knocked prone.

Wing Attack (Costs 2 Actions). Ryu beats his wings. Each creature within 15 feet of Ryu must succeed a DC 27 Dexterity saving throw or take 24 (4d6 + 10) bludgeoning damage and be knocked prone. Ryu can then fly up to half his flying speed.



Ryu

SUZAKU

Suzaku is also known as The First Phoenix, Great Guardian of the North, Aspect of Fire, Lady of Summer, Giver of Life, and Mother of Knowledge.

She resembles a mixture between an eagle and a peacock, with radiant, red feathers covering her massive body. While they resemble feathers, they aren't actually material, but rather they are fiery and radiant energies, contained within shapes that resemble feathers. Suzaku leaves a trail of fiery glimmer behind her from her massive tail feathers. She is a gigantic creature, capable of putting fear and respect into any mortal, though her body language is warm and welcoming.

Suzaku and her phoenixes also guard the constellation known as the Red Gate, which is believed to be the physical entrance into Tengoku, the Far Plane the Shijin originate from.

Immortal Nature. Suzaku doesn't require air, food, drink, or sleep.

SUZAKU'S LAIR

Suzaku's lair is the Radiant Soul: an enormous shimmering sphere of pure radiance, approximately the size of a small moon. There are no landscapes within, nor anything else physical in nature. It consists solely of life energy and is the source of Suzaku's power over life. Whenever Suzaku dies, she is born again within the Radiant Soul.

The Radiant Soul is located at the center of the Fires of Life; Suzaku's layer of Tengoku. This layer is best imagined as walking on the inside of a sphere, the Radiant Soul always looming up in the sky. The ground is a volcanic landscape, though everything is made up of pure energy, resembling flickering flames, rather than matter. Suzaku's challenge rating is 29 (135,000 XP) if she is encountered in her lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Suzaku takes a lair action to create one of the following effects though she can't use the same effect two rounds in a row:

Blessed Restoration. Suzaku causes the Radiant Soul to vibrate, filling each creature within the lair with restorative energies. Each creature within the lair is cured of all curses, diseases, and madnesses affecting it.

Flesh to Ember. Suzaku targets a creature that she can see. The target must succeed a DC 26 Constitution saving throw. On a failed save, the creature magically begins to turn glowing hot, is restrained, gains immunity to fire and radiant damage, and doesn't need to breathe. 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 as an ember and hurled to a random location within the Material Realm. Any creature that touches the ember takes 5 (1d10) fire damage. The ember cools down over the course of 1d4 hours leaving the creature trapped in a block of coal. The coal prison can be escaped with a DC 10 Strength check, or if a creature takes an action to

break the coal from the outside.

Radiant Bond. Suzaku focuses on her bond to the Radiant Soul, causing the lair itself to lash out at any that hurt Suzaku. Until initiative count 20 on the next round, a creature takes 5 (1d10) radiant damage each time it deals damage to Suzaku.

LAIR TRAITS

Suzaku's lair might have any or all of the following effects in place:

Blinding Light. Unless it is immune to radiant damage, a creature within the Radiant Soul is blinded.

Gravitational Field. A creature within the Radiant Soul gain a flying speed equal to 5 x its Constitution score.

Instant Rebirth. If a creature other than Suzaku dies within the Radiant Soul, its body is consumed by flames and obliterated. The creature is reincarnated in a random location on the Material Plane, as if resurrected by the *reincarnate* spell.

Well of Life. A creature within the Radiant Soul regains 11 (2d10) hit points at the start of each of its turns as long as it has at least 1 hit point. Undead creatures take 22 (4d10) radiant damage instead of regaining hit points. Constructs, oni, and oozes are unaffected.

REGIONAL EFFECTS

The Fires of Life and the land within a 1-mile radius of Suzaku (even when she is outside of Tengoku) is influenced by the Shijin's immense power:

Tengokuan Influence. Living creatures in the area must roll on the table below at the end of every hour. Constructs, oni, oozes, and undead are unaffected.

d8 Effect

- | | |
|-----|---|
| 1-3 | Protector. The creature gains the following ideal: "I must help those that cannot fend for themselves." |
| 4-5 | Healing. The creature regains 5 (1d10) hit points. If it is already at its hit point maximum, it instead gains 5 (1d10) temporary hit points as glimmering, radiant shield surrounds it. |
| 6-7 | Lesser Restoration. The creature is affected by the <i>lesser restoration</i> spell. |
| 8 | Blessed by the Fires of Life. The creature is affected by the <i>death ward</i> spell. |

Life and Death. Living creatures have advantage on death saving throws. Undead creatures instead have disadvantage. Constructs and oozes are unaffected. All effects move with the Shijin and disappear immediately if the Shijin is killed or otherwise leaves an area.

SUZAKU

Gargantuan celestial (kami), lawful good

Armor Class 22

Hit Points 468 (24d20 + 216)

Speed 30 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	28 (+9)	20 (+5)	22 (+6)	30 (+10)

Saving Throws Str +16, Con +17, Wis +14, Cha +18

Skills Medicine +22, Survival +14

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, radiant

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., passive Perception 16

Languages all, telepathy 120 ft.

Challenge 28 (120,000 XP)

Death Throes. If Suzaku dies, violent flames burst forth from her as she turns to a pile of cinders and dust. Any creature within 60 feet of her when she erupts must make a DC 25 Dexterity saving throw, taking 55 (10d10) radiant damage on a failed save or half as much on a successful one. The explosion ignites flammable objects in the area that aren't being worn or carried.

Discorporation. When Suzaku's remains are destroyed, she can no longer resurrect from them but her essence travels back to Tengoku, and she is unable to take physical form for a time.

Divine Initiative. Suzaku always acts on initiative count 20 (losing ties).

Immutable Form. Suzaku is immune to any spell or effect that would alter her form.

Innate Spellcasting. Suzaku's innate spellcasting ability is Charisma (spell save DC 26). Suzaku can innately cast the following spells, requiring no components:

- At will: *bless*, *control flames*, *feather fall*, *goodberry*, illusory script, *lesser restoration*, *pyrotechnics*, sanctuary, sending, spare the dying
3/Day each: *cure wounds*, *counterspell*, *death ward*, *heat metal*, *remove curse*, *revivify*, *skywrite*, *warding bond*
1/Day each: *greater restoration*, *mass cure wounds*, *wall of fire*

Legendary Resistance (3/Day). If Suzaku fails a saving throw, she can choose to succeed instead.

Limited Magic Immunity. Unless she wishes to be affected, Suzaku is immune to spells of 5th level or lower. She has advantage against all other spells and magical effects.

Radiant Armor. Suzaku adds her Charisma modifier to her AC.

Undying Flames (3/Day). While Suzaku is at 0 hit points, roll a d6 at the end of each of her turns. On a 6, Suzaku's remains begin to swirl in a violent firestorm as she is reborn with half her hit point total. Any creature within 60 feet of her when she is reborn must make a DC 25 Dexterity saving throw, taking 55 (10d10) radiant damage on a failed save or half as much on a successful one. The explosion ignites flammable objects in the area that aren't being worn or carried. Suzaku cannot resurrect in this manner if her remains are destroyed by being doused with water, or if they are in an area affected by the *hallow* spell.

Variable Divine Illumination. Suzaku sheds bright light in a 30 to 120-foot radius and dim light for an additional number of feet equal to the chosen radius. Suzaku can alter the radius as a bonus action. Any undead with a CR of 10 or lower crumbles to dust if they are illuminated by the bright light, and all other undead have disadvantage on saving throws and ability checks while illuminated by the bright light. The light is daylight.

ACTIONS

Multiaction. Suzaku uses her holy radiance. She then makes three attacks: one with her beak and two with her talons.

Beak. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 30 (4d10 + 8) slashing damage.

Radiant Talons. Melee Weapon Attack: +16 to hit, reach 5 ft., one target. Hit: 24 (3d10 + 8) slashing damage and 18 (4d8) radiant damage.

Heavenly Fires (Recharge 6). Suzaku calls down wave of fiery hot air in a 60-foot line that is 15 feet wide, originating at a point of her choosing within 60 feet of her. Each creature in that line must make a DC 25 Constitution saving throw, taking 110 (20d10) radiant damage on a failed save, or half as much on a successful one.

Holy Radiance. Each creature of Suzaku's choice that is within 120 feet of Suzaku and can see her must succeed on a DC 25 Constitution saving throw or become 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Suzaku's Holy Radiance for the next 24 hours.

LEGENDARY ACTIONS

Suzaku 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. Suzaku regains spent legendary actions at the start of her turn.

Attack. Suzaku makes an attack with her talons.

Detect. Suzaku makes a Wisdom (perception) check.

Wing Attack (Costs 2 Actions). Suzaku beats its wings. Each creature within 15 feet of the phoenix must succeed a DC 25 Dexterity saving throw or take 43 (10d6 + 8) bludgeoning damage and be knocked prone. Suzaku can then fly up to half her flying speed.



SUZAKU

SHIROKINU-KATSUKAMI

The appearance of a shirokinu-katsukami is perhaps more bizarre than that of any other spirit creature. It has the thick body of a horse, standing on the oversized hind 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, its arms are like those of an ape, ending in tiger's claws that are equipped with long, purple talons.

Eaters of Dreams. They are also known as "Eaters of Dreams" because they sometimes drive off evil spirits who cause nightmares. Shirokinu-katsukami are powerful and kindly spirits, aiding mortals who request their assistance, and are sometimes sent to protect a deserving or noted person.

Immortal Nature. A shirokinu-katsukami doesn't require food, drink, or sleep.

SHIROKINU-KATSUKAMI

Large celestial (kami), lawful good

Armor Class 22 (natural armor)

Hit Points: 187 (22d10 + 66)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	17 (+3)	18 (+4)	19 (+4)	20 (+5)

Saving Throws Con +8, Wis +9, Cha +10

Skills Athletics +10, Arcana +9, Insight +9, Persuasion +10, Religion +9

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened

Senses truesight 60 ft., passive Perception 14

Languages Kami, Oriental, telepathy 30 ft.

Challenge 14 (11,500 XP)

Charge. If the shirokinu-katsukami 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 27 (5d10) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone. If the target fails its saving throw, the shirokinu-katsukami can immediately use its rake attack.

Innate Spellcasting. The shirokinu-katsukami innate spellcasting ability is Wisdom (spell save DC 17). The shirokinu-katsukami can innately cast the following spells, requiring no material components:

At will: *dispel evil and good*, *dream*, *gaseous form*, *invisibility*

3/day: *heal*, *magic circle*, *teleport*

1/day: *astral projection*, *dominate monster*

Magic Resistance. The shirokinu-katsukami has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The shirokinu-katsukami uses its gore attack and then attacks twice with its claws. Alternatively, it can use its radiant sun bolt attack twice.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 12 (2d6 + 5) slashing damage.

Gore. Melee Weapon Attack: +10 to hit, reach 10 ft., one creature. Hit: 14 (2d8 + 5) piercing damage.

Radiant Sun Bolt. Ranged Spell Attack: +9 to hit, range 30 ft., one target. Hit: 18 (4d6 + 4) radiant damage.

Rake. Melee Weapon Attack: +10 to hit, reach 5 ft., one undead target. Hit: 23 (4d8 + 5) bludgeoning damage plus 23 (4d8) slashing damage.

Blessed Dreams. The shirokinu-katsukami touches a willing creature within 5 ft. of it, granting it a blessing that lasts for 7 days. In that time, the target's dreams cannot be invaded or disturbed through magical means.

SHIYOKAI

If a humanoid creature has lived a particularly unfulfilled life or died in shame, it can sometimes come back in order to drain the hopes and dreams of others. Shiyokai are a gaunt and withered reflection of their living selves, with bulging and hollow eye sockets, and disappearing at the waist, leaving a trail of wisps as they float through the air.

Dream Invaders. A shiyokai literally invades the dreams of humanoids and infects them with nightmares. If a victim is overcome by these nightmares, the shiyokai drains a portion of the victim's dreams, coming closer to fulfillment itself. If the shiyokai manages to kill a dreaming humanoid, it is released from its eternal torment, and can move on to the afterlife - the dead humanoid, however, is then likely to return as a shiyokai, as it must now seek fulfillment.

Undead Nature. A shiyokai doesn't require air, food, drink, or sleep.

INVADED DREAMS

When a shiyokai invades a dream, it gains access to a number of nightmare actions as described below. Nightmare actions are similar to lair actions of other creatures.

NIGHTMARE ACTIONS

On initiative count 10 (losing initiative ties), the shiyokai takes a nightmare action to create one of the following effects though it can't use the same effect two rounds in a row:

Change Gravity. The shiyokai changes gravity up to 90 degrees in a direction of its choosing.

Relocalization. The shiyokai completely reshapes the environment within the dream in accordance with its will. For example, the dream might take place in a mountainous region and instantly change to an underwater environment.

Reshape Dream Form. The shiyokai changes the dreamer's form into that of a creature of its choosing. The creature must be of a CR equal to or higher than the dreamer's level or CR.

SHIYOKAI

Medium undead (spirit), neutral evil

Armor Class 11

Hit Points: 22 (5d8)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+2)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages the languages it knew in life

Challenge 1 (200 XP)

Detect Dreams. The shiyokai can sense the presence and location of any creature within 300 feet of it that are asleep, regardless of interposing barriers, unless the creature is protected by a mind blank spell or blessed by a shirokinu-katsukami.

Incorporeal Movement. The shiyokai can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn in side an object.

Spellcasting. The shiyokai is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The shiyokai knows the following sorcerer spells:

1st level (2 slots): *sleep*

Sunlight Hypersensitivity. The shiyokai takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Invisibility. The shiyokai magically becomes invisible until it takes damage, casts a spell, or uses its Nightmarish Invasion, or until its concentration ends (as if concentrating on a spell).

Nightmarish Invasion (Recharge 5-6). One sleeping humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or have its dreams invaded by the shiyokai. While the invasion takes place, the shiyokai disappears into the sleeping target and the target cannot be awoken unless *dispel magic* or a similar spell is cast on it. In its dream, the target is attacked by a creature with a CR equal to the characters level divided by four. If the target failed its saving throw by 5 or more, it is instead attacked by a creature with a CR equal to the characters level divided by two. The shiyokai decides what creature the target is attacked by and what surroundings the fight takes place in. If the target manages to flee or kill the attacking creature, the target wakes up and is aware of the shiyokai's presence. If the target is defeated by the attacking creature, the shiyokai drains vitality from the target, reducing its maximum hit points by 10 or half its total hit point maximum, whichever is higher. This reduction lasts until the target finishes a long rest. If a creature has its hit point maximum reduced to 0 in this way, the creature dies, and returns as a shiyokai itself on the following night, unless the creature can be resurrected before then.

SPIRIT WOLF

Spirit wolves are celestial creatures and protectors of the wilds. They appear as giant, aquamarine and white wolves, with kindly eyes and a goodhearted demeanor.

Manifestations of Good. Spirit wolves are exceedingly rare, but have been known to intervene when a horrible wrong is about to be committed. Many believe spirit wolves to be living blessings created by the Shijin, though they are in truth created by the collective will of benevolent spirits who wish to guard the kind and joyful. They are, however, welcome in Tengoku by the Shijin, which is also where spirit wolves go when times are good.

Immortal Nature. A spirit wolf doesn't require air, food, drink, or sleep.

SPIRIT WOLF

Large celestial (spirit), chaotic good

Armor Class 13 (natural armor)

Hit Points: 75 (10d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands Kami and Oriental but doesn't speak

Challenge 4 (1,100 XP)

Incorporeal Movement. The wolf can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn in side an object.

Keen Hearing and Smell. The wolf has advantage on Wisdom (perception) checks that rely on hearing or smell.

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

Magic Weapons. The wolf's weapon attacks are magical.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The wolf makes two attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

SUIKO

These ferocious creatures are often referred to as water tigers because of their vague resemblance to tigers and their affinity for water. They live within or near rivers and lakes, usually in solitude. They look like a small, bipedal tiger with scales instead of fur. Their hands and feet have tiger-like claws as well, though their digits also have webbing between them, making them fast swimmers.

Confused with the Kappa. A person that has never met a kappa might mistake a suiko with a kappa. This can be a fatal mistake as the suiko has no qualms about attacking an unprepared victim. In fact, sometimes suikos deliberately hunt for defenseless humanoids or animals just because of boredom. The only thing suiko have in common with the kappa are their size, their color, and their fondness of water.

SUIKO

Small monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 88 (16d6 + 32)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	10 (+0)	11 (+0)	14 (+2)

Saving Throws Con +4, Wis +2

Condition Immunities Perception +4, Stealth +5, Survival +4

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Aquan, Draconic

Challenge 4 (1,100 XP)

Amphibious. The suiko can breathe air and water.

Evasion. If the suiko is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the suiko instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Keen Hearing and Smell. The suiko has advantage on Wisdom (perception) checks that rely on hearing or smell.

Pounce. If the suiko 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 13 Strength saving throw or be knocked prone. If the target is prone, the suiko can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The suiko makes two claw attacks.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage. If the target is a creature, it must succeed a DC 13 Constitution saving throw or be paralyzed until the end of its next turn.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 3) slashing damage.



TAINT ZOMBIES

Humans that die in the Shadowlands often come back as terrible taint zombies. They are creatures of pure death and pestilence, spreading disease and mayhem wherever they go. Luckily, they aren't the brightest of creatures, and their most advanced tactics in combat involves biting whatever is closest.

Tainted Undeath. Contrary to other types of zombies, Taint zombies are animated through the power of Taint and the will of Jigoku itself. Crawdad protocol demands that all slain taint zombies are burned immediately.

Undead Nature. A taint zombie doesn't require air, food, drink, or sleep.

TAINT ZOMBIE

Medium undead (Tainted), chaotic evil

Armor Class 11 (natural armor)

Hit Points: 95 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	20 (+5)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Resistances acid, cold, necrotic

Damage Immunities poison

Condition Immunities charmed, diseased, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages it knew in life but can't speak

Taint Score 1

Challenge 3 (700 XP)

Pestilent Blood. A creature that touches the zombie or that hits it with a melee attack while within 5 feet of it must make a DC 15 Constitution saving throw against disease. On a failure, the creature is infected by Soul Rot.

Soul Rot. The zombie 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.

Tainted Undeath. If the zombie dies, roll a d10 at the end of each of its turns. On a 10, the zombie returns to life with a third of its hit point maximum. This trait does not work if the zombie's remains are burned, or if the zombie dies from fire damage.

Undead Fortitude. If damage reduces the zombie 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 zombie drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw against disease or be infected by Soul Rot.

GREATER TAINT ZOMBIE

Though all taint zombies are dangerous, some are even more dangerous, as their wrecked bodies are filled with even more Taint. These greater zombies are stronger in every way, and are renowned for being exceptionally hard to turn.

GREATER TAINT ZOMBIE

Medium undead (Tainted), chaotic evil

Armor Class 16 (natural armor)

Hit Points: 152 (16d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	6 (-2)	20 (+5)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +1

Damage Resistances acid, cold, necrotic

Damage Immunities poison

Condition Immunities charmed, diseased, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages it knew in life but can't speak

Taint Score 3

Challenge 7 (2,900 XP)

Pestilent Blood. A creature that touches the zombie or that hits it with a melee attack while within 5 feet of it must make a DC 16 Constitution saving throw against disease. On a failure, the creature is infected by Soul Rot.

Soul Rot. The zombie 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.

Tainted Undeath. If the zombie dies, roll a d10 at the end of each of its turns. On a 10, the zombie returns to life with a third of its hit point maximum. This trait does not work if the zombie's remains are burned, or if the zombie dies from fire damage.

Turn Resistance. The zombie has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the zombie 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 zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The zombie makes two melee attacks.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 14 (2d8 + 5) piercing damage, and the target must succeed on a DC 16 Constitution saving throw against disease or be infected by Soul Rot.

Empowered Slam. Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 12 (2d6 + 5) bludgeoning damage plus 7 (2d6) necrotic damage.



TAINT ZOMBIES

TAKA-ONNA

Taka-onnas appear as beautiful harpy-like women. They live in small families, high up in trees, and live off of the wildlife below them.

Taka-onna reproduce by mating with human males as they can only give birth to females.

Joyful Singers. Taka-onnas love to sing, and most of their communication, whether with each other or with outsiders, occurs through singing. Social interactions with a taka-onna are made with advantage if a creature can first succeed a DC 15 Charisma (performance) check made by singing. They don't like to interfere in the affairs with others, however, and mostly keep to themselves.

Extreme Jealousy. They are also fond of jewelry and enjoy wearing necklaces, rings, and tiaras. Unless provoked, they are mostly gentle creatures. However, they are also very jealous creatures. If they see a stranger wearing finer jewelry than themselves, they will sing a magical song, attempting to make the creature lay down its valuables, allowing the taka-onna to snatch it.

TAKA-ONNA

Medium fey, neutral

Armor Class 12

Hit Points: 33 (6d8 + 6)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

Skills Acrobatics +6

Senses darkvision 60 ft., passive Perception 11

Languages Kami, Oriental (common), Sylvan

Challenge 1 (200 XP)

Dive Attack. If the taka-onna 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.

Keen Sight. The taka-onna has advantage on Wisdom (perception) checks that rely on sight.

Rampage. When the taka-onna reduces a creature to 0 hit points with a melee attack on its turn, the taka-onna can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

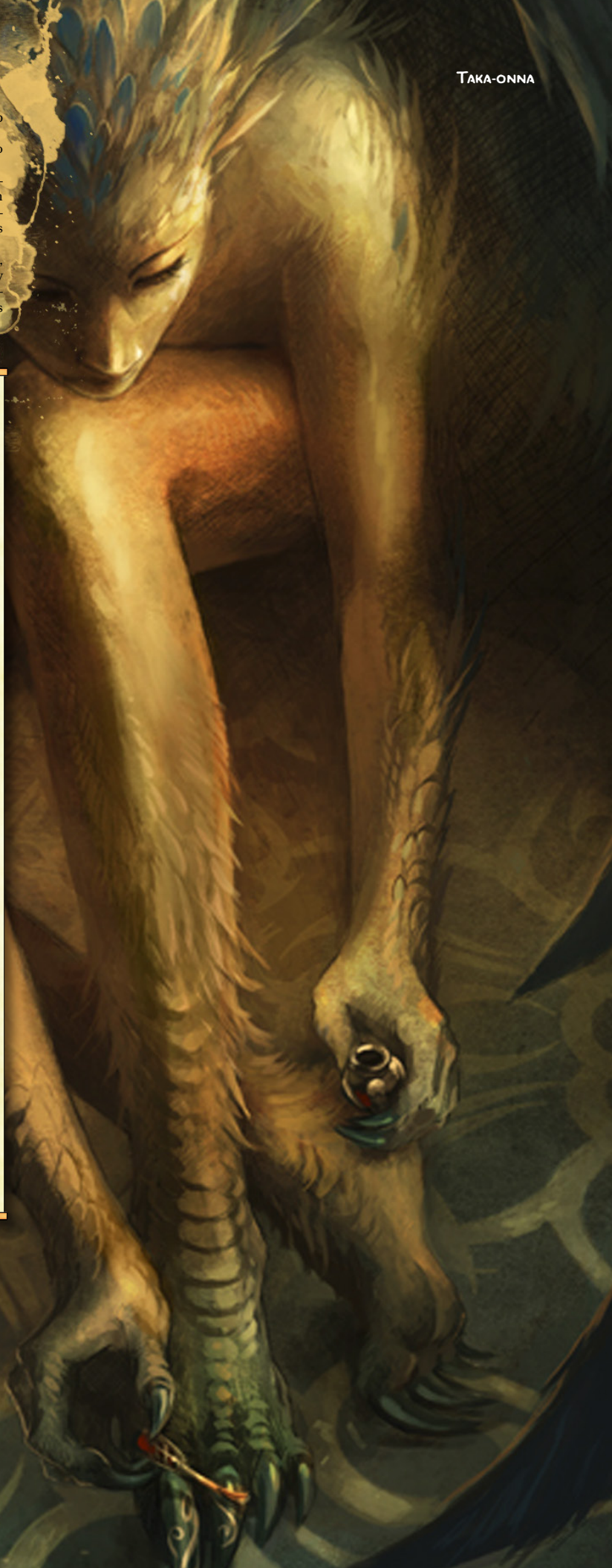
Multiattack. The taka-onna makes two attacks: one with its bite and one with its hair. While flying, it can replace one or both attacks with claw attacks.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed a DC 11 Constitution saving throw or take 2 (1d4) slashing damage at the start of each of its turns do to the festering wound. Each time the taka-onna hits the wounded target with this attack, the damage dealt by the wound increases by 2 (1d4). Any creature can take an action to stanch the wound with a successful DC 10 Wisdom (medicine) check. The wound also closes if the target receives magical healing.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

Grasping Hair. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the target is restrained and the taka-onna cannot grapple another target with its grasping hair.

Ballade of Jealousy (Recharge 5-6). The taka-onna sings a magical song, directed at a creature within 30 feet of the taka-onna that can hear it. The target must succeed a DC 12 Intelligence saving throw or be cursed for 1 hour. While cursed, the target creature spends its turns unequipping any as many items as it can, starting with whatever it is holding, laying everything at its feet in an orderly fashion. It cannot move, talk or do anything else while afflicted with this curse. The creature can repeat the saving throw at the end of each of its turns and each time it takes damage, ending the curse on a successful save. The curse also ends if the taka-onna or its allies attack the target, or if removed by a *remove curse* spell or similar magic.



TAKO

Takos appear much like large octopuses, about 6 feet in diameter, 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.

Honorable and Territorial. Though normally docile, takos attack any creature that invades 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. Most tako wield weapons, though only the males usually wield weapons suited for land combat, while females instead specialize in constricting their foes, slowly squeezing the life out of them.

TAKO



TAKO FEMALE

Medium aberration, lawful neutral

Armor Class 14 (natural armor)

Hit Points: 44 (8d8+8)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	12 (+1)	12 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +4

Skills Stealth +4

Senses darkvision 120 ft., passive Perception 11

Languages Tako

Challenge 2 (450 XP)

Chameleon Skin. The tako can change the color of its skin to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (stealth) checks made to hide.

Hold Breath. While out of water, the tako can hold its breath for 4 hours.

Water Breathing. The tako can breathe only underwater.

ACTIONS

Multiattack. The tako makes two attacks, choosing between its bite, magariyari, or tentacles.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 6 (1d4 + 4) piercing damage.

Magariyari. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Constrict. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature grappled by the tako. Hit: 11 (2d6 + 4) bludgeoning damage. Until the grapple ends, the target is restrained if it is Large or smaller and the tako can't constrict another target. The target has disadvantage on Strength (athletics) and Dexterity (acrobatics) checks made to escape the grapple. The tako uses five of its seven tentacles when constricting a target. A constricted target takes 3 (1d6) bludgeoning damage at the start of each of its turns and can neither speak nor breathe.

Tentacle. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage, and the target is grappled (escape DC 15). The tako has seven tentacles, each of which can grapple one target unless it is holding something.

TAKO MALE

Medium aberration, lawful neutral

Armor Class 14 (natural armor)

Hit Points: 44 (8d8+8)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	12 (+1)	12 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +4

Skills Stealth +4

Senses darkvision 120 ft., passive Perception 11

Languages Tako

Challenge 2 (450 XP)

Chameleon Skin. The tako can change the color of its skin to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (stealth) checks made to hide.

Hold Breath. While out of water, the tako can hold its breath for 4 hours.

Water Breathing. The tako can breathe only underwater.

ACTIONS

Multiattack. The tako makes two attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 6 (1d4 + 4) piercing damage.

Magariyari. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Masakari. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage. The tako's attacks with the masakari are made with disadvantage while underwater.

Tentacle. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage, and the target is grappled (escape DC 15). The tako has seven tentacles, each of which can grapple one target unless it is holding something.

TASLOI

Small but vicious forest-dwellers, tasloi clamber through the trees with ease, ambushing unwary travelers. Tasloi are long-legged, flat-headed humanoids. They walk in a crouching posture, touching 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.

Swarm Tactics. Tasloi are hardly the most fearsome dangers of the jungles, but they can be a serious threat when encountered in numbers. They know the lairs of more powerful monsters, and often set up obvious escape routes from such places, 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.

TASLOI

Small humanoid, chaotic evil

Armor Class 11

Hit Points: 21 (6d6)

Speed 20 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	10 (+0)

Saving Throws Dex +3

Skills Acrobatics +5, Stealth +3

Senses darkvision 60 ft., passive Perception 10

Languages Vanara

Challenge 1/8 (25 XP)

Light Sensitivity. While in bright light, the tasloi has disadvantage on attack rolls, as well as on Wisdom (perception) checks that rely on sight.

Runby. The tasloi doesn't provoke an opportunity attack when it moves out of an enemy's reach.

ACTIONS

Multiattack. The tasloi makes two attacks with its uchi-ne.

Uchi-ne (Supply: 6). Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

TASLOI CHIEFTAIN

Small humanoid, chaotic evil

Armor Class 13 (dual sais)

Hit Points: 35 (10d6)

Speed 20 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	9 (-1)	12 (+1)	11 (+0)

Saving Throws Dex +4

Skills Acrobatics +6, Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Vanara

Challenge 1/4 (50 XP)

Light Sensitivity. While in bright light, the tasloi has disadvantage on attack rolls, as well as on Wisdom (perception) checks that rely on sight.

Runby. The tasloi doesn't provoke an opportunity attack when it moves out of an enemy's reach.

ACTIONS

Multiattack. The tasloi makes two attacks with its dual poison sais.

Poison Sai. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

TAN-GIN RARITIES

A potion of tan-gin silver is a rare item. It weighs 1/2 lb. and costs at least 100 gp. A tan-gin egg is of almost equal rarity. It is almost weightless and costs upwards of 20 gp for a single serving. Tan-gin eggs taste differently to everyone, but the taste is always pleasant and semi-sweet with tiny hint of bitterness.

Potion of Tan-Gin Silver. A character who drinks the magical silvery liquid in this vial regains 2d4 + 2 hit points. Additionally, when the character next finishes a long rest, it is cured of all diseases and poisons. Drinking and administering the potion takes an action.

TAN-GIN

Tan-gin are small monkey-like reptilians. Their scaly skin is various shades of green, spotted with blue, crimson, or yellow. They have long and strong hind legs with three elongated fingers at the end of each leg, which they use in conjunction with their two tails to move effortlessly through the forest. They have tiny arms with just two fingers, which they use primarily to hold food and to carry their young. They have one large and one small set of eyes on each side of their heads, enabling them to see very well in all conditions.

Hunted. The tan-gin live in groups of up to several hundred. They feed on insects and are known for their beautiful singing when the moon shines bright. Tan-gin aren't aggressive unless provoked. Sadly, they are hunted for two things: their eggs, which are a delicacy, and the silvery liquid they secrete from their mouths, known as tan-gin silver, which acts as a powerful healing agent.

TAN-GIN

Tiny fey, unaligned

Armor Class 16

Hit Points 3 (2d4 - 2)

Speed 50 ft., climb 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	23 (+6)	8 (-1)	3 (-4)	15 (+2)	10 (+0)

Skills Acrobatics +7, Perception +6, Stealth +9

Damage Immunities poison

Condition Immunities blinded, diseased, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Understands Vanara, but doesn't speak

Challenge 1/4 (50 XP)

Cunning Action. On each of its turns, the tan-gin can use a bonus action to take the Dash, Disengage, or Hide action.

Echolocation. The tan-gin can't use its blindsight while deafened.

Keen Hearing and Sight. The tan-gin has advantage on Wisdom (perception) checks that rely on hearing or sight.

Pack Tactics. The tan-gin has advantage on an attack roll against a creature if at least one of the tan-gin's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d4 + 6) piercing damage.

Tan-gin Silver (1/Day). The tan-gin drips its saliva onto a wound or onto the skin of a friendly creature within 5 ft. of the tan-gin. The creature immediately regains 7 (2d4 + 2) hit points, and is cured of all diseases and poisons when it next finishes a long rest.

SWARM OF TAN-GIN

Medium swarm of Tiny fey, unaligned

Armor Class 16

Hit Points 28 (8d8 - 8)

Speed 50 ft., climb 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	23 (+6)	8 (-1)	3 (-4)	15 (+2)	10 (+0)

Skills Acrobatics +7, Perception +6, Stealth +9

Damage Immunities poison

Condition Immunities diseased, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Understands Vanara, but don't speak

Challenge 4 (1,100 XP)

Cunning Action. On each of its turns, the swarm can use a bonus action to take the Dash, Disengage, or Hide action.

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing and Sight. The swarm has advantage on Wisdom (perception) checks that rely on hearing or sight.

Pack Tactics. The swarm has advantage on an all attack rolls.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny tan-gin. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The swarm attacks four times with its bite, or two times if it has half its hit points or fewer.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d4 + 6) piercing damage.

Tan-gin Silver (Recharge 4-6). The tan-gin drips its saliva onto a wound or onto the skin of a friendly creature within 5 ft. of the swarm. The creature immediately regains 7 (2d4 + 2) hit points, and is cured of all diseases and poisons when it next finishes a long rest.

TATARIMOKKE

When a baby dies, it often returns to the world in the form of a translucent owl surrounded by searing flames that are only harmful to flesh. They remain near the home they had while alive, watching over their family. If danger is about, the tatarimokke will warn its family through its telepathic images. They are beloved creatures, and often missed dearly by their families.

Murder. If a baby was killed by its own family, whether there were simply too many mouths to feed or it was aborted as a fetus, it might still return as a tatarimokke, but rather than watching over its family, it will attempt to avenge its own death by haunting its family. If an evil tatarimokke is killed, it simply returns on the following night. Its haunting lasts a full month every seventh year or until its murderers have died.

Undead Nature. A tatarimokke doesn't require air, food, drink, or sleep.

VARIANT: EVIL TATARIMOKKE

A child that has been murdered by its parents or another trusted friend or family member is likely to return as an evil tatarimokke. Such a tatarimokke might have the Vengeful Glare action described below:

Vengeful Glare. The tatarimokke targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the tatarimokke deals damage to it, or until the end of the tatarimokke's next turn. When the paralysis ends, the target is frightened of the tatarimokke for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the tatarimokke, ending the frightened condition on itself on a success.

TATARIMOKKE

Tiny undead (spirit), lawful good or lawful evil

Armor Class 11

Hit Points: 20 (8d4)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	6 (-2)	9 (-1)	17 (+3)

Saving Throws Dex +3

Skills Perception +3, Stealth +3

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 4 (1,100 XP)

Flyby. The tatarimokke doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Incorporeal Movement. The tatarimokke 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.

Keen Hearing and Sight. The tatarimokke has advantage on Wisdom (perception) checks that rely on hearing or sight.

Limited Telepathy. The tatarimokke can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Necrotic Flames. The tatarimokke is surrounded by necrotic flames. Any creature that touches the tatarimokke or hits it with a melee attack while within 5 feet of it takes 4 (1d8) necrotic damage. Additionally, it deals an additional 9 (2d8) necrotic damage with its talons (included in the attack).

ACTIONS

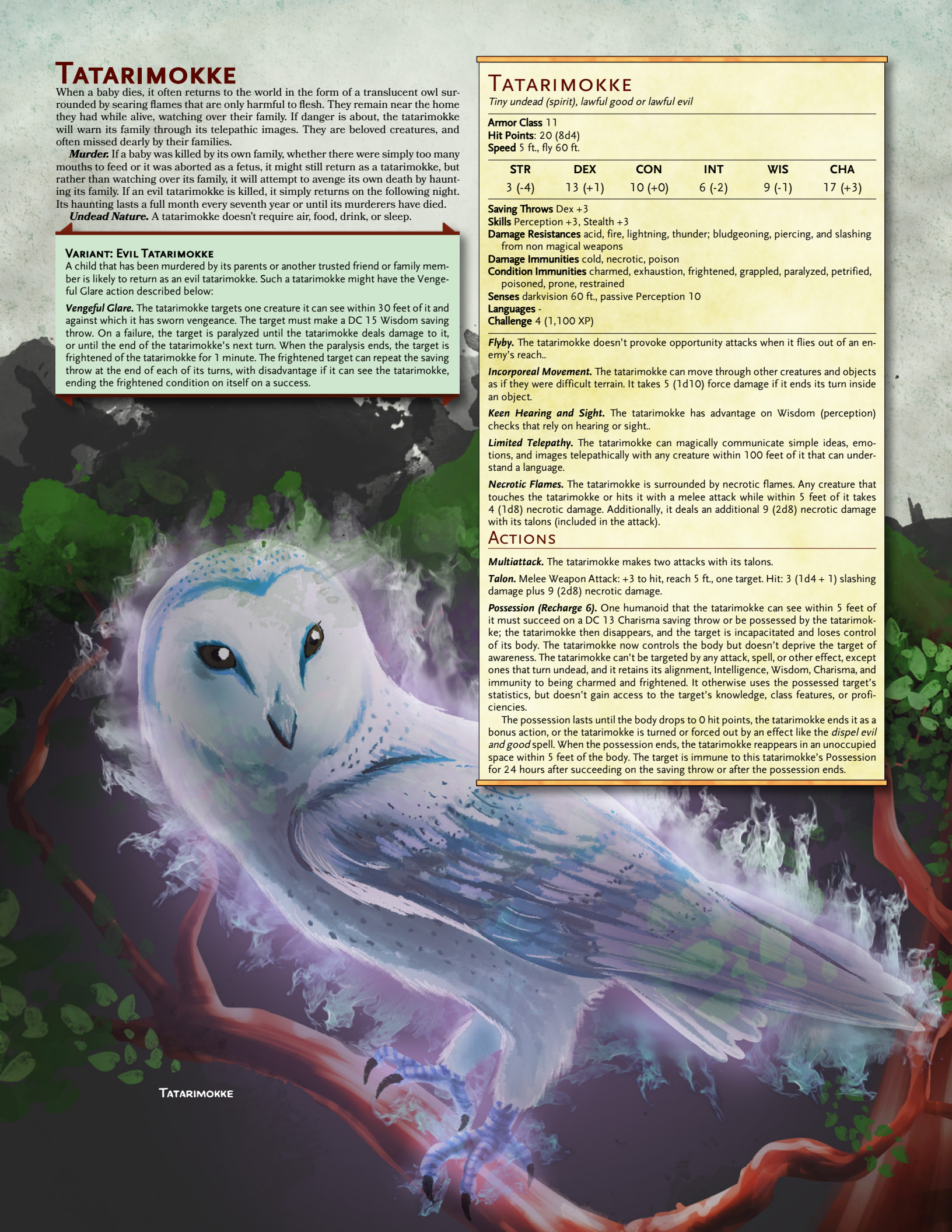
Multiattack. The tatarimokke makes two attacks with its talons.

Talon. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage plus 9 (2d8) necrotic damage.

Possession (Recharge 6). One humanoid that the tatarimokke can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the tatarimokke; the tatarimokke then disappears, and the target is incapacitated and loses control of its body. The tatarimokke now controls the body but doesn't deprive the target of awareness. The tatarimokke 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 tatarimokke ends it as a bonus action, or the tatarimokke is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the tatarimokke reappears in an unoccupied space within 5 feet of the body. The target is immune to this tatarimokke's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

TATARIMOKKE



TEGAA

The tegaa are berry bushes that have been awakened and infused with powerful magics. They are solitary in nature, living in the same area of the same forest for all of their life, hiding among other bushes. As long as it gets a little sun and water, a tegaa is content and doesn't bother with other creatures unless it is attacked or somebody attempts to steal its berries. It will answer the call of a Great Sylvan, however.

Tegaa Berries. Magical berries grow on the tegaa, making them very sought after and extremely valuable. While the people of the Orient generally respect the tegaa and leave them alone, there are some who will pay greatly for their berries, as well as bandits and other goons who are willing to hunt the tegaa for monetary gain. This is all black market activity, however, and very much frowned upon. The Chickadee, Phoenix, Rabbit, Wolf, and Wyvern Clans have outright made it illegal within their borders, and in the Wolf lands doing so even carries the death sentence.

Giving Back. A tegaa can live to be 30 - 35 years. During the last weeks of its life, it changes color to stand out among the other bushes and blooms to carry twice as many berries as usually. This is often a signal to others, that it is alright to harvest its berries, as the tegaa will soon no longer need them.

Protectors of Children. Although a tegaa doesn't interfere with others, it might do so if a child is threatened near it, even going so far as to sacrifice itself to save the child. A child that is hurt will also be offered one or more berries, depending on its needs.

VARIANT: ADDITIONAL TEGAA BERRIES

At the DMs discretion, some rare or unique tegaa might have additional berries as described below:

Frostberries. The tegaa has 2 (1d4) frostberries. If a creature consumes a frostberry, it must make a DC 12 Constitution saving throw, having its speed reduced to 5 for 1 minute and taking 14 (4d6) cold damage on a failed save, or half the cold damage on a successful save. If the tegaa consumes a frostberry, it takes no damage and isn't frozen, but the damage of its attacks change to cold for 1 minute and it gains resistance to cold damage.

Sparkleberries. The tegaa has 2 (1d4) sparkleberries. If a creature consumes a sparkleberry, it is cured of all diseases, curses, and poisons currently affecting it. If the tegaa consumes a sparkleberry, it also gains immunity to disease, curses, and poisons for 1 hour.

TEGAA BRANCHLING

Small plant, unaligned

Armor Class 11 (natural armor)

Hit Points: 14 (4d6)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	3 (-4)	10 (+0)	10 (+0)	15 (+2)	9 (-1)

Saving Throws Wis +4

Skills Nature +4

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages Understands Druidic and Sylvan, but doesn't speak

Challenge 1/8 (25 XP)

False Appearance. While the tegaa remains motionless, it is indistinguishable from a small bush.

Surprise Attack. If the tegaa surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 3 (1d6) damage from the attack.

ACTIONS

Multiattack. The tegaa releases its spore cloud if it can. It then makes two clawed vine attacks.

Clawed Vines. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

Constrict. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the tegaa can't constrict another target.

Spore Cloud (Recharge 6). The tegaa releases a cloud of spores in a 10-foot radius sphere centered on itself. Each creature in the area must make a DC 13 Constitution saving throw against poison or be affected by extreme vertigo. While affected, a creature falls prone whenever it moves 5 feet or takes the Dash or Disengage action. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

TEGAA

Medium plant, unaligned

Armor Class 11 (natural armor)

Hit Points: 44 (8d8 + 8)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	13 (+1)	10 (+0)	15 (+2)	9 (-1)

Saving Throws Wis +4

Skills Nature +4

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Condition Immunities blinded, charmed, deafened, paralyzed, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages Understands Druidic and Sylvan, but doesn't speak

Challenge 2 (450 XP)

False Appearance. While the tegaa remains motionless, it is indistinguishable from a regular bush.

Good Luck. The tegaa cannot suffer disadvantage on all ability checks, attack rolls, and saving throws.

Tegaa Berries. The tegaa has a number of magic berries of different colors as described below. A character can pick a berry from the tegaa with a successful DC 15 Dexterity (sleight of hand) check as an action. A berry withers away and loses its magic after a week if removed from the tegaa or if the tegaa is dead. The tegaa can consume two berries itself as a bonus action on each of its turns. It regrows any spent or stolen berries when it finishes a long rest. If the tegaa takes fire damage, all berries are destroyed.

Blackberries. The tegaa has 2 (1d4) 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. If the tegaa consumes a blackberry, for the duration, its damage instead increases by 2 and its reach increases by 10 feet.

Blueberries. The tegaa has 2 (1d4) 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:

d6 Beast

1	Hawk
2	Flying Snake
3	Bharal
4	Elk
5	Ape
6	Honey Badger

If the tegaa consumes a blueberry, it can roll twice and choose which roll to use. The creature that consumes the blueberry must maintain concentration (as if concentrating on a spell).

Redberries. The tegaa has 3 (1d4 + 1) redberries. If a creature consumes a redberry, it regains 7 (2d4 + 2) hit points. If the tegaa consumes a redberry, it instead regains 14 (4d4 + 4) hit points and if the amount healed is greater than the tegaa's missing hit points, it gains the excess healing as temporary hit points. While the tegaa has temporary hit points that it gained in this manner, it doesn't have vulnerability to fire damage.

Silverberries. The tegaa has 1 (1d4 - 1) silverberries. If a creature consumes a silverberry, it gains a +1 bonus to all ability checks, attack rolls, and saving throws for 1 minute. If the tegaa consumes a silverberry, for the duration, it gains a +3 bonus instead.

Whiteberries. The tegaa has 1 (1d4 - 1) whiteberries. If a creature consumes a whiteberry, its AC is increased by 1 for 1 minute. If the tegaa consumes a whiteberry, for the duration, its AC instead increases by 2 and it cannot be critically hit.

Surprise Attack. If the tegaa 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.

ACTIONS

Multiattack. The tegaa releases its spore cloud if it can. It then makes two clawed vine attacks.

Clawed Vines. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Spore Cloud (Recharge 5-6). The tegaa releases a cloud of spores in a 30-foot radius sphere centered on itself. Each creature in the area must make a DC 13 Constitution saving throw against poison or be affected by extreme vertigo. While affected, a creature falls prone whenever it moves 5 feet or takes the Dash or Disengage action. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

TENGU

Tengu are an ancient and magical race of warriors, sharing a common ancestor with the kenku. They are scholars and teachers, imparting their wisdom to those who seek them out and prove worthy and honorable. Their ancestral home is rumored to be far to the north, perhaps in the Pegasus or Phoenix lands, perhaps in the Frost Pillars separating the two.

Tengu appear as human-sized, bipedal crows with feathered arms, pointed beaks, and huge wings. They wear clothing and walk with a proud demeanor. They are trained in swordsmanship from childhood, learning the unique style of the tengu. The tengu are very protective of this style and rarely, if ever, teach it to outsiders.

Tengu Variants. While most tengu have the heads of crows, a few have more humanlike heads. The crow-headed tengu are of similar size to humans and tend to be very suspicious of outsiders, sometimes almost acting feral. The human-headed tengu are smaller, but capable of casting spells, and slightly more diplomatic.

Pack Creatures. They usually live in groups of three to four families, each family consisting of a male and female adult, and any number of chicks. A group of tengu is called a murder, and each member of a murder is of the same alignment. Some murders are chaotic good, some are chaotic evil, but most are chaotic neutral.

Reproduction. An adult female can lay 1-2 eggs a year. A chick, as their young are called, leave their murder when they are roughly 2-3 years old, grouping up with others of the same age to form their own murder. They live to be about 30.

Leadership. Within each murder, the tengu have a council of elders which consists of the female from each family. It is intended that all major decisions are made there through a democratic process. However, if a murder has any human-headed tengu, they tend to be the de facto leaders of the group as the crow-headed tengu look up to them.

Nomads. No murder forms a permanent home, but instead stays in one place for only a few weeks at a time, building simple nests from sticks and weeds within forest glades, in meadows, or on the banks of streams and ponds.

TENGU, CROW-HEADED

Medium humanoid, any chaotic alignment

Armor Class 14

Hit Points: 54 (12d8)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	13 (+1)	14 (+2)	13 (+1)

Saving Throws Int +3, Wis +6, Cha +3

Skills Acrobatics +6, Deception +5, Perception +4, Stealth +4

Senses passive Perception 14

Languages Auran, Oriental (common)

Challenge 3 (700 XP)

Blinkstrike (3/Day). The tengu can use a bonus action to teleport up to 30 feet right before making an attack with its katana, gaining advantage on the attack. If the attack hits, it deals an additional 7 (2d6) damage to the target.

Grace. The tengu cannot suffer from disadvantage when attacking with any of its weapons.

Mimicry. The tengu can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom (insight) check.

Unarmored Defense. While the tengu is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The tengu makes one attack with its katana and two attacks with its wakizashi. It can replace one of its wakizashi attacks with a wing baffle. If disarmed, the tengu can instead make three attacks with its claws.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Katana. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage or 6 (1d10 + 1) if used with two hands.

Wakizashi. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage. If the target is a creature, the tengu can choose one of the following additional effects:

- The target must succeed a DC 12 Strength saving throw or drop one item of the tengu's choice.
- If the target is a Large or smaller creature, it must succeed a DC 12 Strength saving throw or be pushed back up to 15 feet.

Wing Baffle. The tengu uses its wings to buffet and disorient nearby opponents. The tengu makes a Charisma (deception) check contested by a Wisdom (insight) check from each hostile creature within 5 ft. of the tengu. If the tengu beats a creature with its check, the creature's attacks against the tengu are made with disadvantage until the start of the tengu's next turn, and the tengu has advantage on its next wakizashi attack against that creature.

REACTIONS

Riposte. When a creature misses the tengu with a melee attack, the tengu can immediately make a katana attack against the creature. If the attack hits, the tengu deals an additional 4 (1d8) damage.

TENGU CHICK

Tiny humanoid, any chaotic alignment

Armor Class 13

Hit Points: 6 (4d4 - 4)

Speed 10 ft., fly 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	8 (-1)	8 (-1)	12 (+1)	7 (-2)

Saving Throws Wis +3

Skills Acrobatics +3, Deception +0

Senses passive Perception 11

Languages Auran

Challenge 0 (10 XP)

Mimicry. The tengu can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 11 Wisdom (insight) check.

Unarmored Defense. While the tengu is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

TENGU, HUMAN-HEADED

Small humanoid, any chaotic alignment

Armor Class 16

Hit Points: 56 (16d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	15 (+2)	16 (+3)	15 (+2)

Saving Throws Int +5, Wis +9, Cha +5

Skills Acrobatics +9, Deception +8, Perception +6, Stealth +6

Senses passive Perception 16

Languages Auran, Oriental

Challenge 5 (1,800 XP)

Blinkstrike (3/Day). The tengu 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, it deals an additional 14 (4d6) damage to the target.

Grace. The tengu cannot suffer from disadvantage when attacking with any of its weapons.

Innate Spellcasting. The tengu's spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring only verbal components:

- At will: *ghost light*, *invisibility*, *thaumaturgy*
- 3/day each: *cataracts*, *phantasmal force*
- 1/day each: *mislead*, *polymorph*

Mimicry. The tengu can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (insight) check.

Unarmored Defense. While the tengu is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The tengu makes one attack with its wakizashi and three attacks with its warfan. If unarmed, it can instead make four attacks with its claws.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage.

Wakizashi. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Tengu Warfan. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage. If the target is a creature, the tengu 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 tengu'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.

REACTIONS

Riposte. When a creature misses the tengu with a melee attack, the tengu can immediately make a wakizashi attack against the creature. If the attack hits, the tengu deals an additional 9 (2d8) damage.



CROW-HEADED AND HUMAN-HEADED TENGU

TORN

The torn is a strange creature of unknown origin, though they are quite possibly the result of horrible blood magic gone wrong. They are small, otherworldly-looking creatures. They have tiny eyes that glow with a subtle hue in the dark, and their jaws are lined with razor sharp teeth.

Variable Alignment. Their minds are broken, constantly shifting between evil and good alignment. When evil, their oily skin is dark and they behave like ravaging monsters. While good, their skin is white and it walks proudly through the plains and forests. A torn has two different personas (including two different names it has given itself). A torn persona has no recollection of its actions while the torn's other persona was in control, nor does it know of its dualistic existence.

Infectious. If their saliva enters the blood stream of another creature, they are infected with portion of the torn's madness, becoming conflicted about good and evil.



TORN

TORN

Small aberration, chaotic evil and chaotic good

Armor Class 14 (natural armor), 16 with dark carapace

Hit Points: 39 (6d6 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	13 (+1)	14 (+2)	8 (-1)

Skills Arcana+3, Perception +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Kami, Kumo, Oriental (common), Sylvan

Challenge 2 (450 XP)

Dark Carapace (Requires Evil Alignment). The torn's AC increases by 2 when its carapace is dark. Any creature that touches the torn or hits it with a melee attack while within 5 feet of it takes 3 (1d6) necrotic damage.

Innate Spellcasting (Requires Good Alignment). The torn's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:

At will: *light, spare the dying, thaumaturgy*

3/day each: *bless, create spring, cure wounds, lesser restoration, sanctuary*

1/day each: *dispel magic, dispel taint, prayer of healing, remove curse, zone of truth*

Torn Alignment. The torn's alignment changes on a whim. At the start of every hour, roll a d20. On a roll of 1-10, its alignment becomes chaotic evil, and on a roll of 11-20, its alignment becomes chaotic good. When evil, it enjoys feasting on humanoids in particular. When good, it sings and smiles, and eats berries and insects, only resorting to violence if attacked. While evil, the torn cannot remember anything from when it was good, and vice versa.

ACTIONS

Multiattack. The torn makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage. If the target is a creature, it must succeed a DC 13 Constitution saving throw against curses or gain a random madness depending on its alignment, as shown in the table below:

d4	Evil Alignment	Good Alignment
1	Nothing brings me more joy than to help others - no matter the personal cost.	Nothing brings me more joy than to harm others - no matter who they are.
2	I will never lie about anything.	I will lie about everything.
3	I must convince others that I must be punished for my crimes.	I must convince others that their way of life is holding them back.
4	I am despicable. I must die.	I am perfect. Everybody should bow before me.

If the target creature is of neutral alignment, roll on the table twice: once for the Evil Alignment column and once for the Good Alignment column. The creature is affected with both madesses, even if they are contradictory. The neutral creature must then roll a d20 at the start of every hour. On a roll of 1-10, its alignment becomes chaotic evil for the day, and on a roll of 11-20, its alignment becomes chaotic good for the day.

The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage.

TSUMUNAGI

Blood eels, as they are also called, are the result of the Taint heavily mutating regular eels. They hide in swamps and marshes within the Shadowlands (or sometimes within the Empire, when oni or maho-tsukei smuggle them in), waiting for their prey to get close, so they can wrap themselves tightly around one of the victim's limbs and drain their blood.

Vampiric. A tsumunagi looks like a large, black or brown rubber band, with tiny grappling claws all around its edge. At each end, it has a gaping, fanged mouth, ready to suck its victim's blood while injecting a blood-thinning venom into the victim, ensuring agonizing pain long after the tsumunagi has let go.

TSUMUNAGI

Small aberration (Tainted), unaligned

Armor Class 14 (natural armor)

Hit Points: 99 (22d6 + 22)

Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	13 (+1)	5 (-3)	12 (+1)	14 (+2)

Skills Stealth +6

Condition Immunities charmed, paralyzed, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages -

Taint Score 2

Challenge 5 (1,800 XP)

Amphibious. The tsumunagi can breathe air and water.

Blood Thinning Venom. When a creature suffers damage from the tsumunagi's blood drain, 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.

Damage Transfer. While attached to a creature, the tsumunagi takes only half the damage dealt to it (rounded down), and that creature takes the other half.

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

Swamp Camouflage. The tsumunagi has advantage on Dexterity (stealth) checks made to hide in swampy terrain.

ACTIONS

Blood Drain. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) piercing damage, the target's Taint score increases by 1, and if the target is Small or larger, the tsumunagi attaches to the target. If the tsumunagi has advantage against the target, the tsumunagi attaches to the target's head, and the target is blinded and unable to breathe while the tsumunagi remains attached. While attached, the tsumunagi doesn't attack. Instead, at the start of each of the tsumunagi's turns, the target has its hit point maximum reduced by 10 (2d6 + 3) and the tsumunagi is healed for the same amount. The tsumunagi can detach itself by spending 5 feet of its movement. It does so after it drains 40 hit points of blood from the target, if the target dies, or if the tsumunagi takes fire damage. A creature, including the target, can forcefully detach the tsumunagi by succeeding a DC 16 Strength check as an Action.

REACTIONS

Spring Attack. When a creature hits the tsumunagi with a melee weapon attack while within 5 feet of it, the tsumunagi can attempt a DC 12 Dexterity (acrobatics) check. If successful, the tsumunagi jumps and immediately uses its Blood Drain on the attacker, while the attacker hits the tsumunagi's previous target if it was attached to a creature when the attack was made. If unsuccessful, the tsumunagi falls off and lands in an empty space within 5 feet of the attacking target.



TSUMUNAGI

TSUNO

In recent years, a new threat has appeared in the Shadowlands, previously unknown to the Crawdad clan. These tsuno show an intelligence, ability to work together, and magical affinity that has the Crawdad worried.

Unnatural Origins. The tsuno's origin seems more coincidence than anything else, yet there might be more to the story. Tsuno younglings are born from inside other creatures. They are the result of a **nikumizu's** bite. What's more odd is that the tsuno naturally build up more and more Taint within them as they age, while other known creatures have an innate and static amount of Taint corruption.

Chimeric Physicality. They are large, brutish bipeds that combine the features of Shadowlands ogres, fierce bulls, and a hint of lion. Their torsos and arms are human-like while their legs are jointed like those of a bull, but end in three clawed toes. They smell strongly of ammonia. Their heads are square and armor-like, with two long, curved horns jutting out from above, and a line of short spikes running down their spines. They typically don't wear armor, but carry large cleaving weapons. They stand 9 to 10 feet tall and weigh 500 to 600 pounds.

Fierce Warriors. Tsunos are mighty in physical combat. They can fight rank and file and understand advanced battle tactics. They are strong, fierce, and innately wield weapons like a trained warrior, capable of defeating even the most skilled kensai in single combat. They dislike all ranged weaponry, however, and favor engaging foes that utilize such tactics first by rushing them from afar.

Maho-Tsukai. Tsunos also have a powerful affinity for spellcasting, making them even fiercer opponents. While their innate spellcasting capabilities manifest as they mature, it isn't magic like that of most creatures: it is blood magic. It doesn't need to cut itself, however, as is usually the case with maho. Instead, its blood is simply pushed out through its skin, manifesting as a red mist around the tsuno for but an instant and harming all those near the tsuno.

Tsuno Society. Tsunos believe in strength above all else. They gather in mighty clans or small warbands, each having a single leader: the strongest of them all. Tsuno don't declare war on each other, but one group might absorb another if its leader defeats the other groups leader.

Tainted Nature. A tsuno doesn't require food or sleep.

TSUNO

Large monstrosity (Tainted), lawful evil

Armor Class 18 (natural armor)
Hit Points: 127 (15d10 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	17 (+3)	16 (+3)	17 (+3)	16 (+3)

Saving Throws Str +8, Con +6, Wis +6
Skills Arcana +6, Athletics +8, Survival +6
Damage Resistances bludgeoning
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 13
Languages Oni, Oriental (common)
Taint Score 4
Challenge 6 (2,300 XP)

Bestial Rush. The tsuno gains twice its movement when it uses the Dash action, but it can only run in a straight line if it does. Additionally, when it takes the Dash action, the tsuno can enter the space of a Medium or smaller creature. When it does so, the creature must succeed a DC 17 Strength saving throw or be knocked prone. If the tsuno ends its turn in another creature's space, it is ejected to the nearest empty space.

Charge. If the tsuno 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 16 Strength saving throw or be knocked prone.

Martial Advantage. Once per turn, the tsuno can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the tsuno that isn't incapacitated.

Maho. The tsuno is a maho-tsukai. It's maho spellcasting ability is Charisma (spell save DC 13, spell attack modifier +5). Whenever the tsuno casts a spell, all creatures within 5 ft. of it (including itself) take necrotic damage as noted next to the spell. The tsuno can use maho to cast the following spells, replacing material components with its own blood:

1d6: *ancestral vengeance, dream sight*
3d6: *cobra's breath, thorn skin*
5d6: *blood of fire, wall of bones*

Rush. The tsuno gains twice its movement when it uses the Dash action.

ACTIONS

Multiattack. The tsuno makes two attacks with its claws or masakari and one gore attack.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Naginata. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) slashing damage.

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

TSUNO ELDER

Large monstrosity (Tainted), lawful evil

Armor Class 18 (natural armor)
Hit Points: 171 (18d10 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	17 (+3)	16 (+3)	18 (+4)	20 (+5)

Saving Throws Str +9, Con +7, Wis +7
Skills Arcana +6, Athletics +9, Survival +7
Damage Resistances bludgeoning
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 13
Languages Oni, Oriental (common)
Taint Score 5
Challenge 8 (3,900 XP)

Bestial Rush. The tsuno gains twice its movement when it uses the Dash action, but it can only run in a straight line if it does. Additionally, when it takes the Dash action, the tsuno can enter the space of a Medium or smaller creature. When it does so, the creature must succeed a DC 17 Strength saving throw or be knocked prone. If the tsuno ends its turn in another creature's space, it is ejected to the nearest empty space.

Charge. If the tsuno 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 13 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Martial Advantage. Once per turn, the tsuno can deal an extra 21 (6d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the tsuno that isn't incapacitated.

Maho. The tsuno is a maho-tsukai. It's maho spellcasting ability is Charisma (spell save DC 15, spell attack modifier +7). Whenever the tsuno casts a spell, all creatures within 5 ft. of it (including itself) take necrotic damage as noted next to the spell. The tsuno can use maho to cast the following spells, replacing material components with its own blood:

1d6: *ancestral vengeance, dream sight, elemental burst*
3d6: *cobra's breath, thorn skin*
5d6: *blood of fire, wall of bones*

ACTIONS

Multiattack. The tsuno makes three attacks with its claws or masakari and one gore attack.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Naginata. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) slashing damage.

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the tsuno can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the tsuno. A creature can benefit from only one Leadership die at a time. This effect ends if the tsuno is incapacitated.

REACTIONS

Parry. The tsuno adds 6 to its AC against one melee attack that would hit it. To do so, the tsuno must see the attacker and be wielding a melee weapon.

TSUNO YOUNGLING

Small monstrosity (Tainted), lawful evil

Armor Class 12 (natural armor)
Hit Points: 67 (15d6 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	13 (+1)	14 (+2)	14 (+2)

Saving Throws Str +4, Con +3, Wis +4
Skills Arcana +3, Athletics +4, Survival +4
Senses darkvision 120 ft., passive Perception 12
Languages Oni, Oriental (common)
Taint Score 1
Challenge 1 (200 XP)

Rush. The tsuno gains twice its movement when it uses the Dash action.

ACTIONS

Multiattack. The tsuno makes three claw attacks.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.



Tsuno

TWILIGHT NAGA

The naga have lived in the Orient since long before humanity arrived at its shores. Once a mighty civilization, they now live a reclusive life within the Twilight Forest in the Wyvern Lands, most of them within the Deep Lakes that are found there. Twilight naga can rest for hundreds of years at a time, taking turns to watch over each other.

The Akaksha. All of the twilight naga are a part of a shared consciousness (called the Akaksha by the naga), capable of communication with each other and sensing through each other over great distances. All of them are also completely immune to Taint, are very resistant to magic, and can live as easily below water as above it.

Bloodlines. The twilight naga consist of five bloodlines, each of which fulfills a unique role within their highly structured society.

ASP

The asp are also quite numerous, second only to the greensnakes. They are the warriors amongst the twilight naga: fearless, strong, and sturdy. They average 18 feet in length and weigh 600-800 pounds.

CHAMELEON

The chameleons are skilled spies and hunters, as their scales can change their coloration, allowing them to move about undetected. They average 16 feet in length and weigh 500-650 pounds.

GREENSNAKE

The greensnakes are the smallest and the most numerous of the twilight naga. They are born diplomats, chosen for interaction with outsiders and for settling disputes between other naga. They weigh 400-600 pounds and average 13 feet in length. Despite their name, they range in color from green to blue to red.

COBRA

The cobra have an innate ability to cast arcane spells, drawing upon their heritage to do so. In order to cast spells, a cobra must channel the magic through one or more pearls. This way of spellcasting is unique to the cobra of the twilight naga, and no outsider has ever been able to unlock its mysteries. Cobras average 18 feet in length and weight 700-850 pounds.

CONSTRUCTOR

The constructors are the priests and magistrates of the twilight naga. They are also the largest naga by far, averaging 28 feet in length and weighting over 1,000 pounds. They have a stronger connection to the Akaksha. They are assigned a role at birth, depending on the coloration of their scales: patterned scales would mean a naga would become a teacher, healer, seer, priest, or similar, while black scales would guarantee the function as judge, executioner, magistrate, or similar.

TWILIGHT NAGA CHAMELEON

Large monstrosity (shapechanger), lawful neutral

Armor Class 12

Hit Points: 52 (8d10 + 8)

Speed 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	13 (+1)	12 (+1)	15 (+2)

Skills Deception +6, Perception +3, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Oriental, Yuan-ti, telepathy 300 ft.

Challenge 1 (200 XP)

Amphibious. The naga can breathe air and water.

Chameleon Scales. The naga can change the color of its scales to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (stealth) checks made to hide.

Hive Mind. The naga is part of a communal consciousness. This shared consciousness allows constant communication between all naga within 300 ft. of each other. If one naga is aware of a hidden enemy, they all are. If combat starts and one naga isn't surprised, no naga are surprised.

Shapechanger. The naga can use its action to polymorph into a Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Surprise Attack. If the naga 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.

Taint Immunity. The naga is immune to Taint and all its effects.

ACTIONS

Multitack. The naga makes one bite attack and one attack with its wakizashi.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 5 (2d4) poison damage.

Wakizashi. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) slashing damage.

TWILIGHT NAGA ASP

Large monstrosity (shapechanger), lawful neutral

Armor Class 11

Hit Points: 78 (12d10 + 12)

Speed 40 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	12 (+1)	13 (+1)	12 (+1)	15 (+2)

Skills Deception +6, Perception +3, Stealth +3

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Oriental, Yuan-ti, telepathy 300 ft.

Challenge 2 (450 XP)

Amphibious. The naga can breathe air and water.

Brute. A melee weapon deals one extra die of its damage when the naga hits with it (included in the attack).

Hive Mind. The naga is part of a communal consciousness. This shared consciousness allows constant communication between all naga within 300 ft. of each other. If one naga is aware of a hidden enemy, they all are. If combat starts and one naga isn't surprised, no naga are surprised.

Shapechanger. The naga can use its action to polymorph into a Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Taint Immunity. The naga is immune to Taint and all its effects.

ACTIONS

Multitack. The naga makes one bite attack and one attack with its yari.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 10 (4d4) poison damage. The target must succeed a DC 11 Constitution saving throw or become poisoned for 1 minute.

Yari. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 3) slashing damage or 14 (2d10 + 3) if held with two hands.

TWILIGHT NAGA GREENSNAKE

Medium monstrosity (shapechanger), lawful neutral

Armor Class 11

Hit Points: 36 (8d8)

Speed 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	11 (+0)	13 (+1)	12 (+1)	15 (+2)

Skills History +3, Insight +3, Perception +3, Persuasion +6, Stealth +3

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Oriental, Yuan-ti, telepathy 300 ft.

Challenge 1/2 (100 XP)

Amphibious. The naga can breathe air and water.

Hive Mind. The naga is part of a communal consciousness. This shared consciousness allows constant communication between all naga within 300 ft. of each other. If one naga is aware of a hidden enemy, they all are. If combat starts and one naga isn't surprised, no naga are surprised.

Shapechanger. The naga can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Taint Immunity. The naga is immune to Taint and all its effects.

ACTIONS

Multitack. The naga makes one bite attack and one attack with its wakizashi.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage plus 5 (2d4) poison damage.

Wakizashi. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) slashing damage.

TWILIGHT NAGA COBRA



TWILIGHT NAGA COBRA

Large monstrosity (shapechanger), lawful neutral

Armor Class 11 (14 with *mage armor*)

Hit Points: 105 (14d10 + 28)

Speed 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +7, Perception +4, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Oriental, Yuan-ti, telepathy 300 ft.

Challenge 3 (700 XP)

Amphibious. The naga can breathe air and water.

Hive Mind. The naga is part of a communal consciousness. This shared consciousness allows constant communication between all naga within 300 ft. of each other. If one naga is aware of a hidden enemy, they all are. If combat starts and one naga isn't surprised, no naga are surprised.

Innate Spellcasting. The naga's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components besides pearls which are consumed:

At will: *faerie fire*, *mage armor*, *magic missile*

3/day each: *melf's acid arrow*, *mirror image*, *pass without trace*, *shatter*, *shield*

1/day each: *blink*, *counterspell*, *dispel magic*, *haste*, *remove curse*

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

Sense Magic. The naga senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

Shapechanger. The naga can use its action to polymorph into a Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Taint Immunity. The naga is immune to Taint and all its effects.

ACTIONS

Multiattack. The naga makes two attacks.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 10 (4d4) poison damage. The target must succeed a DC 12 Constitution saving throw or become poisoned for 1 minute.

Spit. Ranged Weapon Attack: +3 to hit, range 30/120 ft., one creature. Hit: 14 (4d6) poison damage. The target must succeed a DC 12 Constitution saving throw or become poisoned for 1 minute.

TWILIGHT NAGA CONSTRICTOR

Huge monstrosity (shapechanger), lawful neutral

Armor Class 12 (natural armor)

Hit Points: 147 (14d12 + 56)

Speed 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +6, Perception +4, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Oriental, Yuan-ti, telepathy 600 ft.

Challenge 4 (1,100 XP)

Amphibious. The naga can breathe air and water.

Hive Mind. The naga is part of a communal consciousness. This shared consciousness allows constant communication between all naga within 600 ft. of each other. If one naga is aware of a hidden enemy, they all are. If combat starts and one naga isn't surprised, no naga are surprised.

Innate Spellcasting. The naga's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:

At will: *light*, *sacred flame*, *thaumaturgy*

3/day each: *create spring*, *cure wounds*, *elemental burst*, *guiding bolt*,

lesser restoration, *sanctuary*, *spiritual weapon*

1/day each: *dispel magic*, *dispel taint*, *jade bolt*, *spirit guardians*

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

Sense Magic. The naga senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

Shapechanger. The naga can use its action to polymorph into a Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Taint Immunity. The naga is immune to Taint and all its effects.

ACTIONS

Multiattack. The naga makes two attacks, only one of which can be a bite attack.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 7 (1d4 + 5) piercing damage plus 7 (2d6) poison damage. The target must succeed a DC 14 Constitution saving throw or become poisoned for 1 minute.

Spit. Ranged Weapon Attack: +7 to hit, range 30/120 ft., one creature. Hit: 14 (4d6) poison damage. The target must succeed a DC 12 Constitution saving throw or become poisoned for 1 minute.

Yari. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 14 (2d8 + 5) slashing damage or 16 (2d10 + 5) if held with two hands.

URAGIRIMONO

Uragirimono was once known by a different name, although that name has long since been forgotten. Legends speak of the first man to discover the maho, becoming so ensorcelled by its power, that his corruption reached heights that haven't been seen since.

Birthing the Shadowlands. Eventually, his mortal body gave in to the enormous forces warping through it. The resulting implosion left a living, corrupted landscape in its wake; so alive and full of Taint, that the area grew to consume a large part of the continent, and even bending reality itself, stretching far greater distances than the mere landmass should suggest. The entire area had an eerie connection to the realm of Jigoku, allowing oni and other hellish creatures into the Material Realm. This landscape has since become known as the Shadowlands.

Blessing of Unending Evil. Uragirimono became exalted by the oni for his deeds, and the realm of Jigoku itself blessed him with new life, eternally bound to the Shadowlands themselves. As long as the Shadowlands exist, so will Uragirimono.

The Betrayer. The name "Uragirimono" directly translates into "Betrayer", for what he unleashed upon the Orient was an eternity of strife and corruption. As the first of the maho-tsukai, Uragirimono is revered among them all, many hoping they can achieve the same greatness that Uragirimono achieved so many millennia ago.

Aberrant Transformation. Uragirimono resembles a mass of writhing tentacles, each tentacle sharp enough to pierce even the hardest armor. At the center of the mass is a single lidless eye, staring with eternal contempt. Though this creature was one a man, its humanity is long gone.

He has the ability to cast spells when his tentacles pierce the flesh of another creature, fueling his maho with their blood, rather than his own. Only few beings surpass the amount of terror that Uragirimono inspires.

Otherworldly Nature. Uragirimono doesn't require air, food, drink, or sleep.

URAGIRIMONO SPAWN

Tiny aberration (Tainted), neutral evil

Armor Class 19 (natural armor)

Hit Points 11 (2d4 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	18 (+4)	19 (+4)	21 (+5)

Saving Throws Dex +6, Charisma +7

Skills Arcana +6, Deception +7, History +6, Perception +6, Religion +6

Damage Resistances acid, cold, necrotic, poison; bludgeoning, piercing, and slashing from non magical weapons

Condition Immunities frightened, paralyzed, petrified, poisoned, prone

Senses truesight 120 ft., passive Perception 20

Languages all, telepathy 120 ft.

Taint Score 9

Challenge 2 (450 XP)

Bodysnatcher. The spawn can make itself appear humanoid by using an action to squeeze into the body of a deceased humanoid, ceasing control of the body. Apart from its Taint score, the humanoid indistinguishable from its former, living self. The spawn gains the actions and traits of the body it controls, as well as the AC, and Strength, Dexterity, and Constitution scores of the controlled humanoid. The humanoid has 1 hit point. If the humanoid is killed, the spawn can spend 10 feet of movement to exit the dead humanoid. Except for psychic damage, the spawn doesn't take any damage done to the humanoid it controls. A humanoid corpse can only be controlled once in this manner.

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

ACTIONS

Constrict. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the spawn can't constrict another target.

URAGIRIMONO

Medium aberration (Tainted), neutral evil

Armor Class 19 (natural armor)

Hit Points 230 (20d8 + 140)

Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	25 (+7)	18 (+4)	19 (+4)	21 (+5)

Saving Throws Dex +8, Charisma +11

Skills Arcana +10, Deception +11, History +16, Perception +10, Religion +10

Damage Resistances acid, cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities frightened, grappled, paralyzed, petrified, poisoned, restrained

Senses truesight 120 ft., passive Perception 20

Languages all, telepathy 120 ft.

Taint Score 9

Challenge 20 (25,000 XP)

Discorporation. When Uragirimono drops to 0 hit points or dies, his body is destroyed but his essence travels back to the Shadowlands, and he is unable to take physical form for a time.

Legendary Resistance (3/Day). If Uragirimono fails a saving throw, he can choose to succeed instead.

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

Maho. Uragirimono is a master maho-tsukai. It's maho spellcasting ability is Charisma (spell save DC 19, spell attack modifier +11). Whenever Uragirimono casts a spell, all creatures within 5 ft. of him (including himself) take necrotic damage as noted next to the spell. Uragirimono can use maho to cast the following spells, replacing material components with his own blood or the blood of his enemies:

- 1d: *chill touch, fire bolt, prestidigitation, thaumaturgy*
 - 1d6: *burning hands, dissonant whispers, magic missile, mage armor*
 - 2d6: *alter self, detect thoughts, knock, mirror image, misty step*
 - 3d6: *counterspell, fireball, fly, hunger of hadar, hypnotic pattern*
 - 4d6: *banishment, evard's black tentacles, greater invisibility, wall of fire*
 - 5d6: *bigby's hand, cloudkill, contagion, dominate person, mislead*
 - 6d6: *chain lightning, create undead, disintegrate, mass suggestion*
 - 7d6: *finger of death, firestorm, forcecage, reverse gravity, teleport*
 - 8d6: *abi-dalzim's horrid wilting, earthquake, incendiary cloud, maze*
 - 9d6: *power word kill, prismatic wall, timestop*
- Special: *conjure minor elemental vortex* (doesn't kill Uragirimono)

Maho Tentacles. When Uragirimono successfully attacks a target with his tentacles, he

can immediately cast a spell using the blood of his target. When he casts a spell in this way, the maho damage from the spell originates from the target, rather than from Uragirimono, and the range of the spell can be from the target creature or from Uragirimono.

Magic Attacks. Uragirimono's weapon attacks are magical. When Uragirimono hits with his tentacles, they deal an additional 2d8 necrotic damage (included in the attack). Uragirimono regains hit point equal to the necrotic damage dealt with his tentacles.

Regeneration. Uragirimono regains 20 hit points at the start of his turn if he has at least 1 hit point.

Writhing Tentacle Physique. A creature that touches Uragirimono or hits him with a melee attack while within 5 feet of him takes 9 (2d8) necrotic damage. If it is a Large or smaller creature, it is also grappled (escape DC 20). Until this grapple ends, the target is restrained.

ACTIONS

Multitack. Uragirimono makes two attacks with his tentacles or shoots three blood bolts.

Blood Bolt. Melee or Ranged Spell Attack: +11 to hit, reach 5 ft. or range 100/200 ft., one target. Hit: 27 (6d8) necrotic damage. The target must succeed a DC 19 Constitution saving throw or be inflicted with disease for 1 minute. While diseased, the target's movement speed is halved, and it has disadvantage on attack rolls and ability checks. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Maho Tentacles. Melee Weapon Attack: +12 to hit, reach 20 ft., one target. Hit: 10 (1d8 + 6) piercing damage plus 9 (2d8) necrotic damage. The target is a Large or smaller creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained.

Enslave (3/Day). Uragirimono targets one creature he can see within 30 feet of him. The target must succeed on a DC 19 Wisdom saving throw or be magically charmed by Uragirimono until Uragirimono dies or until he is on a different Plane of existence from the target. The charmed target is under Uragirimono's control and can't take reactions, and Uragirimono 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 Uragirimono.

LEGENDARY ACTIONS

Uragirimono 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. Uragirimono regains spent legendary actions at the start of his turn.

Blood Bolt. Uragirimono makes an attack with his blood bolt.

Detect. Uragirimono makes a Wisdom (Perception) check.

Spawn (Costs 2 Actions). Uragirimono ejects one of his tentacles, creating a **Uragirimono spawn** in an empty space within 10 feet of him.



URAGIRIMONO

VAMPIRES

Vampires in the Orient are far more likely to wander the roads or stalk the forests, rather than living in castles or dominating entire regions. If a vampire's location becomes known, Orochi will make short work of it. Apart from the vampires found in other regions of the world, the Orient is also home to several species of vampire unique to the Orient.

Undead Nature. No vampire requires air.

HU HSIEN

A hu hsien is a very rare type of vampire. The first of their kind was a kitsune that had fought against a powerful manananggal. Although it died, the manananggal was impressed by the kitsune's power, and wanted to grant it the gift of undeath. Incapable of doing so alone, the manananggal infiltrated a cell of maho-tsukai, with whom he created an unholy ritual, turning the kitsune into a vampire. As the ritual proved to be a success, the manananggal turned against the maho-tsukai, leaving no witnesses to the deed. Weakened after the battle, however, the now undead kitsune continued the battle against the manananggal, this time becoming the victor. Since then, the vampiric kitsune has become known as a hu hsien, capable of doing even what a manananggal cannot: creating more of its own kind.

Shapechanger. A hu hsien has two basic forms, and can shapechange freely between them. Its primary form looks like a regular fox with rust-colored or silver fur. It only possesses a single tail. The hu hsien's second form is that of a human. It has exceptional beauty and grace with its hair long and flowing, and it wears long, silken robes. Unlike regular humans, however, the hu hsien's human form has a fox-like tail. The lovely hu hsien usually takes care to hide the tail beneath her robe.

MANANANGGAL

A manananggal is a cursed and fearsome creature. During the day, a manananggal looks like any other living human, but come night time, they detach their upper torso from their lower torso, growing massive bat-like wings, and prey upon the living.

Obvious Weakness. When detaching from its lower torso, it is left helplessly behind. Harming its lower torso is immediately felt by the manananggal, as both halves of its body share the same life pool. Thus, manananggal usually hide their lower torsos when separated.

A manananggal must return to its lower torso and reattach to it before sunrise. If either of its halves are touched by sunlight while separated, the manananggal dies as both halves immediately turn to dust.

Daywalker. While both halves of their bodies are attached to each other, a manananggal can walk in sunlight and doesn't detect as undead, though it is still very much an undead creature. This ability makes them formidable at remaining undetected.

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.

Cunning Killers. 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.

VETALA

While most vampires lust for living blood, the mysterious vetala hunger for a more intangible force: the consciousness of mortal minds. They prey upon those who show creative promise, possess potent force of will, or seem destined for greatness, draining the most brilliant sources of mortal light to fuel their own unnatural embers. Their dark mastery of life force allows vetala to possess corpses or even overwhelm the minds of living creatures. With these stolen masks and the resources of abducted lives, they work their foul wills.

Cursed Fate. Vetala are said to be the spirits of children born evil, who never received burial rites upon their deaths. Sometimes one of these evil spirits takes hold of a corpse, which becomes its anchor to the mortal world. Such young souls seek out experiences and life energy, becoming as wicked as any other vampire as they endlessly indulge their profane, deathless desires.

HU HSIEN

Small undead, lawful evil

Armor Class 16 (natural armor)

Hit Points: 132 (24d6 + 48)

Speed 50 ft. (30 ft. in humanoid form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	12 (+1)	17 (+3)	18 (+4)

Saving Throws Dex +7, Wis +6, Cha +7

Skills Perception +6, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Damage Vulnerabilities lightning

Condition Immunities charmed, exhaustion, frightened, prone

Senses darkvision 120 ft., truesight 60 ft., passive Perception 16

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Innate Spellcasting. The hu hsien's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:

At will: *chameleon (self only)*, *comprehend languages*, *disguise self*, *invisibility*

3/day each: *ancestral vengeance*, *attraction*, *hypnotic pattern*, *legend lore*

1/day each: *mordenkainen's magnificent mansion*, *possess person*, *wall of bones*

Legendary Resistance (1/Day). If the hu hsien fails a saving throw, it can choose to succeed instead.

Regeneration. The hu hsien regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sun light. If the hu hsien takes radiant damage or damage from holy water, this trait doesn't function at the start of the hu hsien's next turn.

Shapechanger. The hu hsien can use its action to polymorph into a Medium humanoid with a fox tail, or back into its true form as an undead fox. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its fox form if it dies.

Turn Immunity. The hu hsien is immune to effects that turn undead.

Vampire Weaknesses. The hu hsien has the following flaws:

Forbiddance. The hu hsien can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The hu hsien takes 20 acid damage if it ends its turn in running water.

Sunlight Hypersensitivity. The hu hsien takes 20 radiant damage when it starts its turn in sunlight. While in sun light, it has disadvantage on attack rolls and ability checks.

Unholy. The hu hsien cannot willingly move within 5 feet of a creature that visibly carries a holy symbol.

ACTIONS

Multiattack. The hu hsien makes two attacks, only one of which can be a bite attack.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) slashing damage. The target must succeed a DC 15 Constitution saving throw against disease or become poisoned until cured.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one willing creature, or a creature that is incapacitated, prone, or restrained. Hit: 7 (1d6 + 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 the hu hsien 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. If a fox or kitsune is slain in this way and the body remains unburied for three days, it is transformed into a hu hsien. The new creature is not under the control of the hu hsien that created it, but it is irredeemably evil, feeling no attachment to its old life.

Charm. The hu hsien targets one humanoid of the opposite sex that it can see within 30 feet of it. If the target can see the hu hsien, the target must succeed on a DC 15 Wisdom saving throw against this magic or be charmed by the hu hsien. The charmed target falls hopelessly in love with the hu hsien, and becomes willing to do almost anything for it, short of risking its own life. Although the target isn't under the hu hsien's control, it takes the hu hsien's requests or actions in the most favorable way it can, and it is a willing target for the hu hsien's bite attack. Each time the hu hsien or the hu hsien'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 hu hsien is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect. When the charm ends, the target feels as if a sacred bond was broken, and its thoughts are wrecked with the pain of lost love.



MANANANGGAL

MANANANGGAL

Medium undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points: 170 (20d8 + 80)

Speed 30 ft. (10 ft., climb. 10 ft., fly 60 ft. when detached)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	21 (+5)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +10, Wis +7, Cha +9

Skills Perception +7, Stealth +10

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Vulnerabilities radiant

Condition Immunities charmed, exhaustion, frightened, prone

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Aggressive. As a bonus action, the manananggal can move up to its speed toward a hostile creature that it can see.

Concealed Nature. While the manananggal's upper torso is attached to its lower torso, its type changes to humanoid and its undead nature cannot be discerned by any means.

Deathly Regeneration. If the manananggal dies while its upper and lower torso are detached and the lower torso is not destroyed, the upper torso will begin to regrow from the lower torso. After 24 hours, the manananggal's upper torso is fully regenerated and it reawakens with 1 hit point.

Detach/Reattach. During night time, the manananggal can use an action to detach or reattach its upper torso from or to its lower torso. When doing so, the upper torso sprouts leathery bat-like wings. The lower torso is paralyzed while separated from the upper torso. Inflicting damage on the lower torso, damages the upper torso as well.

Legendary Resistance (3/Day). If the manananggal fails a saving throw, it can choose to succeed instead.

Regeneration. The manananggal regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sun light. If the manananggal takes radiant damage or damage from holy water, this trait doesn't function at the start of the manananggal's next turn.

Turn Immunity. The manananggal is immune to effects that turn undead.

Vampire Weaknesses. The manananggal has the following flaws:

Harmed by Running Water. The manananggal takes 20 acid damage if it ends its turn in running water.

Sunlight Hypersensitivity. The manananggal takes 20 radiant damage when it starts its turn in sunlight. While in sun light, it has disadvantage on attack rolls and ability checks.

Unholy. The manananggal cannot willingly move within 5 feet of a creature that visibly carries a holy symbol.

ACTIONS

Multiattack. The manananggal makes three attacks, only one of which can be a bite attack. It can replace one of its attacks with its Destabilizing Scream.

Claw (Detached Form Only). Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 9 (1d8 + 5) slashing damage. The target must succeed a DC 17 Constitution saving throw against disease or become poisoned until cured. While poisoned, the target becomes vulnerable to necrotic damage.

Unarmed Strike (Attached Form Only). Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 8 (1d6 + 5) bludgeoning damage.

Bite (Detached Form Only). Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 12 (2d6 + 5) piercing damage plus 14 (4d6) 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.

Destabilizing Scream (Detached Form Only). The manananggal emits an otherworldly scream. Each creature within 30 feet of the manananggal must make a DC 17 Wisdom saving throw. On a failed save, a creature has disadvantage on death saves for the next 24 hours. If a creature fails its saving throw while at 0 hit points, it also suffers one level of exhaustion. Constructs, oozes, and undead are immune to the manananggal's Destabilizing Scream.

LEGENDARY ACTIONS

The manananggal 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 while the manananggal's upper torso is detached from its lower torso. The manananggal regains spent legendary actions at the start of its turn.

Claw. The manananggal makes one claw attack.

Bite (Costs 2 Actions). The manananggal makes one bite attack.

Wing Attack (Costs 2 Actions). The manananggal beats its wings. Each creature within 5 feet of the manananggal must succeed on a DC 18 Strength saving throw or take 8 (1d6 + 5) bludgeoning damage and be knocked prone. The manananggal can then fly up to half its flying speed.

PENNAGGOLAN

Small undead, lawful evil

Armor Class 16 (natural armor)

Hit Points: 150 (20d6 + 80)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	21 (+5)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +6, Cha +8

Skills Perception +6, Stealth +9

Damage Resistances cold, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, prone

Senses darkvision 120 ft., passive Perception 16

Languages the languages it knew in life

Challenge 10 (5,900 XP)

Bodysnatcher. A pennaggolan can make itself appear humanoid by squeezing its entrails back into the shell of its original body or into the shell of another body which has had its head and entrails removed. The pennaggolan shares its hit points with its body, and if its body is destroyed the pennaggolan dies. The pennaggolan's body is paralyzed while detached from its head. While attached to a body, the pennaggolan loses its flying speed but gains a walking speed of 30 feet. It also loses its immunity to the prone condition and its size changes to Medium. Its other statistics are unchanged.

Legendary Resistance (1/Day). If the pennaggolan fails a saving throw, it can choose to succeed instead.

Regeneration. The pennaggolan regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sun light. If the pennaggolan takes radiant damage or damage from holy water, this trait doesn't function at the start of the pennaggolan's next turn.

Turn Immunity. The pennaggolan is immune to effects that turn undead.

Vampire Weaknesses. The pennaggolan has the following flaws:

Harmed by Running Water. The pennaggolan takes 20 acid damage if it ends its turn in running water.

Sunlight Hypersensitivity. The pennaggolan takes 20 radiant damage when it starts its turn in sunlight. While in sun light, it has disadvantage on attack rolls and ability checks.

Unholy. The pennaggolan cannot willingly move within 5 feet of a creature that visibly carries a holy symbol.

ACTIONS

Multiattack. The pennaggolan makes two attacks, only one of which can be a bite attack.

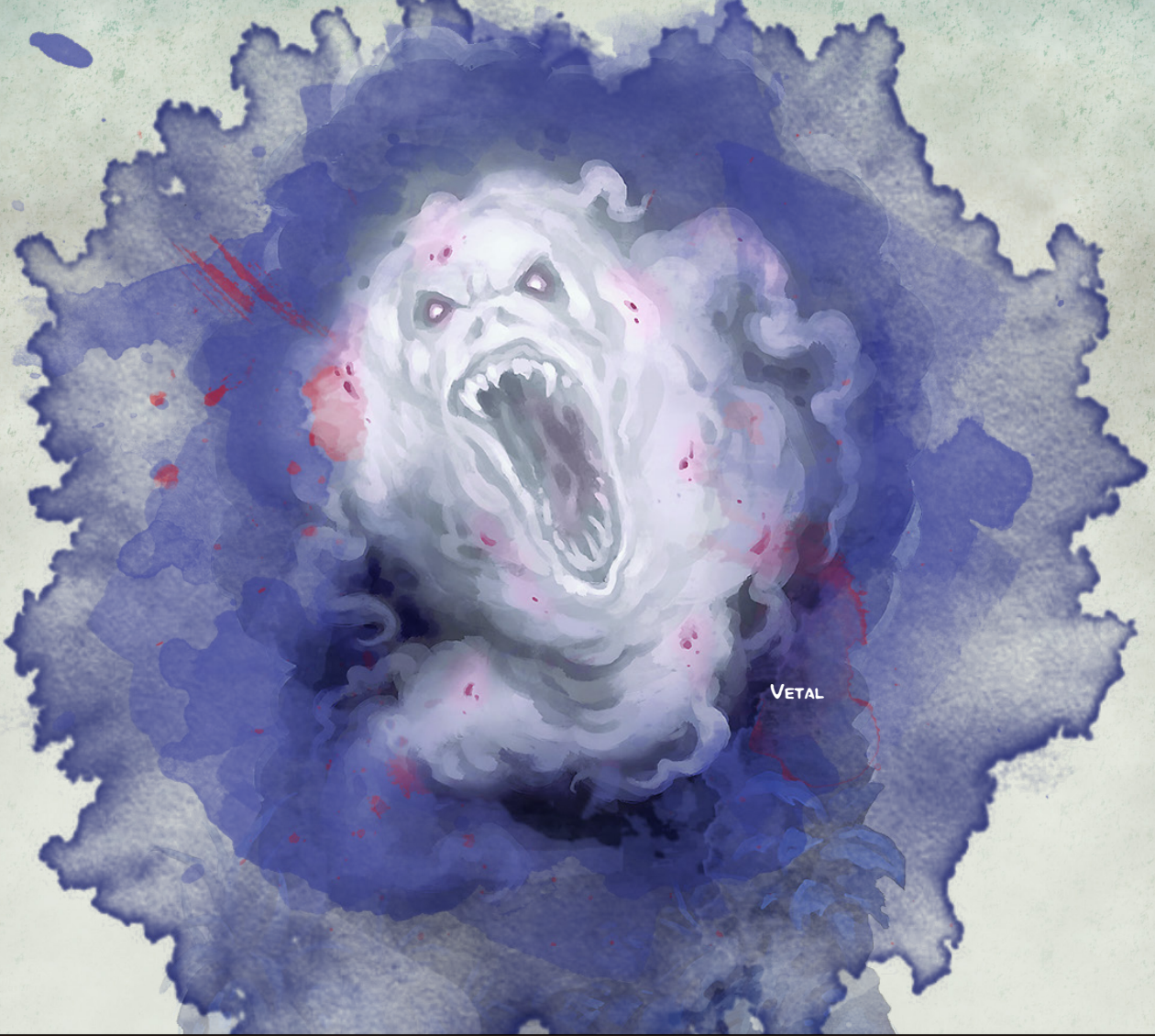
Entrails (Bodiless Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 9 (1d8 + 5) bludgeoning damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the pennaggolan can't use its entrails against another target.

Unarmed Strike (Requires a Body). Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) bludgeoning damage. Instead of dealing damage, the pennaggolan can grapple the target (escape DC 15). Until this grapple ends, the target is restrained, and the pennaggolan can't use its entrails against another target.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature or a creature that is grappled by the vampire. Hit: 8 (1d6 + 5) 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 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. If a humanoid is slain in this way and 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.

Charm. 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 16 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.





VETAL

Tiny undead (spirit), neutral evil

Armor Class 11

Hit Points: 30 (12d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	10 (+0)	8 (-1)	10 (+0)	15 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Ethereal Existence. The vetal exists on the Ethereal Plane and can't be affected by anything on a different plane. It can see 60 feet into the Material Plane, but can only interact with anything on the Material Plane by using its Malevolent Possession ability.

Regeneration. The vetal and its possessed host regain 10 hit points at the start of each of the vetal's turns if it isn't in sun light. If the vetal takes radiant damage or damage from holy water, this trait doesn't function at the start of the vetal's next turn. The vetal dies only if it starts its turn with 0 hit points and doesn't regenerate. A creature possessed by the vetal also cannot die while the possession lasts. If the vetal reaches 0 hit points and its possessed target doesn't, the target momentarily regains awareness until the vetal regains hit points.

Turn Immunity. The vetal is immune to effects that turn undead as long as it isn't in sunlight or running water.

Vampire Weaknesses. The vetal has the following flaws:

Sunlight Sensitivity. While in sun light, the vetal has disadvantage on attack rolls and ability checks.

Unholy. The vetal cannot willingly move within 5 feet of a creature that visibly carries a holy symbol.

ACTIONS

Multiattack. The vetal makes two paralyzing touch attacks. It can replace one attack with its Drain Consciousness ability.

Paralyzing Touch (Must Be Possessing a Body). Melee Spell Attack: +5 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) psychic damage and the target must succeed a DC 13 Constitution saving throw against disease or become paralyzed until the end of its next turn.

Drain Consciousness (Must Be Possessing a Body). The vetal targets a paralyzed or unconscious creature, or a living creature it is possessing. The target must make a DC 13 Wisdom saving throw. On a failed save, a creature forgets the last hour of its life and the vetal regains 7 (2d6) hit points. A possessed or unconscious creature has disadvantage on the saving throw.

Malevolent Scream (Must Be Possessing a Body, Recharge 6). The vetal lets out a horrific scream, bombarding other creatures with images of a horrible childhood. Each creature within 30 feet of the vetal must make a DC 13 Wisdom saving throw. On a failed save, a creature takes 14 (4d6) psychic damage and loses all memories of its childhood - the memories are replaced with those of the vetal. If a creature fails the saving throw by 5 or more, it must also roll on Short-Term Madness table in the Dungeon Master's Guide. A *lesser restoration* spell or similar magic restores all lost memories.

Malevolent Possession. While on the Ethereal Plane or while possessing a creature with all its hit points intact, the vetal targets one living or dead humanoid that it can see within 5 feet of it. If the target is alive, it must succeed on a DC 13 Charisma saving throw or be possessed by the vetal. If the target is dead, it automatically fails the save.

When possessing a target, the vetal disappears, and the target, if alive, is incapacitated and loses control of its body. The vetal now controls the body and the target is deprived of its awareness. The vetal can't be targeted by any attack, spell, or other effect, and it retains its alignment, actions, traits, 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 class features, or proficiencies.

If the vetal possesses a dead humanoid, the corpse regains all of its hit points upon being possessed. When the possessed creature takes damage, the vetal takes half the damage in place of the possessed creature.

The possession lasts until the vetal dies, or is forced out by an effect like the *dispel evil and good* spell. If the possessed body is at full hit points, the vetal can also use an action to leave the body, returning to the Ethereal Plane. A living target is immune to this vetal's Malevolence for 24 hours after succeeding on the saving throw or after the possession ends.

VOID BEAST

Medium aberration, unaligned

Armor Class 20

Hit Points: 45 (10d8)

Speed 0 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	22 (+6)	25 (+7)	11 (+0)

Saving Throws Con +6, Wis +13, Cha +6

Skills Arcana +13, Perception +19

Damage Resistances fire, force, lightning, necrotic, radiant, thunder; bludgeoning, piercing, and slashing damage from magical weapons

Damage Immunities acid, cold, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities blinded, charmed, deafened, exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses truesight 120 ft., passive Perception 29

Languages understands all languages but can't speak

Challenge 17 (18,000 XP)

Death Throes. When the void beast dies, it implodes, and momentarily reveals the endless void. Each creature within 30 feet of it must make a DC 21 Wisdom saving throw, taking 49 (14d6) psychic damage on a failed save, or half as much on a successful one. The implosion sucks in creatures and objects in the area that weigh 10 lbs. or less that aren't being worn or carried, transporting them to the void never to be seen again.

Detect Matter. The void beast is aware of all matter, living and non-living, within 1 mile of it. It knows the distance and direction to everything within range.

Ephemeral. The void beast can't wear or carry anything.

Limited Magic Immunity. The void beast is immune to spells of 5th level or lower unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects.

Limited Telepathy. The void beast can magically communicate simple ideas, emotions, and images telepathically with any creature within 1 mile of it that can understand a language.

Otherworldly Rejuvenation (1/Day). When the void beast is reduced to 0 hit points, it immediately regains all of its hit points.

Regeneration. If the void beast dealt damage with its Eldritch Probing in its previous turn, it regains all its hit points at the start of its turn, provided that it has at least 1 hit point.

Variable Cold and Darkness. The void beast spreads magical darkness in a 5- to 60-foot radius around itself. The void beast can alter the radius as a bonus action. The temperature inside the darkness is below 0 degrees Fahrenheit and considered Extreme Cold (see Wilderness Survival in chapter 5 of the *Dungeon Master's Guide*).

Void Form. The void beast can enter a creature's or object's space and stop there. The first time it enters a creature's space on a turn or if a creature ends its turn in the same space as the void beast, that creature takes 5 (1d10) cold, lightning, necrotic, radiant, or thunder damage (void beast's choice or determined randomly). Additionally, attacks against the void beast are made with disadvantage.

ACTIONS

Multiattack. The void beast uses its Eldritch Probing and attacks once with its void tendrils.

Void Tendril. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 27 (4d8 + 9) cold, lightning, necrotic, radiant, or thunder damage (void beast's choice).

Eldritch Probing. The void beast targets a creature that it can see within 120 ft. of it. The target must succeed a DC 21 Constitution saving throw or take 29 (4d10 + 7) 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.

Invisibility. The void beast and its darkness magically become invisible until it attacks, or until its concentration ends (as if concentrating on a spell).

Interstellar Travel (1/Day). The void beast releases massive amounts of energy in a loud boom, as it instantly accelerates to a speed only suited for interstellar travel. Each Huge or smaller creature within 60 feet of the void beast is knocked prone and must make a DC 21 Constitution saving throw. On a failed save, a creature takes 70 (20d6) thunder damage and is deafened for 24 hours. On a successful save, a creature takes half as much damage and isn't deafened. The void beast returns to the void from whence it came. The boom deals double damage to buildings and objects in the area.

VOID BEAST

Little is known about these otherworldly creatures. They are sometimes summoned by accident when a void disciple practices dangerous magics. Though they are entirely made of negative space, resembling a dark, crackling orb, with innumerable tendrils moving across its outer edge. It distorts the fabric of reality around itself, making it hard to pinpoint its exact location. It is capable of numerous other incredible feats, making it exceptionally hard to destroy.

Mortal Disassociation. Luckily, void beasts aren't aggressive, nor in any way interested in the affairs of most creatures. If antagonized, however, a void beast will either defend itself, or return to the void in an instant, leaving an ear-shattering boom in its wake, capable of leveling small towns.

Otherworldly Nature. A void beast doesn't require air, food, drink, or sleep.



WANG-LIANG

Large giant (spirit), lawful evil

Armor Class 16 (lamellar)

Hit Points: 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	15 (+2)	16 (+3)	16 (+3)	17 (+3)

Saving Throws Str +7, Wis +5

Skills Perception +7

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 60 ft., passive Perception 17

Languages Giant, Oriental (common)

Challenge 4 (1,100 XP)

Innate Spellcasting. The wang-liang's innate spellcasting ability is Charisma (spell save DC 12). The wang-liang can innately cast the following spells, requiring no material, or verbal components:

At will: *invisibility*, *rary's telepathic bond* (with other wang-liangs only)
1/day: *true seeing*

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 troll's next turn. The wang-liang dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The wang-liang makes two attacks with its katana and one with its wakizashi.

Katana. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage, or 16 (2d10 + 5) slashing damage if used with two hands, or 9 (1d8 + 5) slashing damage in Small or Medium form, or 10 (1d10 + 5) slashing damage if used with two hands in Small or Medium form.

Wakizashi. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage, or 8 (1d6 + 5) slashing damage in Small or Medium form.

Change Shape. The wang-liang magically polymorphs into a Small or Medium humanoid, or back into its true form. Other than its size, its statistics are the same in each form. If the wang-liang dies, it reverts to its true form.

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 ogres.

Cruel Giants. A wang-liang stands approximately 10 feet tall and weighs about 600 pounds. Its body is a metallic orange, and it has a wild tangle of hair atop its head. Its eyes glow a deep, luminous green and its teeth are the sharp fangs of a carnivore.

Hatred of Humans. Wang-liangs despise humans and rarely pass up an opportunity to kill, injure, humiliate, or harass them, though they can show restraint if it means causing greater harm to humans in the end. For all that, they are creatures with a deep sense of honor, true to their word. Their intelligence makes them cunning foes. For a wang-liang, its word is its bond, and if it makes a promise it would rather die than not keep the promise.

WYVERNS

Wyverns are large winged lizards with a stinging tail and sharp teeth. They aren't very intelligent, but they make up for their lack of intelligence with their ferocity. Being very aggressive towards any creature that isn't obviously stronger than itself, and being tenacious in regards to letting prey escape, they are formidable and feared opponents.

Oriental Variations. The Orient is home to several varieties of wyvern, though they share some common qualities: They all have two scaly legs, leathery wings, and a sinewy tailed topped with its most potent weapon: its deadly poison stinger.

BLUE SEA WYVERN

While as aggressive as most other wyverns, the black sea wyvern is also a patient hunter. It prefers to lie in waiting for its prey to come close, rather than to blindly pursue it.

Ambushers of the Sea. Always living near the sea, the wyvern will hide beneath the waves, attacking anything smaller than itself. Sea wyverns resemble forest wyvern, though despite their names, sea wyverns are more aquamarine than blue.

FOREST WYVERN

This is the wyvern found in the *Monster Manual*. Their scales vary in color from dark brown to gray, and they are roughly 15 feet in length, with the tail making up half that length. They weigh about a ton.

GREAT BLACK MOUNTAIN WYVERN

This is by far the largest, as well as the most feared and ferocious, of the wyvern. It is twice the size of the forest wyvern, and it can enter mad fits of rage when wounded, disregarding its own health completely. If encountered in its territory, it will attack on sight, even if it stands to lose the fight.

Limited Flight. Black mountain wyverns live high in the mountains and are naturally adapted to the cold climates. They are, however, not that good at flying, as their wingspan isn't great enough to support its massive weight. They weigh up to seven tons.

GREEN MOUNTAIN WYVERN

Though physically similar to the forest wyvern, albeit a little smaller, this wyvern is the most intelligent and calm of all the wyverns. While still an aggressive creature, it rarely attacks unless hungry or provoked. If raised as a hatchling, they will often bond to only a single person, protecting them with their life.

Wyvern Clan Mounts. The Wyvern Clan has both a battalion of samurai that ride these wyverns (being called the Green Blades), as well as a few wu jen (being called the Noda Skymages).

GREAT BLACK MOUNTAIN WYVERN

Huge dragon, unaligned

Armor Class 15 (natural armor)

Hit Points: 189 (18d12 + 72)

Speed 30 ft., climb 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	19 (+4)	5 (-3)	12 (+1)	6 (-2)

Saving Throws Dex +7, Wis +5

Skills Insight +5, Perception +9

Damage Resistances cold, poison

Senses darkvision 120 ft., passive Perception 19

Languages -

Challenge 12 (8,400 XP)

Aggressive. As a bonus action, the wyvern can move up to its speed toward a hostile creature that it can see.

Berserk. Whenever the wyvern starts its turn with 80 hit points or fewer, roll a d6. On a 5 or 6, the wyvern goes berserk. On each of its turns while berserk, the wyvern attacks the nearest creature it can see. If no creature is near enough to move to and attack, the wyvern attacks an object, with preference for an object smaller than itself. Once the wyvern goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Limited Flight. The wyvern can fly for no more than 1 minute before it needs to land and rest for at least 1 minute.

Rampage. When the wyvern reduces a creature to 0 hit points with a melee attack on its turn, the wyvern can take a bonus action to move up to half its speed and make a bite attack.

Relentless (Recharges after a Short or Long Rest). If the wyvern takes 20 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead. If the wyvern is berserk, it is reduced to 1 hit point even if it takes more than 30 damage.

Territorial Predator. While in the area it considers its territory, the wyvern has advantage on attack rolls against creatures that are Large or larger.

ACTIONS

Multiattack. The wyvern makes three attacks: two with its bite and one with its stinger. While flying, it can use its claws in place of two other attacks.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 20 (4d6 + 6) piercing damage.

Claws. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 24 (4d8 + 6) slashing damage.

Stinger. Melee Weapon Attack: +10 to hit, reach 15 ft., one creature. Hit: 20 (4d6 + 6) piercing damage. The target must make a DC 20 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Shriek (Recharge 5-6). The wyvern emits a high pitched shriek. Each creature within 30 feet of the wyvern must make a DC 16 Constitution saving throw, taking 54 (12d8) thunder damage on a failed save, or half as much on a successful one.

BLUE SEA WYVERN

Large dragon, unaligned

Armor Class 13 (natural armor)

Hit Points: 110 (13d10 + 39)

Speed 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4, Stealth +8

Damage Resistances poison

Senses darkvision 300 ft., passive Perception 14

Languages -

Challenge 8 (3,900 XP)

Ambusher. The wyvern has advantage on attack rolls against any creature it has surprised.

Berserk. Whenever the wyvern starts its turn with 50 hit points or fewer, roll a d6. On a 6, the wyvern goes berserk. On each of its turns while berserk, the wyvern attacks the nearest creature it can see. If no creature is near enough to move to and attack, the wyvern attacks an object, with preference for an object smaller than itself. Once the wyvern goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Underwater Camouflage. The wyvern has advantage on Dexterity (stealth) checks made while underwater.

ACTIONS

Multiattack. The wyvern makes three attacks: two with its bite and one with its stinger. While flying or swimming, it can use its claws in place of two other attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Claws. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Stinger. Melee Weapon Attack: +10 to hit, reach 15 ft., one creature. Hit: 11 (2d6 + 4) piercing damage. 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.

GREEN MOUNTAIN WYVERN

Large dragon, unaligned

Armor Class 15 (natural armor)

Hit Points: 68 (8d10 + 24)

Speed 20 ft., climb 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	6 (-2)	14 (+2)	8 (-1)

Skills Perception +5

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 15

Languages -

Challenge 5 (1,800 XP)

Relentless (Recharges after a Short or Long Rest). If the wyvern takes 20 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack. The wyvern makes two attacks: two with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Stinger. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage. 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.



XIONG SI

The xiong si are cruel and merciless creatures from the Far Realm. There are four types of xiong si, and while they all share the same world, they avoid each other, though they share an understanding of each other's goals. Each type of xiong si serve a different god-like being whose purpose is to spread its own corruption to other worlds. They do so by having their minions burrow into a mountain which they then hurl into the void, hoping it will crash into another world as a meteor. If it does, the xiong si will swarm forth to spread their corruption.

Otherworldly Nature. Xiong si require neither air, drink, food, or sleep, and most revert into stardust when they die.

HUNDUN

VARIANT: STARDUST

When a xiong si dies, it transforms into stardust. Stardust is exceedingly rare, and has a value of 1,000 gp per 1 ounce. It must be carefully scooped up and kept within a closed container, lest it blows away with the slightest breeze.

If ingested, it can provide powerful visions of future or past events, or even show a glimpse into the Far Realm, which will likely cause some form of madness. At the DM's discretion, it can also be used as a rare crafting material for magic items.

The amount of stardust left behind by a xiong si depends on its type as shown below:

Xiong Si Type	Amount of stardust
Hundun	4d4 - 2 ounces
Tao Tei Drone	1 ounce
Tao Tei Elite	1d4 - 1 ounces
Tao Tei Regent	2d4 - 2 ounces
Taowu Drone	1d4 ounces
Swarm of Qiongqui Drones	1d4 - 2 ounces

HUNDUN

Hundun despise each other as well as every other living thing, which is why they are generally sent to other worlds in solitude. They are named after their dark creator: Hundun the Primordial Chaos.

Interstellar Nomads. The hundun are inherently capable of traveling between Planes outside of the Far Realm. They must leave the Far Realm through other means, but once outside they can freely travel between all other Planes. Once on the Material Plane they corrupt their surroundings by transforming them to something more akin to home.

Aberrant Nature. A hundun resembles a gaunt humanoid with elongated limbs. Their skin is black and shadowy. Their faces are completely featureless, though they have psionic "limbs" and hanging tendrils on the back of their heads. They have four clawed fingers on each hand and three toes on each foot.

A HUNDUN'S LAIR

Once it arrives on the Material Plane, a hundun usually takes up residence in caves, deep underground, or even the very meteor it arrived in. In its lair, a hundun has access to lair actions and enjoys regional effects that are beneficial to it. A hundun encountered in its lair has a challenge rating of 17 (18,000 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the hundun takes a lair action to cause one of the following psionic effects, though the hundun can't use the same effect two rounds in a row:

Heal. The hundun regains 1d6 x 10 hit points.

Low Gravity. All creatures within the lair are lifted 5 feet into the air. Until initiative count 20 on the next round, all creatures within the lair can move in any direction, including vertically. All creatures use their swim speed to move, and must make a DC 15 Strength (athletics) check for every 10 feet of movement past the first 10 or fail to move. A creature can use its fly speed instead if it has one, and doesn't need to make Strength (athletics) checks if it does so. The hundun doesn't need to make the check regardless. Once the effect ends, all creatures drop back to the floor.

Reverse Gravity. Gravity is reversed throughout the lair. All creatures within the lair fall to the ceiling and can move there as if it was the ground. At initiative count 20 on the next round, gravity returns to normal, and all creatures fall back to the floor.

Silence. The radius of the hundun's Silencing Aura increases to fill the entire lair until initiative count 20 on the next round.

REGIONAL EFFECTS

The region containing the hundun's lair is warped by the hundun's powerful psionics, creating the following effects:

Despair. Whenever a character finishes a short or long rest in the region, it must make a DC 17 Wisdom saving throw. On a failure, a character is affected by despair. Roll a d6 to determine the effects, using the table below:

d6 Effect

- | | |
|-----|---|
| 1-3 | Apathy. The character has disadvantage on death saving throws and on Dexterity checks for initiative, and gains the following flaw: "I don't believe I can make a difference to anyone or anything." |
| 4-5 | Dread. The character has disadvantage on all saving throws and gains the following flaw: "I am convinced that this place is going to kill me." |
| 6 | Madness. The character has disadvantage on ability checks and saving throws that use Intelligence, Wisdom, or Charisma, and gains the following flaw: "I can't tell what's real anymore." |

If a character is already suffering a despair effect and fails the saving throw, the new despair effect replaces the old one. Short of a wish spell, the despair doesn't go away until a creature finishes a long rest outside of the region.

Eerie Vibe. All creatures in the area feel an eerie vibe and a terrible sensation of unease. Birds fly upside down, and dogs and horses won't willingly enter the region.

Ethereal Uncertainty. While in the region, all characters are affected by the *blink* spell. The spell cannot be dismissed while in the region. The hundun rolls its die twice, and chooses either one.

Gravitational Distortion. The jump distance of all characters is tripled, and all characters take only half damage from falling.

Warping Clouds. The sky above the region is shrouded by crackling, pink clouds, bathing the land in dim light during the day, rather than bright light. Though sunlight, it isn't considered as such for the purpose of effects and vulnerabilities such as Sunlight Sensitivity. The clouds cause any non-psionic spells cast while outside to trigger a roll on the Wild Magic Surge table in chapter 3, "Classes", of the *Player's Handbook*.

If the hundun is destroyed or travels to another plane (other than the Ethereal Plane), these regional effects fade over the course of 1d4 days.

HUNDUN

Medium aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 40 ft., climb 40 ft., swim 80 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	18 (+4)	18 (+4)	15 (+2)	17 (+3)

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

Skills Perception +9, Stealth +9

Damage Resistances cold; bludgeoning, piercing, and slashing

Damage Immunities psychic, thunder

Condition Immunities blinded, charmed, frightened, paralyzed, petrified, poisoned

Senses blindsight 300 ft. (blind beyond this radius), passive Perception 19

Languages -

Challenge 14 (11,500 XP)

Ethereal Sight. The hundun can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Planar Sense. The hundun knows the distance, direction, and most direct route to any location it knows or learns of.

Innate Spellcasting (Psionics). The hundun's innate spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: *darkness*, *detect thoughts*, *levitate*

3/day each: *confusion*, *Evard's black tentacles*, *major image*, *telekinesis*

1/day each: *antilife shell*, *astral projection*, *geas*, *word of recall*

Inscrutable. The hundun is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (insight) checks made to ascertain the hundun's intentions or sincerity have disadvantage.

Legendary Resistance (3/Day). If the hundun fails a saving throw, it can choose to succeed instead.

Limited Telepathy. The hundun can psionically transmit simple ideas, messages, and images to any creature within 120 feet of it that has an Intelligence score of 4 or higher. This form of telepathy doesn't allow the receiving creature to telepathically respond.

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

Magic Weapons. The hundun's weapon attacks are magical.

Silencing Aura. No sound can be created within or pass through a 30-foot radius sphere centered on the hundun. Any creature or object entirely inside the area is immune to thunder damage, and creatures are deafened while entirely inside it. Spells with verbal components cannot be cast while inside the area.

Slow Fall. The hundun suffers no damage from falling.

Spider Climb. The hundun can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The hundun uses its Mental Assault and then makes two claw attacks.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) slashing damage. The target must succeed a DC 17 Constitution saving throw against disease or become infected with swelling of the cerebral cortex until cured. While infected, the target is blinded and takes an additional 7 (2d6) psychic damage whenever it takes any damage.

Mental Assault. The hundun psionically targets a creature within 60 feet of it that it can see. The target must succeed a DC 17 Wisdom saving throw, or be affected by one of the following effects (hundun's choice). The target has disadvantage on the saving throw if it is both blinded and deafened.

Asleep. The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.

Panicked. The target is frightened of the hundun. On each of its turns, the frightened creature must take the Dash action and move away from the hundun by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from the hundun where it can no longer see the hundun, this effect ends.

Stunned. The target's brain signals are scrambled. It is stunned until the end of its next turn.

Psychic Wind (Recharge 4-6). The hundun emits a psychic wind in 100-foot long, 5-foot wide line. Each creature in that area must succeed a DC 17 Intelligence saving throw or take 22 (4d10) psychic damage and roll on the table below. On a successful saving throw, a creature takes only half damage and doesn't roll on the table.

d20 Mental Effect

- | | |
|-------|---|
| 1-8 | Stunned for 1 minute; a creature can repeat the saving throw at the end of each of its turns, ending the effect on a successful save. |
| 9-10 | Short-term madness (see chapter 8 in the <i>Dungeon Master's Guide</i>). |
| 11-12 | 11 (2d10) psychic damage. |
| 13-16 | 22 (4d10) psychic damage. |
| 17-18 | Long-term madness (see chapter 8 in the <i>Dungeon Master's Guide</i>). |
| 19-20 | Unconscious for 5 (1d10) minutes; the effect ends if an affected creature takes damage or if another creature uses an action to shake it awake. |

LEGENDARY ACTIONS

The hundun 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 hundun regains spent legendary actions at the start of its turn.

Claw Attack. The hundun makes one claw attack.

Etherealness (Costs 2 Actions). The hundun enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, though it can't affect or be affected by anything on the other plane.

Move. The hundun moves up to its speed without provoking opportunity attacks.

Cast a Spell (Costs 3 Actions). The hundun uses its psionics to cast a spell.

TAO TEI

Taotie the World-Eater created the tao tei in his own image, using them to consume civilizations across any and all realms. Tao tei are sent as hordes of various magnitudes, though there is always only a single regent accompanying any invasion force.

DRONE

A tao tei drone has the body of an ox, with green, lizard-like skin, and eyes on its shoulders. Its eyeless alligator-like head is adorned with otherworldly symbols, and its massive maw is lined with three rows of sharp teeth. At the end of each of its four legs are human-like hands with claws resembling those of an oversized tiger.

ELITE

Tao tei elites are similar to the drones, though they are much larger. They also have longer necks, which are surrounded by powerful neck frills, that they use to defend themselves and their regent.

REGENT

A tao tei regent is slightly smaller than an elite, and its body is much more slender than that of other tao tei. It is still a remarkably powerful opponent, however, and shouldn't be underestimated. It utilizes powerful psionics and commands all other tao tei in its army through its hive mind.



TAO TEI DRONE

TAO TEI DRONE

Large aberration, lawful evil

Armor Class 16 (natural armor)
Hit Points: 127 (15d10 + 45)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	2 (-4)	10 (+0)	2 (-4)

Saving Throws Dex +3, Con +6, Wis +3
Skills Athletics +7, Perception +6
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities psychic
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 16
Languages -
Challenge 7 (2,900 XP)

Devil's Sight. Magical darkness doesn't impede the tao tei's darkvision.

Hive Mind. The tao tei is part of a communal consciousness. This shared consciousness allows constant communication between all tao tei within 1 mile of a tao tei regent so long as the tao tei regent is conscious. If one tao tei is aware of a hidden enemy, they all are. If combat starts and one tao tei isn't surprised, no tao tei are surprised. While connected to the hive mind and within 100 feet of a tao tei regent, all tao tei have their Intelligence, Wisdom, and Charisma scores replaced by those of the tao tei regent.

Rampage. When the tao tei reduces a creature to 0 hit points with a melee attack on its turn, the tao tei can take a bonus action to move up to half its speed and make a bite attack.

Xiong Si Weaknesses. The tao tei has the following flaws:

Extreme Piercing and Slashing Vulnerability. When critically hit by piercing or slashing damage, the tao tei takes double damage and becomes permanently blinded.
Magnetic Distortion. When a magnet with a weight of 5 lb. or more is within 5 feet of the tao tei, it is unable to connect to its hive mind and it loses its Multiattack action.

ACTIONS

Multiattack. The tao tei makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) 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 tao tei can't bite another target.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) slashing damage.

A TAO TEI REGENT'S LAIR

A tao tei regent usually makes its lair within the meteor it arrived in. It wants to go out into the world to conquer, but it might withdraw back to its lair if its tao tei army is defeated. In its lair, a tao tei regent has access to lair actions. A tao tei regent encountered in its lair has a challenge rating of 12 (8,400 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the tao tei regent takes a lair action to cause one of the following psionic effects; the tao tei regent can't use the same effect two rounds in a row:

Conjure Tao Tei Drone. A tao tei drone appears in an empty space within 60 feet of the tao tei regent.

Heal. The tao tei regent regains 1d6 x 10 hit points.

Legendary Focus. The tao tei regent focuses its psionic abilities, and can take an additional legendary action this round.

Psionic Overload. The tao tei regent channels its psionics through its meteoric lair, increasing the save DC on all its spells and abilities by 1 until initiative count 20 on the next round.

Taotie's Blessing. The tao tei regent calls upon the blessing of its creator, filling the lair with magical darkness until initiative count 20 on the next round.

TAO TEI ELITE

Huge aberration, lawful evil

Armor Class 17 (natural armor)
Hit Points: 172 (15d12 + 75)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	2 (-4)	10 (+0)	2 (-4)

Saving Throws Dex +4, Con +9, Wis +4
Skills Athletics +10, Perception +8
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities psychic
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 18
Languages -
Challenge 9 (5,000 XP)

Devil's Sight. Magical darkness doesn't impede the tao tei's darkvision.

Hive Mind. The tao tei is part of a communal consciousness. This shared consciousness allows constant communication between all tao tei within 1 mile of a tao tei regent so long as the tao tei regent is conscious. If one tao tei is aware of a hidden enemy, they all are. If combat starts and one tao tei isn't surprised, no tao tei are surprised. While connected to the hive mind and within 100 feet of a tao tei regent, all tao tei have their Intelligence, Wisdom, and Charisma scores replaced by those of the tao tei regent.

Neck Frill. The tao tei can use a bonus action on its turn to raise or lower its neck frill. When its neck frill is raised, it cannot be critically hit and it gains the Neck Frill Protection reaction, but its movement speed is halved and it has disadvantage on Wisdom (perception) checks that rely on sight.

Rampage. When the tao tei reduces a creature to 0 hit points with a melee attack on its turn, the tao tei can take a bonus action to move up to half its speed and make a bite attack.

Xiong Si Weaknesses. The tao tei has the following flaws:

Extreme Piercing and Slashing Vulnerability. When critically hit by piercing or slashing damage, the tao tei takes double damage and becomes permanently blinded.

Magnetic Distortion. When a magnet with a weight of 5 lb. or more is within 5 feet of the tao tei, it is unable to connect to its hive mind and it loses its Multiattack action.

ACTIONS

Multiattack. The tao tei makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 19 (3d8 + 6) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tao tei can't bite another target.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 16 (3d6 + 6) slashing damage.

REACTIONS

Neck Frill Protection (Requires Raised Neck Frill). When a creature that the tao tei can see attacks a target friendly to the tao tei that is within 5 feet of it, it can use its reaction to impose disadvantage on the attack roll.

TAO TEI REGENT

Huge aberration, lawful evil

Armor Class 16 (natural armor)
Hit Points: 127 (15d12 + 30)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	20 (+5)	20 (+5)	18 (+4)

Saving Throws Dex +6, Con +6, Wis +9

Skills Athletics +9, Perception +13

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities psychic

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 23

Languages -

Challenge 10 (5,900 XP)

Creature Sense. The tao tei is aware of the presence of creatures within 1 mile of it that have an Intelligence score of 4 or higher and all other tao tei within that radius. It knows the distance and direction to each creature, as well as each one's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *non-detection* spell, or similar magic can't be perceived in this matter.

Devil's Sight. Magical darkness doesn't impede the tao tei's darkvision.

Hive Mind. The tao tei is part of a communal consciousness. This shared consciousness allows constant communication between all tao tei within 1 mile. If one tao tei is aware of a hidden enemy, they all are. If combat starts and one tao tei isn't surprised, no tao tei are surprised. The tao tei can spend a bonus action to perceive through the senses of up to ten other tao tei within the hive mind until the end of its turn, without losing its own senses.

Innate Spellcasting (Psionics). The tao tei's innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*
 1/day each: *dominate monster*, *telekinesis*

Magical Resistance. The tao tei has advantage on saving throws against spells and other magical effects.

Xiong Si Weaknesses. The tao tei has the following flaws:

Extreme Piercing and Slashing Vulnerability. When critically hit by piercing or slashing damage, the tao tei takes double damage and becomes permanently blinded.

Magnetic Distortion. When a magnet with a weight of 5 lb. or more is within 5 feet of the tao tei, it is unable to connect to its hive mind and it cannot cast spells.

ACTIONS

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 18 (3d8 + 5) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the tao tei can't bite another target.

Mind Blast (Recharge 5-6). The xiong si magically emits psychic energy. Creature's of the tao tei's choice within 60 feet of it must succeed on a DC 17 Intelligence saving throw or take 27 (4d10 + 5) psychic damage and be stunned 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.

Mind Drill (Recharge 6). The tao tei magically forces large quantities of psychic energies into the mind of another creature. A creature of the tao tei's choice within 60 feet of it that the tao tei can see must succeed on a DC 17 Intelligence saving throw or take 44 (8d10) psychic damage. If the creature fails the saving throw by 5 or more, the creature cannot concentrate on spells for 1 minute.

Xiong Si Corruption (3/Day). The tao tei targets a creature it can sense with its Creature Sense. The target must succeed a DC 17 Charisma saving throw or become corrupted by a powerful curse until freed by a *dispel evil and good* or similar magic. While cursed, whenever the creature rolls a 1 on a d20, the tao tei takes control of the creature and determines it's behavior. At the end of each of the cursed creature's turns, the creature can make a DC 17 Charisma saving throw. On a success, the creature regains control until it rolls another 1.

LEGENDARY ACTIONS

The tao tei can take 2 legendary actions, choosing from the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The tao tei regains spent legendary actions at the start of its turn.

Absorb Vitality. The tao tei targets a friendly creature with which it shares a hive mind connection, transferring 27 (4d10 + 5) hit points from the target creature to itself. All detrimental conditions affecting the tao tei, such as being blinded, poisoned, or cursed, are also transferred from it to the target creature.

Cast a Spell. The tao tei casts a spell.

Immaterial Greed (Costs 2 Actions). The tao tei targets a creature within 30 feet of it that it can see which . The creature holding the weapon, must succeed a DC 17 Strength saving throw, or have its weapon telekinetically pulled from its hands. If the weapon is held in two hands, the creature has advantage on the saving throw. If the tao tei succeeds in grabbing a magical weapon, it immediately pulls it towards itself and swallows it. If the tao tei is defeated, the weapon can be reacquired by cutting open the tao tei's stomach.

Material Greed (Costs 2 Actions). The tao tei targets a magical weapon held by a creature within 30 feet of it that it can see. The creature holding the weapon, must succeed a DC 17 Strength saving throw, or have its weapon telekinetically pulled from its hands. If the tao tei succeeds in grabbing a magical weapon, it immediately pulls it towards itself and swallows it. If the tao tei is defeated, the weapon can be reacquired by cutting open the tao tei's stomach.

Recharge Ability (Costs 2 Actions). The tao tei recharges its Mind Blast or its Mind Drill.

REACTIONS

Dominant Mind. If a creature attempts to sense the emotions or read the thoughts of any tao tei connected to the hive mind, the tao tei can use its reaction to overload the creature's mind. The creature must make a DC 17 Intelligence saving throw. On a failed save, the creature takes 33 (6d10) psychic damage and forgets all memories it has acquired over the past 24 hours. On a successful save, the creature takes half the psychic damage and doesn't lose any memories.

TAOWU

The taowu are spawned by Taowu the Blissful, whose single purpose is to ensure that no sentient creature whose mind would shatter ever attempt to understand the Far Realm. In his mind, he protects all living things by ensuring this, though his methods rely on bringing death and ignorance to all creatures with an intelligence that Taowu considers sub-par.

DRONE

Taowu drones are stubborn, massive, canine-like beasts with human looking faces. Their mouths are lined with sharp teeth with which they can inject a corrosive substance into their prey. They primarily hunt for creatures with low and mediocre intelligence, attempting to either kill them or shatter their will. A red smoke rises from the drone, allowing it to detect intelligent creatures from far away.

SCOUT

Taowu scouts are miniature versions of the drones. Though they are harmless themselves, they are adept at providing drones with tactical information through their hive mind.



TAOWU DRONE

Huge aberration, neutral evil

Armor Class 18 (natural armor)
Hit Points: 225 (18d12 +108)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	22 (+6)	17 (+3)	12 (+1)	10 (+0)

Saving Throws Dex +3, Con +10, Wis +5

Skills Athletics +11, Perception +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities psychic

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 15

Languages -

Challenge 10 (5,900 XP)

Aggressive. As a bonus action, the taowu can move up to its speed toward a hostile creature that it can see.

Creature Sense. The tao tei is aware of the presence of creatures within 1 mile of it that have an Intelligence score of 10 or lower and all other taowu within that radius. It knows the distance and direction to each creature, as well as each one's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this matter.

Devil's Sight. Magical darkness doesn't impede the taowu's darkvision.

Hive Mind. The taowu is part of a communal consciousness. This shared consciousness allows constant communication between all taowu within 1 mile of each other. If one taowu is aware of a hidden enemy, they all are. If combat starts and one taowu isn't surprised, no taowu are surprised.

Innate Spellcasting (Psionics). The taowu's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

3/day each: *bigby's hand*, *eyebite*, *knock*, *nondetection* (self only)

1/day each: *weird*

Taowu Aura. At the start of each of the taowu's turns, each creature within 10 feet of it takes 7 (2d6) psychic damage. The first time a creature with an Intelligence score of 10 or lower enters the aura on its turn, it must succeed a DC 15 Intelligence saving throw or become stunned until the end of its turn.

Xiong Si Weaknesses. The taowu has the following flaws:

Extreme Bludgeoning Vulnerability. When critically hit by bludgeoning damage, the taowu takes double damage and loses its damage resistances and immunities.

Magnetic Distortion. When a magnet with a weight of 5 lb. or more is within 5 feet of the taowu, it is unable to connect to its hive mind and it cannot cast spells.

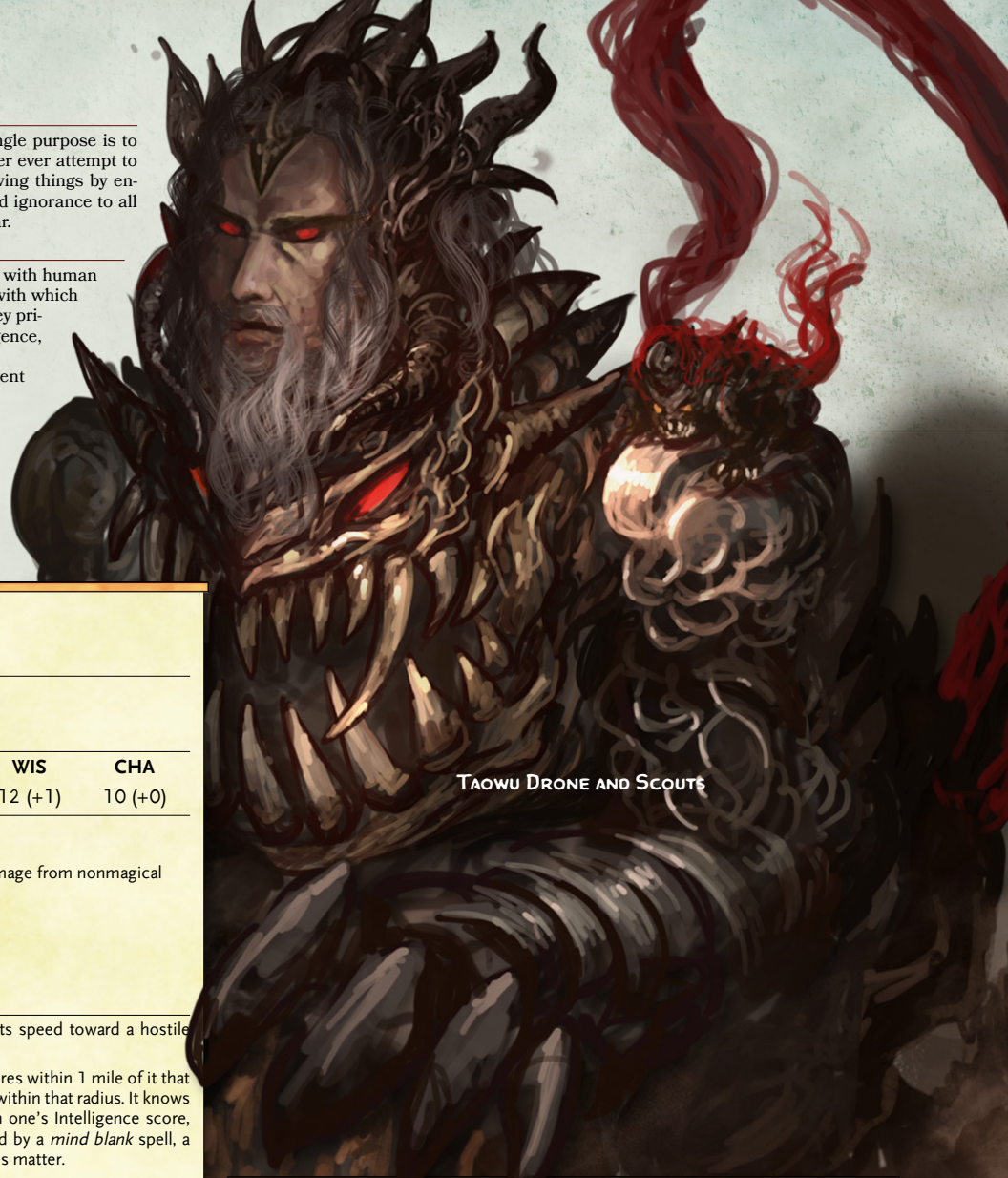
ACTIONS

Multiattack. The taowu makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 20 (3d8 + 7) piercing damage plus 21 (6d6) acid damage.

Claw. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (3d6 + 7) slashing damage.

Mind Drill (Recharge 6). The taowu magically forces large quantities of psychic energies into the mind of another creature. A creature of the taowu's choice within 60 feet of it that the xiong si can see must succeed on a DC 15 Intelligence saving throw or take 44 (8d10) psychic damage and lose concentration if it is concentrating on a spell. If the creature fails the saving throw by 5 or more, its Intelligence and Charisma scores become 1.



TAOWU DRONE AND SCOUT

TAOWU SCOUT

Tiny aberration, neutral evil

Armor Class 14
Hit Points: 1 (1d4 - 1)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	19 (+4)	8 (-1)	17 (+3)	12 (+1)	2 (-4)

Saving Throws Dex +6, Con +1, Wis +3

Skills Acrobatics +6, Perception +5

Damage Resistances psychic

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 300 ft., passive Perception 15

Languages -

Challenge 0 (0 XP)

Creature Sense. The tao tei is aware of the presence of creatures within 1 mile of it that have an Intelligence score of 10 or lower and all other taowu within that radius. It knows the distance and direction to each creature, as well as each one's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this matter.

Devil's Sight. Magical darkness doesn't impede the taowu's darkvision.

Hive Mind. The taowu is part of a communal consciousness. This shared consciousness allows constant communication between all taowu within 1 mile of each other. If one taowu is aware of a hidden enemy, they all are. If combat starts and one taowu isn't surprised, no taowu are surprised.

Keen Senses. The taowu has advantage on Wisdom (perception) checks that rely on hearing, sight or smell.

Xiong Si Weaknesses. The taowu has the following flaws:

Magnetic Distortion. When a magnet with a weight of 5 lb. or more is within 5 feet of the taowu, it is unable to connect to its hive mind and it cannot cast spells.

QIONGQUI

Qiongqi the Unseen conjures massive swarms of xiong si minions. They are devious and adept at remaining hidden, even while moving in large swarms, as they produce no sound and their skin is capable of mimicking their surroundings. They scurry along walls and ceilings as easily as they do along the ground.

Tiny Predators. Qiongqui drones are black, quadrupedal beasts, with hedgehog-like spiked backs, and draconic claws at the end of each leg. They have no eyes, but their maws are as large as their heads, and their bites inject a paralyzing toxin.

Strength in Numbers. A single qiongqui drone is usually sent ahead as a scout, relaying information back to the horde that follows via their shared hive mind. They are intelligent creatures, but their sheer numbers and absolute fearlessness often proves enough to lay waste to whatever resistance they meet. However, while gathered closely together, a swarm of qiongqui gain the ability to focus their collective minds, allowing them to cast psionic spells. This allows them to infiltrate and harass their foes in even more devious ways.



QIONGQUI DRONE

SWARM OF QIONGQUI DRONES

Large swarm of small aberrations, chaotic evil

Armor Class 13

Hit Points: 78 (12d10 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	19 (+3)	12 (+1)	15 (+2)	10 (+0)	2 (-4)

Saving Throws Dex +7, Con +3, Wis +2

Skills Acrobatics +5

Damage Resistances psychic

Damage Vulnerabilities thunder

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 120 ft., passive Perception 10

Languages -

Challenge 3 (700 XP)

Deviousness. The swarm is completely silent even while running and fighting, and its skin mimics its surroundings. The swarm has advantage on Dexterity (stealth) checks.

Hive Mind. The swarm is part of a communal consciousness. This shared consciousness allows constant communication between all qiongqui within 1 mile of a each other. If one qiongqui is aware of a hidden enemy, they all are. If combat starts and one qiongqui isn't surprised, no qiongqui are surprised.

Innate Spellcasting (Psionics). When several qiongqui gather closely, they can focus their collective minds to cast psionic spells. If the swarm has half its hit points or fewer, it loses this ability. The swarm's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*

1/day each: *command*, *confusion*

Keen Hearing. The swarm has advantage on Wisdom (perception) checks that rely on hearing.

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a small qiongqui. The swarm can't regain hit points or gain temporary hit points.

Xiong Si Weaknesses. The swarm has the following flaws:

Magnetic Distortion. When a magnet with a weight of 1 lb. or more is within 5 feet of the swarm, it is unable to connect to its hive mind.

ACTIONS

Bites. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature in the swarm's space. Hit: 17 (4d6 + 3) piercing damage, or 10 (2d6 + 3) piercing damage if the swarm has half its hit points or fewer. If the target is a creature, it must succeed on a DC 11 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.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature in the swarm's space. Hit: 21 (4d8 + 3) slashing damage plus 7 (2d6) poison damage, or 12 (2d8 + 3) slashing damage plus 3 (1d6) poison damage if the swarm has half its hit points or fewer.

QIONGQUI DRONE

Small aberration, chaotic evil

Armor Class 13

Hit Points: 18 (4d6 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	19 (+3)	12 (+1)	15 (+2)	10 (+0)	2 (-4)

Saving Throws Dex +7, Con +3, Wis +2

Skills Acrobatics +5

Damage Resistances psychic

Damage Vulnerabilities thunder

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 120 ft., passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Deviousness. The qiongqui is completely silent even while running and fighting, and its skin mimics its surroundings. It has advantage on Dexterity (stealth) checks.

Hive Mind. The qiongqui is part of a communal consciousness. This shared consciousness allows constant communication between all qiongqui within 1 mile of a each other. If one qiongqui is aware of a hidden enemy, they all are. If combat starts and one qiongqui isn't surprised, no qiongqui are surprised.

Keen Hearing. The qiongqui has advantage on Wisdom (perception) checks that rely on hearing.

Spider Climb. The qiongqui can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Xiong Si Weaknesses. The qiongqui has the following flaws:

Magnetic Distortion. When a magnet with a weight of 1 lb. or more is within 5 feet of the swarm, it is unable to connect to its hive mind.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 11 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.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) slashing damage plus 7 (2d6) poison damage.



YAOGUAI

YAMA UBA

Medium fey (spirit), neutral evil

Armor Class 13
Hit Points: 77 (14d8 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+2)	12 (+1)	18 (+4)	15 (+2)	19 (+4)

Saving Throws Wis +8, Cha +7

Skills Deception +10, Insight +5, Perception +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 15

Languages Oriental

Challenge 5 (1,800 XP)

Innate Spellcasting. The yama uba's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The yama uba can innately cast the following spells, requiring no material or verbal components:

At will: *druidcraft*, *eldritch blast* (2 beams), *magic missile* (3 darts), *magic mouth*
 3/day each: *hypnotic pattern*, *lightning bolt*, *major image*
 1/day each: *phantasmal killer*, *mislead*

Sense Affection. The yama uba is aware of the presence of any creatures within 120 feet of it that has affections for another creature. It knows the distance and direction to each creature, as well as intricate details about its affections towards others. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

Shapechanger. The yama uba can use its action to polymorph into a humanoid it knows from its Sense Affection ability. Its appearance is such as another creature remembers that humanoid, rather than the actual appearance of that humanoid. Its statistics are the same in each form. Any equipment it is wearing or carrying is transformed with it. It reverts to its true form if it dies.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 3) piercing damage plus 26 (4d12) necrotic damage. The yama uba regains hit points equal to the necrotic damage dealt. The target must succeed a DC 15 Constitution saving throw or become paralyzed until the end of its next turn.

YAOGUAI

Huge monstrosity (spirit), neutral evil

Armor Class 15 (natural armor)
Hit Points: 126 (12d12 + 48)
Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	14 (+2)	17 (+3)	14 (+2)

Saving Throws Con +9, Wis +8

Damage Resistances bludgeoning, piercing, and slashing damage from magical weapons

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 13

Languages understands Oriental but doesn't speak

Challenge 13 (10,000 XP)

Aggressive. As a bonus action, the yaoguai can move up to its speed toward a hostile creature that it can sense with its Weave Sense.

Anti-Magic Assault. When a creature casts a spell within 5 ft. of the yaoguai, the yaoguai can make a bite attack against the creature as a reaction.

Limited Magic Absorption. The yaoguai absorbs spells of 5th level or lower affecting it, unless it wishes to be affected. Whenever it absorbs a spell, it regains 11 (2d10) hit points per spell level absorbed. It has advantage on saving throws against all other spells and magical effects.

Magic Breaking Attacks. The yaoguai's attacks are magical. A creature has disadvantage on concentration checks that result from taking damage from the yaoguai's attacks.

Weave Sense. The yaoguai is aware of the presence of any creatures within 1 mile of it that is capable of casting at least one spell as well as any magical effects in the area. It knows the distance and direction to each creature, as well as each spell it has ever cast. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can still be perceived in this manner.

ACTIONS

Multiattack. The yaoguai makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) piercing damage. If the target is a creature, it must succeed a DC 17 Constitution saving throw against curses or be unable to speak until the end of its next turn.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) slashing damage. If the yaoguai scores a critical hit against a creature that can cast at least one spell, it rolls damage dice three times, instead of twice.

YAOGUAI

Yaoguai are vicious, winged bear-like monsters that feed on all things living. They favor humanoids with an affinity for spellcasting, and after countless generations of consuming mages, they have evolved a natural resistance to all things magical as well as honed senses for detecting magic. They even have the ability to absorb magical effects, allowing them to regenerate wounds quickly. They are now considered expert mage-killers, and are greatly feared by all spellcasters in the Orient. Attacking a yaoguai with magical weapons is also detrimental, giving most travelers ample reason to carry nonmagical weapons with them at all times.

Tamed by the Faithless. Most yaoguai live within the Quiet Thicket, the great forest of the Wolf Lands. There, several renowned barbarians of the Faithless tribe have learned to tame yaoguai. These exceptional individuals have great value in within the Empire, as they can use their Yaoguai to track maho-tsukai activity better than anybody else. Warriors of the Faithless are hard to persuade, however, as they don't value wealth or recognition outside of their own tribe.

YAMA UBA

This horrible and wicked fey looks like an old woman, usually wearing a filthy and tattered kimono. A yama uba doesn't have eyes, as its mouth stretches the entire width of its face. It can, however, magically disguise itself, appearing like a regular crone. A yama uba can sense the love a creature has for other creatures, which she abuses by transforming into one of its target's loved ones. It will do this to seem trustworthy and then lure the target away from others, so it can consume its target undisturbed.

Flower Bound. The life force of a yama uba is magically bound to a single flower. It cannot move further than 1 mile from its flower, and if its flower is ever destroyed, the yama uba explodes in a cloud of leaves.



YUKI-ONNA

YUKI-ONNA

Beautiful spirits of the frozen wastes, yuki-onnas 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.

Beautiful and Cold. A yuki-onna appears as a human female of the rarest beauty. She has waist-length black hair and full red lips. Her skin is pale blue and icy to the touch. She wears snowy white robes that continually billow and swirl about her, even when no winds are blowing.

Spirit of Winter. Some say that a yuki-onna is the spirit of a cold-hearted villain, while others claim she is the spirit of a shaman or shugenja who died while lost in a snowstorm. In reality, however, it isn't an undead creature at all, but rather a spirit of winter from the feywild.

A yuki-onna doesn't require food, drink, or sleep, but feeds on the cold, requiring no other sustenance. During the winter months they move around, but otherwise stay high up in the mountains where it's cold.

YUKI-ONNA

Medium fey (spirit), any

Armor Class 11

Hit Points: 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	13 (+1)	14 (+2)	19 (+4)

Saving Throws Dex +3, Cha +6

Skills Deception +6, Insight +4, Perception +4, Stealth +3

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities cold, poison

Damage Vulnerabilities fire

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Kami, Oriental, Sylvan

Challenge 4 (1,100 XP)

Cold Aura. At the start of each of the yuki-onna's turns, each creature within 5 feet of it takes 7 (2d6) cold damage. A creature that touches the yuki-onna or hits it with a melee attack while within 5 feet of it takes 7 (2d6) cold damage.

Innate Spellcasting. The yuki-onna's innate spellcasting ability is Charisma (spell save DC 14). The yuki-onna can innately cast the following spells, requiring no material, or verbal components:

At will: *invisibility*, *nystul's magic aura*

Snow Camouflage. The yuki-onna has advantage on Dexterity (stealth) checks made to hide in snowy terrain.

ACTIONS

Cold Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) cold damage and the target must make a DC 14 Wisdom saving throw. On a failed save, the target becomes lost for the next 3d6 hours. For the duration it cannot find its way through the wilderness, and automatically fails any Wisdom (nature) and Wisdom (survival) checks.

Paralyzing Gaze. The yuki-onna targets a creature within 30 feet of it that it can see, which can also see it. The targeted creature must succeed on a DC 14 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.

Lament of Winter (Recharge 6). The yuki-onna sings a song of sorrow and grief, turning the cold winds into a deadly extension of herself. Each creature within 120 feet of the yuki-onna must make a DC 14 Constitution saving throw. A creature takes 14 (4d6) cold damage on a failed save or half as much on a successful one. If a creature fails the saving throw, and isn't wearing cold weather gear (thick coats, gloves, and the like) or is a creature naturally adapted to cold climates, it also suffers one level of exhaustion.

REACTIONS

Freezing Rebuke. When the yuki-onna takes damage from an attack, a cold wind swirls around her, forming hundreds of tiny, razor-sharp shards of ice, that are immediately launched at the attacker. The attacker must make a DC 14 Dexterity saving throw, taking 5 (2d4) cold damage plus 5 (2d4) piercing damage on a failed save, or half as much damage on a successful one.

ZAIAKU

These fiendish creatures come from the bowels of Jigoku. They are numerous beyond counting and they spend their lives fighting amongst themselves. They aren't interested in mortal affairs, nor do they answer the calling of Oni Lords. They follow a simple code: kill until killed. A zaiaku doesn't shy away from a losing fight, as it sees death as the ultimate accomplishment. Zaiaku don't require air, food, drink, or sleep.

Brutish and Clever. Zaiaku resemble large, armored humanoids. On their shoulders they have an extra set of massive arms, and a large horn protrudes from where their face should be. They wield a blade in each hand, allowing them to strike often, and they possess immense speed with which they close the distance to their foes. When they reach an enemy, they can use their horn to ram them, and if they cannot reach their prey, they can fire large, acid-filled spines from the back of their heads.

Otherworldly Nature. A zaiaku doesn't require air, food, drink, or sleep.

ZAIAKU

Large fiend, lawful evil

Armor Class 21 (natural armor)

Hit Points: 119 (14d10 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	13 (+1)	14 (+2)	19 (+4)

Saving Throws Str +10, Dex +9, Wis +6, Cha +9

Skills Acrobatics +9, Athletics +10

Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities acid, poison

Damage Vulnerabilities psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 300 ft. (blind beyond this radius), passive Perception 11

Languages understands Oni but can't speak

Taint Score 6

Challenge 16 (15,000 XP)

Adamantine Skin. Critical hits against the zaiaku become normal hits. When the zaiaku dies, its armored skin dissolves into black ash, leaving behind only a black, fiendish skeleton.

Charge. If the zaiaku moves at least 15 foot straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 33 (6d10) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed up to 15 feet away and knocked prone.

Cursed Weapons. The zaiaku's weapon attacks are magical. When the zaiaku dies the weapons dissolve into black ash.

Doom Charge. If the zaiaku uses its action to Dash, it can use a bonus action to make a gore attack.

Limited Telepathy. The zaiaku can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

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

ACTIONS

Multiattack. The zaiaku makes two attacks with its cursed katanas. It also makes either one gore attack or two attacks with its cursed nodachis. Alternatively, it can make four attacks with its corrosive spines.

Corrosive Spines. Ranged Weapon Attack: +9 to hit, range 100/300 ft., one target. Hit: 11 (2d6 + 4) piercing damage plus 9 (2d8) acid damage.

Cursed Katana. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage plus 7 (2d6) acid damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or become poisoned until the end of its next turn. While poisoned, the creature can't take reactions and its movement speed is halved.

Cursed Nodachi. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 18 (4d8) necrotic damage. The creature's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until cured.

Gore. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 38 (6d10 + 5) piercing damage.

Gas Form. The zaiaku transforms into a corrosive cloud or reverts to its true form. Any equipment it is wearing or carrying is also transformed. It reverts to its true form if it dies.

While in gas form, the zaiaku is incapacitated and can't speak. It has a flying speed of 20 feet, can hover, and can pass through any space that isn't airtight. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to nonmagical damage.

While in gas form, the zaiaku can enter a creature's space and stop there. Each time that creature starts its turn with the zaiaku in its space, the creature must succeed on a DC 17 Constitution saving throw or take 18 (4d8) acid damage and become poisoned until the start of its next turn. While poisoned in this way, the target can't take reactions and its movement speed is halved.



APPENDIX A: MISCELLANEOUS CREATURES

This appendix contains statistics for various animals, vermin, and other critters. The stat blocks are organized alphabetically by creature name.

BHARAL

Medium beast, unaligned

Armor Class 11

Hit Points: 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills passive Perception 12

Languages -

Challenge 1/4 (50 XP)

Charge. If the bharal moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Stone Camouflage. The bharal has advantage on Dexterity (stealth) checks made to hide in rocky terrain.

Sure-Footed. The bharal has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Ram. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

The **bharal** is a type of goat native to the Orient. They are active throughout the day, alternating between feeding and resting on the grassy mountain slopes. Due to their excellent camouflage and the absence of cover in their environment, bharal remain motionless when approached. Once they have been noticed, however, they scamper up to the precipitous cliffs, where they once again freeze, attempting to blend into the rock face.

BLACK PIPER

Tiny beast, unaligned

Armor Class 13

Hit Points: 75 (6d4 + 60)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	30 (+10)	1 (-5)	10 (+0)	2 (-4)

Skills Stealth +7

Senses darkvision 30 ft., passive perception 10

Languages -

Challenge 1 (200 XP)

Spider Climb. The black piper 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 black piper knows the exact location of any other creature in contact with the same web.

Web Walker. The black piper ignores movement restrictions caused by webbing.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage, and the target must make a DC 20 Constitution saving throw. On a successful save the creature becomes nauseous, and takes 21 (6d6) poison damage upon completion of its next long rest. On a failed save, the creature feels no initial changes, but is poisoned and becomes afflicted by excessive coughing, chills, and fever over the following day, and whenever the creature finishes a long rest, it takes 21 (6d6) poison damage, and has its maximum hit points reduced by the same amount. The venom can only be cured by a spell that cures diseases, and the reduction to a character's maximum hit points can only be cured by a greater restoration or wish spell.

The **black piper** is the rarest and most venomous of spiders in the Orient. They are identified by the red, hourglass-shaped mark on their black abdomens. Their favorite haunts include outhouses and piles of wood. If bitten, a healer should be sought out immediately. Everybody in the Orient knows that if bitten by the black piper, you cannot go to sleep before being cured, lest you never wake again.

DHOLE

Small beast, unaligned

Armor Class 11

Hit Points: 18 (4d6 + 4)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	3 (-4)	10 (+0)	7 (-2)

Skills Perception +2

Senses passive Perception 12

Languages -

Challenge 1/8 (25 XP)

Keen Hearing and Smell. The dhole has advantage on Wisdom (perception) checks that rely on hearing or smell.

Pack Tactics. The dhole has advantage on an attack roll against a creature if at least one of the dhole's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

The **dhole** is a wild dog that inhabits the forests of the Orient. This very social dog makes a variety of noises, including whistles, clucks and high-pitched screams. It has a red-brown coat and a black-tipped tail. Adults are about 3 feet long with a tail a little over a foot long. Dholes hunt in small packs of five to twelve (or more). Like other dogs, they find their prey using their keen sense of smell and then chase down the prey. Dholes are very good swimmers, and often chase their prey into the water to help catch it. They swallow meat in large chunks.

FENNEC FOX

Tiny beast, unaligned

Armor Class 11

Hit Points: 6 (4d4 - 4)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	3 (-4)	10 (+0)	7 (-2)

Skills Perception +6

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 16

Languages -

Challenge 0 (10 XP)

Keen Hearing. The fennec fox has advantage on Wisdom (perception) checks that rely on hearing.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

The **fennec fox** is a small nocturnal fox, native to dry and desert regions. Its most distinctive feature is its unusually large ears, which also serve to dissipate heat. In addition, its hearing is sensitive enough to hear prey moving underground. It mainly eats insects, small mammals, and birds.

They live in pairs of two, and their offspring stay with the family until they go out to create a family of their own. Families of fennecs dig out dens in the ground for habitation and protection, which often adjoin the dens of other families.

Fennecs have also been domesticated in the Orient, their primary function serving as pets for women of nobility.

FLY

Tiny beast, unaligned

Armor Class 18

Hit Points 1 (1d4 - 1)

Speed 0 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	26 (+8)	8 (-1)	1 (-5)	6 (-2)	1 (-5)

Skills Acrobatics +10

Senses darkvision 30 ft., passive Perception 8

Languages -

Challenge 0 (0 XP)

Flyby. The fly doesn't provoke opportunity attacks when it flies out of an enemy's reach.

REACTIONS

Fly Away. When a melee attack misses the fly, it can move up to its speed.

GIANT FIRE TOAD

Small beast, unaligned

Armor Class 14

Hit Points: 44 (8d6 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	15 (+2)	2 (-4)	10 (+0)	7 (-2)

Skills Acrobatics +6, Perception +2

Damage Immunities fire

Damage Vulnerabilities cold

Senses passive Perception 12

Languages -

Challenge 2 (450 XP)

Standing Leap. The toad's long jump is up to 15 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Fireball. The toad exhales a small fireball, targeting a point within 30 feet of it. Each creature in a 15-foot-radius sphere centered on that point must make a DC 12 Dexterity saving throw. A target takes 4d6 fire damage on a failed save, or half as much on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Giant fire toads are about 4 feet long and weigh about 100 pounds. Their skin is bright red and covered with rough, purple bumps.

Fire toads rarely attack unless threatened, molested, or defending their lairs. They do not attack with their tongues as other toads do, but exhale small fireballs at their enemies.

GIANT GOLD SPOTTED TOAD

Medium beast, unaligned

Armor Class 13

Hit Points: 52 (8d8 + 16)

Speed 20 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	15 (+2)	2 (-4)	9 (-1)	5 (-3)

Skills Acrobatics +5

Damage Resistances poison

Senses darkvision 30 ft., passive Perception 9

Languages -

Challenge 2 (450 XP)

Chameleon Skin. The toad can change the color of its skin to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (stealth) checks made to hide.

Poisonous Skin. A creature that touches the toad or hits it with a melee attack while within 5 feet of it takes 4 (1d8) poison damage and becomes poisoned until cured.

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

Multiattack. The toad attacks with its tongue, uses Reel, and uses Swallow. Alternatively, it uses its bite twice.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 17 (4d6 + 3) piercing damage.

Reel. The toad pulls a creature grappled by it up to 20 feet straight toward it.

Swallow. The toad makes one bite attack against a Small 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 7 (2d6) 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.

Tongue. Melee Weapon Attack: +5 to hit, reach 20 ft., one Small or smaller creature. Hit: The target is grappled (escape DC 13). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the toad can't use its tongue on another target.

Giant old spotted toads average about 5 feet long and weigh 150 to 200 pounds, with females typically being larger than males. Their skin is universally dry, rough to the touch, and bumpy. Adult gold spotted toads are aposematic (warning predators of its toxicity) with bright colors, their coloration ranging from mint green to yellow to orange. No matter its coloration, it has bright, golden spots across its bumpy skin, and it has the ability to change its coloration and texture to its surroundings, making it very hard to locate.

The gold spotted toad's skin is densely coated in an alkaloid toxin. This poison prevents its victim's nerves from transmitting impulses, leaving the muscles in an inactive state of contraction. The toad's toxin does not readily deteriorate, even when transferred to another surface, making it perfect for coating weapons (although the usage of poisons is outlawed and considered dishonorable).

If a gold spotted toad is harvested for its toxin, it provides enough for coating five weapons. The toxin is a contact poison. A creature subjected to the poison takes 1d8 damage and becomes poisoned until the end of its next turn.

GIANT HONEY BADGER

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	15 (+2)	2 (-4)	11 (+0)	12 (+1)

Condition Immunities frightened, poisoned

Senses passive Perception 10

Languages -

Challenge 6 (200 XP)

Aggressive. As a bonus action, the honey badger can move up to its speed toward a hostile creature that it can see.

Frenzied Twist. The honey badger has advantage on ability checks and saving throws made to escape a grapple.

Keen Smell. The honey badger has advantage on Wisdom (perception) checks that rely on smell.

Relentless (Recharges after a Short or Long Rest). If the honey badger takes 20 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack. The honey badger attacks once with its bite and three times with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 16) and restrained until this grapple ends. While it is a grappling a creature, the honey badger can only use its bite attack against the grappled creature, and it cannot grapple another creature.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) slashing damage.

GIANT ICE TOAD

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points: 68 (8d10 + 24)

Speed 30 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	6 (-2)	11 (+0)	7 (-2)

Skills Athletics +5

Damage Immunity cold

Damage Vulnerabilities fire

Senses passive Perception 10

Languages -

Challenge 3 (700 XP)

Cold Aura. At the start of each of the toad's turns, each creature within 5 feet of it takes 7 (2d6) cold damage. A creature that touches the toad or hits it with a melee attack while within 5 feet of it takes 7 (2d6) cold damage.

Standing Leap. The toad's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Multiattack. The toad attacks with its tongue, uses Reel, and uses Swallow. Alternatively, it uses its bite twice.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 18 (4d6 + 4) piercing damage.

Reel. The toad pulls a creature grappled by it up to 30 feet straight toward it.

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 7 (2d6) 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.

Tongue. Melee Weapon Attack: +6 to hit, reach 30 ft., one Medium or smaller creature. Hit: The target is grappled (escape DC 14). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the toad can't use its tongue on another target.

Giant ice toads are 8 feet long and weigh 400 pounds or more. Their bumpy skin is dead white, shading to pale blue on their warty lumps. They are moderately intelligent, and actively collect gems and jewelry, particularly diamonds.

Though they are more intelligent than mere animals, ice toads are still too dim for complicated tactics. They attack just about anything and fight brutally.

GIANT PANDA

Medium beast, unaligned

Armor Class 10
Hit Points 60 (8d8 + 24)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	2 (-4)	10 (+0)	13 (+1)

Skills Nature +2
Senses passive Perception 10
Languages -
Challenge 1 (200 XP),

Keen Smell. The panda has advantage on Wisdom (perception) checks that rely on smell.

ACTIONS

Multiattack. The panda makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

GIANT TURTLE

Large beast, unaligned

Armor Class 16 (natural armor)
Hit Points 57 (6d10 + 24)
Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	13 (+1)

Damage Resistances fire
Senses darkvision 120 ft., passive Perception 11
Languages -
Challenge 1 (200 XP),

Amphibious. The turtle can breathe air and water.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

HONEY BADGER

Small beast, unaligned

Armor Class 14 (natural armor)
Hit Points 27 (6d6 + 6)
Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+0)	16 (+3)	13 (+1)	2 (-4)	11 (+0)	12 (+1)

Condition Immunities frightened, poisoned
Senses passive Perception 10
Languages -
Challenge 1 (200 XP),

Aggressive. As a bonus action, the honey badger can move up to its speed toward a hostile creature that it can see.

Frenzied Twist. The honey badger has advantage on ability checks and saving throws made to escape a grapple.

Keen Smell. The honey badger has advantage on Wisdom (perception) checks that rely on smell.

ACTIONS

Multiattack. The honey badger attacks once with its bite and once with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

The **honey badger** has a fairly long body, but is distinctly thick-set and broad across the back. Its skin is remarkably loose, and allows it to turn and twist freely within it. It has short and sturdy legs, with five toes on each foot. The feet are armed with very strong claws, which are short on the hind legs and remarkably long on the forelimbs. Although mostly solitary, honey badgers may hunt together in pairs during their breeding season. They live alone in self-dug holes.

ICE SPIDER

Medium monstrosity, unaligned

Armor Class 14
Hit Points 22 (4d8 + 4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	13 (+1)	2 (-4)	12 (+1)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold
Damage Vulnerabilities fire
Senses darkvision 60 ft., passive Perception 12
Languages -
Challenge 3 (700 XP)

Living Ice. A creature that touches the ice spider takes 3 (1d6) cold damage.

Snow Camouflage. The ice spider has advantage on Dexterity (stealth) checks made to hide in snowy terrain.

Spider Climb. The ice spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The ice spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw. Taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one. If the cold damage reduces the target to 0 hit points, the target is stable but petrified for 1 hour as it is frozen solid. The creature is petrified for the duration even after regaining hit points.

These ferocious creatures are very aggressive and attack humanoids on sight. **Ice spiders** don't exist naturally, but are instead conjured into existence by powerful **dokufu**. Sometimes, however, a few ice spiders skitter away after being conjured, living out the rest of their lives high up in the mountains. They often serve as a warning that a dokufu nest is nearby. Luckily, they are unable to reproduce on their own, immensely reducing the threat they pose to travelers.

JISHIN MUSHI

Large monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 22 (3d10 + 6)
Speed 25 ft., burrow 10 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Skills Athletics +6
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), darkvision 60 ft., passive Perception 12
Languages -
Challenge 3 (700 XP)

Keen Smell. The jishin mushi has advantage on Wisdom (perception) checks that rely on smell.

Tremor Absorbant. The jishin mushi is immune to the effects of tremors.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 16 (4d6 + 2) piercing damage.

Create Tremor. The jishin mushi smashes its abdomen into the ground, creating tremors around it. For each consecutive round the jishin mushi continues to do so, the magnitude of the tremors increases. The affected area becomes difficult terrain while the tremors last.

1st round: Each creature within 10 feet of the jishin mushi must succeed a DC 14 Strength saving throw or be knocked prone. The tremors last until the end of the jishin mushi's next turn.

2nd round: Each creature within 15 feet of the jishin mushi must succeed a DC14 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The tremors last for two rounds.

3rd round: Each creature within 20 feet of the jishin mushi must make a DC14 Strength saving throw, taking 14 (4d6) bludgeoning damage and being knocked prone on a failed save, and half the amount of damage on a successful save. Creatures within 10 feet of the epicenter have disadvantage on the saving throw. The tremors last for three rounds.

The **jishin mushi** is a giant carnivorous insect. Also known as the earthquake beetle, it is capable of generating tremors of extraordinary magnitude. It 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 sheathes to expose four wings. Two antler-like 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.

The jishin mushi is not aggressive by nature, attacking only to defend itself and to kill edible prey. It has powerful mandibles which can easily kill large animals.

LEMMING

Tiny beast, unaligned

Armor Class 13
Hit Points 1 (1d4 - 1)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	1 (-5)	7 (-2)	12 (+1)

Condition Immunities frightened
Senses passive Perception 8
Languages -
Challenge 0 (0 XP),

Keen Smell. The lemming has advantage on Wisdom (perception) checks that rely on smell.

The **lemming** is a small, mouse-like rodent. The population numbers of this animal fluctuate greatly over a period of 3 to 4 years; their numbers soar, which causes the animals to leave their homes and scatter in all directions, which leads to a severe reduction in their numbers. They live less than 2 years in the wild. Lemmings eat moss and grass and live in woods, marshes, and meadows. They range from 3 to 6 inches long plus a very short tail.

LORIS

Tiny beast, unaligned

Armor Class 12
Hit Points 3 (2d4 - 2)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	2 (-4)	10 (+0)	9 (-1)

Senses darkvision 120 ft., passive Perception 10
Languages -
Challenge 0 (10 XP),

Keen Sight. The loris has advantage on Wisdom (perception) checks that rely on sight.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 (1d6 - 2) piercing damage.

The **loris** is an arboreal, solitary mammal that lives in trees. It is nocturnal, most active at night. The loris is usually between 7 and 15 inches long, it has enormous eyes, grasping fingers, and toes with opposable digits. As an omnivore, it eats mostly insects, lizards, fruits, and some plant shoots.

PIKA

Tiny beast, unaligned

Armor Class 10
Hit Points 1 (1d4 - 1)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 30 ft., passive Perception 10
Languages -
Challenge 0 (0 XP),

Keen Hearing. The pika has advantage on Wisdom (perception) checks that rely on hearing.

The **pika** is closely related to rabbits and hares, but they are smaller and much noisier; they bark and bleat. Pikas live in cold, dry areas (high-altitude mountain slopes, deserts and grasslands). They are territorial and mark their range with scent from cheek glands. Pikas are social mammals, living in colonies or families. Desert- and grassland-dwelling pikas live in burrows; mountain-dwelling pikas live in rock crevices. They eat grasses, herbs, leaves, bark, and twigs. They stockpile huge amounts of food in a giant pile, which they will need when food is scarce in winter. Pikas are about 6 to 10 inches long and weigh 6 to 14 ounces. They have big ears and good hearing. The fur is soft; it is gray-brown on top and white on the belly.

PUFFERFISH

Tiny beast, unaligned

Armor Class 13
Hit Points 5 (2d4)
Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+4)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses darkvision 30 ft., passive Perception 10
Languages -
Challenge 0 (10 XP),

Venomous Scales. A creature that touches the pufferfish or hits it with a melee attack while within 5 feet of it and while the pufferfish's size is Small takes 14 (4d6) poison damage.

Water Breathing. The pufferfish can breathe only underwater.

ACTIONS

Puff. The pufferfish can use its action to gulp water in or out, either increasing its size to Small or returning to its regular Tiny size.

When the **pufferfish** is threatened, it puffs up to about twice its normal size by gulping water. Pufferfish is considered a delicacy, though it is a very poisonous fish. Luckily, it isn't nearly as venomous as it is poisonous.

RED FOX

Medium beast, unaligned

Armor Class 13
Hit Points: 9 (2d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+4)	10 (+0)	4 (-3)	14 (+2)	10 (+0)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 16
Languages -
Challenge 1/8 (25 XP)

Cunning Action. On each of its turns, the red fox can use a bonus action to take the Dash, Disengage, or Hide action.

Keen Hearing. The red fox has advantage on Wisdom (perception) checks that rely on hearing.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

RED PANDA

Small beast, unaligned

Armor Class 13
Hit Points 11 (2d6 + 4)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+4)	14 (+2)	4 (-3)	12 (+1)	12 (+1)

Skills Nature +3
Senses passive Perception 10
Languages -
Challenge 1/8 (25 XP),

Keen Smell. The panda has advantage on Wisdom (perception) checks that rely on smell.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

SHADOWLANDS JELLYFISH

Small beast, unaligned

Armor Class 14

Hit Points 26 (4d6 + 12)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	19 (+4)	18 (+4)	1 (-5)	1 (-5)	1 (-5)

Damage Resistances bludgeoning, cold, piercing

Senses darkvision 30 ft., passive Perception 5

Languages -

Challenge 2 (450 XP),

Venomous Membrane. A creature that touches the jellyfish or hits it with a melee attack while within 5 feet of it must make a DC 16 Constitution saving throw. On a failed save the poisoned creature suffers 14 (4d6) poison damage, becomes poisoned for 24 hours, and must repeat the saving throw at the end of every hour. With each failed save, the damage increases by 1d6. On a successful save the creature takes half damage, but is still poisoned for the duration. While poisoned the creature cannot regain hit points by any means.

Water Breathing. The jellyfish can breathe only underwater.

ACTIONS

Cnidocyte. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: The target becomes infected by the jellyfish's venom. See the Venomous Membrane trait.

Touching a **shadowlands jellyfish** in the Orient can have dire consequences. It causes severe chest pains almost immediately upon contact. Necrosis of the skin, swelling of the throat, and slowing of the heart sets in shortly thereafter.

SHAR PEI

Medium beast, unaligned

Armor Class 12

Hit Points 22 (4d8 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	3 (-4)	12 (+1)	10 (+0)

Skills Athletics +4, Perception +5, Survival +5

Senses passive Perception 15

Languages -

Challenge 1/2 (100 XP),

Aggressive. As a bonus action, the shar pei can move up to its speed toward a hostile creature that it can see.

Keen Hearing and Smell. The shar pei has advantage on Wisdom (perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The shar pei attacks two times with its bite.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage. If the target is a Medium or smaller creature it is grappled. While the shar pei has a creature grappled, it cannot bite creatures other than the one it has grappled, but it has advantage on attack rolls against the grappled creature.

The **shar pei** is a unique and intelligent breed of dog known for its black-blue tongue and deep wrinkles. Small, triangle ears, sand-colored fur, and a high-set tail also give the shar pei a unique look. They are used for guarding, herding, hunting, tracking, and as fighting dogs. The shar pei is often suspicious of strangers, which pertains to their origin as a guard dog. It is a very independent and reserved breed. Nevertheless, the shar pei is extremely devoted, loyal and affectionate to its family and is amenable to accepting strangers given time and proper introduction at a young age. If poorly socialized or trained, it can become especially territorial and aggressive.

SWARM OF SHADOWLANDS JELLYFISH

Gargantuan swarm of Small beasts, unaligned

Armor Class 14

Hit Points 290 (20d20 + 80)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	19 (+4)	18 (+4)	1 (-5)	1 (-5)	1 (-5)

Damage Resistances bludgeoning, cold, piercing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 5

Languages -

Challenge 10 (5,900 XP),

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small jellyfish. The swarm can't regain hit points or gain temporary hit points. A creature that starts its turn in the same space as the swarm while underwater must succeed a DC 15 Wisdom (survival) check or become disoriented and unable to discern which direction is which. Roll a d6 to randomly determine which direction the creature believes to be up.

Venomous Membrane. A creature that touches the swarm or hits it with a melee attack while within 5 feet of it must make a DC 16 Constitution saving throw. On a failed save the poisoned creature suffers 14 (4d6) poison damage, becomes poisoned for 24 hours, and must repeat the saving throw at the end of every hour. With each failed save, the damage increases by 1d6. On a successful save the creature takes half damage, but is still poisoned for the duration. While poisoned the creature cannot regain hit points by any means.

Water Breathing. The swarm can breathe only underwater.

ACTIONS

Multiattack. The swarm makes four cnidocyte attacks, or two cnidocyte attacks if it has half of its hit points or fewer.

Cnidocyte. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: The target becomes infected by the jellyfish's venom. See the Venomous Membrane trait.

YAK

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 33 (4d10 + 12)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	1 (-5)	9 (-1)	5 (-3)

Damage Resistances cold

Senses passive Perception 9

Languages -

Challenge 2 (450 XP),

Charge. If the yak 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 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The yak has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. The yak makes two gore attacks.

Gore. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Yaks are large, long-haired, horned mammals that live in mountainous regions. A yak measures from 3 to 6 feet tall at the shoulder and weighs up to 1,800 pounds with males being larger than females. Yaks have a massive, low-slung body, a huge hump on their shoulders, and hooved feet. Yaks have very long fur, and during the winter, they also grow a short, thick fur undercoat which insulates them from the cold. They are herbivores that graze on grasses, but also browse on the leaves of low-lying shrubs and herbs.

WHITE FOX

Small beast, unaligned

Armor Class 12

Hit Points: 7 (2d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 16

Languages -

Challenge 0 (10 XP)

Cunning Action. On each of its turns, the red fox can use a bonus action to take the Dash, Disengage, or Hide action.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

APPENDIX B: NONPLAYER CHARACTERS

This appendix contains statistics for various humanoid nonplayer characters (NPCs) that adventurers might encounter during a D&D campaign, including lowly swordsmiths and mighty shugenja. These stat blocks can be used to represent both human and nonhuman NPCs.

CUSTOMIZING NPCs

There are many easy ways to customize the NPCs in this appendix for your home campaign.

Racial Traits. You can add racial traits to an NPC. For example, a Vanara shaman might have a climbing speed of 30 feet and a prehensile tail. Adding racial traits to an NPC doesn't alter its challenge rating. For more on racial traits, see the Player's Handbook and Heroes of the Orient: Player's and DM's Companion.

Spell Swaps. One way to customize an NPC spellcaster is to replace one or more of its spells. You can substitute any spell on the NPC's spell list with a different spell of the same level from the same spell list. Swapping spells in this manner doesn't alter an NPC's challenge rating.

Armor and Weapon Swaps. You can upgrade or downgrade an NPC's armor, or add or switch weapons. Adjustments to Armor Class and damage can change an NPC's challenge rating, as explained in the Dungeon Master's Guide.

Magic Items. The more powerful an NPC, the more likely it has one or more magic items in its possession. An arch mage, for example, might have a magic staff or wand, as well as one or more potions and scrolls. Giving an NPC a potent damage-dealing magic item could alter its challenge rating. Magic items, as well as adjusting a creature's challenge rating, are described in the Dungeon Master's Guide.

BLADEMASTER

Medium humanoid (any race), any alignment

Armor Class 17
Hit Points 127 (17d8+51)
Speed 30 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

Senses passive Perception 17

Languages Oriental (common and high)

Challenge 9 (3,900 XP)

Blink Strike. Once on each of its turns, when attacking with its nodachi, the blademaker can teleport up to 30 feet right before making the attack. The blademaker makes its next attack with advantage, and deals an additional 21 (6d6) with that attack if it connects.

Grace. The kensai cannot suffer from disadvantage when attacking with its nodachi.

Unarmored Defense. While the blademaker is wearing no armor and wielding no shield, its AC includes its Charisma modifier.

Weapon Bond. The blademaker can summon its katana into its hand using a bonus action. The blademaker can't be disarmed of its katana unless incapacitated.

ACTIONS

Multiattack. The blademaker attacks three times with its nodachi.

Nodachi. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

ELEMENTALIST

Medium humanoid (any), any alignment

Armor Class 13 (dhenuka)
Hit Points 27 (5d8+5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any one language (usually Oriental)

Challenge 2 (450 XP)

Legendary Resistance (1/Day). If the elemental fails a saving throw, it can choose to succeed instead.

Spellcasting. The elemental is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *mold earth, shillelagh*

1st level (4 slots): *faerie fire, ice knife*

2nd level (3 slots): *aganazzar's scorcher, pyrotechnics*

ACTIONS

Bo. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with shillelagh or if wielded with two hands.

FEY TOUCHED

Medium humanoid (any), any alignment

Armor Class 13 (dhenuka)
Hit Points 27 (5d8+5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any one language (usually Oriental)

Challenge 2 (450 XP)

Spellcasting. The fey touched is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *thorn whip, shillelagh*

1st level (4 slots): *charm person, fog cloud*

2nd level (3 slots): *invisibility, mirror image*

ACTIONS

Bo. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with shillelagh or if wielded with two hands.

Heart Sight. The fey touched touches a creature and magically discerns its current emotional state. The target must succeed a DC 12 Charisma saving throw, or the fey touched also learns the target's alignment. Celestials, fiends, and undead automatically fail the saving throw.

GEISHA

Medium humanoid (any), any alignment

Armor Class 13 (studded leather)
Hit Points 91 (14d8+28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	11 (+0)	13 (+1)	16 (+3)

Saving Throws Dexterity +3, Charisma +5

Skills Insight +5, Performance +7, Persuasion +5

Senses passive Perception 11

Languages Oriental (common and high)

Challenge 2 (450 XP)

Countercharm. The geisha and its allies within 30 feet of it have advantage on saving throws against being charmed or frightened.

Infatuation. Hostile creatures within 30 feet of the geisha have disadvantage on saving throws against the geisha's magic.

Spellcasting. The geisha is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The geisha can cast *disguise* *charm person* at will and has the following bard spells prepared, which it can cast without requiring material components:

Cantrips (at will): *minor illusion, vicious mockery*

1st level (4 slots): *bane, disguise self, dissonant whispers, sleep*

2nd level (3 slots): *hold person, suggestion, zone of truth*

3rd level (2 slots): *hypnotic pattern*

ACTIONS

Multiattack. The geisha casts a spell and makes two attacks with its war fan.

War fan. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

HOGO-SHA

Medium humanoid (any race), lawful good or lawful neutral

Armor Class 16 (lamellar)
Hit Points 97 (13d8+39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	11 (+0)	13 (+1)	17 (+3)

Saving Throws Strength +7, Constitution +6
Skills Animal Handling +4, Athletics +7
Tools Climber's Kit +3, Smith's Tools +3
Senses passive Perception 11
Languages Oriental (common and high)
Challenge 5 (1,800 XP)

Legendary Resistance (1/Day). If the samurai fails a saving throw, it can choose to succeed instead.

Regeneration. The samurai regains 5 hit points at the start of its turn if it has at least 1 hit point.

Relentless. If the samurai takes 20 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack. The samurai makes three attacks with its nodachi or hankyu.

Nodachi. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Hankyu. Ranged Weapon Attack: +4 to hit, range (80/320), one target. Hit: 4 (1d6 + 1) piercing damage.

ISHI

Medium humanoid (any race), lawful good or lawful neutral

Armor Class 16 (lamellar)
Hit Points 97 (13d8+39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	17 (+3)	11 (+0)	16 (+3)	17 (+3)

Saving Throws Strength +5, Dexterity +6
Skills Acrobatics +6, History +6, Intimidation +6, Perception +6
Senses passive Perception 16
Languages Oriental (common and high)
Challenge 6 (2,300 XP)

Ancestral Favor (Recharges after a Short or Long Rest). The samurai adds +3 to an attack roll. If the attack connects, it deals an additional 10 slashing damage.

Spellcasting. The samurai is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The samurai knows the following ranger spells:

- 1st level (4 slots): *cure wounds, hunter's mark, longstrider*
- 2nd level (3 slots): *find traps, pass without trace*
- 3rd level (2 slots): *lightning arrow*

Weapon Bond. The samurai can summon its wakizashi into its hand using a bonus action. The samurai can't be disarmed of its wakizashi unless incapacitated.

ACTIONS

Multiattack. The samurai uses its Tactical Command ability. It then makes three attacks with its wakizashi or daikyu.

Wakizashi. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Daikyu. Ranged Weapon Attack: +6 to hit, range (150/600), one target. Hit: 7 (1d8 + 3) piercing damage.

Tactical Command (Recharge 4-6). One of the samurai's allies within 30 feet of it, can use its reaction to either make a single attack or move up to its speed without provoking opportunity attacks.

ITTA

Small humanoid (any race), unaligned

Armor Class 10
Hit Points 3 (1d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	10 (+0)	7 (-2)	8 (-1)	6 (-2)

Condition Immunities charmed
Senses passive Perception 9
Languages Understands Kami, Sylvan, and Oriental, but doesn't speak
Challenge 0 (10 XP)

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 2 (1d4) damage.

An itta's soul is forever connected to the lu that created it. Short of a *wish* spell, the transformation into an itta can only be reversed with a *greater restoration* spell after its lu master has been slain. An itta will defend its lu master at any cost and it has no other goal in life.

NITEN

Medium humanoid (any race), lawful good or lawful neutral

Armor Class 16 (lamellar)
Hit Points 97 (13d8+39)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	11 (+0)	16 (+3)	17 (+3)

Saving Throws Strength +7, Dexterity +6
Skills Acrobatics +6, History +6, Intimidation +6, Perception +6
Senses passive Perception 16
Languages Oriental (common and high)
Challenge 6 (2,300 XP)

Niten Parry. The samurai's AC increases by 1, as long as it is wielding both its katana and its wakizashi.

Spellcasting. The samurai is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The samurai has the following paladin spells prepared:

- 1st level (4 slots): *ensaring strike, hunter's mark, longstrider*
- 2nd level (3 slots): *find traps, pass without trace*
- 3rd level (2 slots): *nondetection*

Weapon Bond. The samurai can summon its katana into its hand using a bonus action. The samurai can't be disarmed of its katana unless incapacitated.

ACTIONS

Multiattack. The samurai attacks three times with its katana and twice with its wakizashi. Alternatively, it can attack three times with its daikyu.

Katana. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Wakizashi. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Daikyu. Ranged Weapon Attack: +6 to hit, range (150/600), one target. Hit: 7 (1d8 + 3) piercing damage.

SAMURAI

Medium humanoid (human), any lawful alignment

Armor Class 16 (lamellar)

Hit Points 46 (7d8+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	11 (+0)	13 (+1)	15 (+2)

Saving Throws Dexterity +3, Charisma +6

Skills Athletics +4

Senses passive Perception 11

Languages Oriental

Challenge 2 (450 XP)

Clash (1/Turn). The samurai deals an additional 9 (2d8) force damage with a successful attack.

Grace. The samurai cannot suffer from disadvantage when attacking with its nodachi.

Weapon Bond. The samurai can summon its weapon into its hand using a bonus action. The samurai can't be disarmed of its weapon unless incapacitated.

ACTIONS

Multiattack. The samurai makes two attacks with its nodachi.

Nodachi. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Hankyu. Ranged Weapon Attack: +3 to hit, range (80/320), one target. Hit: 4 (1d6 + 1) piercing damage.

Samurai are the noble warriors of the Orient. The samurai statblock shows a regular samurai, though samurai often differ between clans. If you want to flavor a samurai from a particular clan, add the statistics from one of the clans below to the samurai statblock.

CHICKADEE

Skills Nature +3, Performance +4

Chickadee Cunning. The samurai has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

CRAWDAD

AC 17 (lamellar)

Hit Points 75 (10d8+30)

Skills Perception +3, Survival +3

Senses passive Perception 13

Challenge 3 (700 XP)

Crawdad Stance. The samurai's AC increases by 1. In addition, the samurai can neither be knocked prone nor critically hit.

DAMSEFLY

Skills Deception +4

Master of Disguises. The samurai has a disguise kit and gains a +8 bonus when attempting to disguise itself.

HERON

Hit Points 65 (10d8+20)

Speed 50 ft.

Skills Insight +3, Persuasion +4

Challenge 3 (700 XP)

Heron Stance. The samurai can take the Dash or Dodge actions as a bonus action.

PEGASUS

Hit Points 65 (10d8+20)

Skills Animal Handling +3, Persuasion +4

Born Rider. The samurai has advantage on checks to remain mounted.

Pegasus Stance. While mounted, the samurai's mount has its speed increased by 30 ft. and attacks against the samurai or its mount are made with disadvantage.

PHOENIX

Hit Points 65 (10d8+20)

Damage Resistances fire, lightning, psychic, thunder

Skills Arcana +2, Religion +3

Challenge 3 (700 XP)

Phoenix Resilience. The samurai has advantage on saving throws against being charmed.

Phoenix Stance. When the samurai is reduced to 0 hit points, it can make a Constitution saving throw (DC 5 + damage taken). On a success, the samurai drops to 1 hit point instead. The samurai cannot attempt a Constitution saving throw if it is reduced to 0 hit points by a critical hit or by necrotic damage.

RABBIT

Skills Medicine +3, Nature +3

Forest Born. Difficult terrain caused by plants doesn't slow the samurai's movement.

Small Build. The samurai counts as one size smaller for the purpose of determining cover.

RHINO

Skills Animal Handling +3

Speak with Rhinoceroses. Through sounds and gestures, the samurai can communicate simple ideas with rhinos.

Tool and Kit Proficiency. The samurai has both smith's tools and a climber's kit. The samurai gains a +4 bonus when using them.

SCORPIONFLY

Extra Proficiencies. The samurai has a set of Navigator's Tools. Additionally, the samurai gains a +4 bonus when using the tools and when commandeering Vehicles (water).

Heightened Senses. The samurai has advantage on a Dexterity saving throws.

SPIDER

Hit Points 65 (10d8+20)

Skills Acrobatics +3, Stealth +5

Challenge 3 (700 XP)

Spider Stance. The samurai can deal an additional 5 (1d10) force damage on its first successful attack on its turn.

Swamp Lander. Difficult terrain caused by swamps doesn't slow the samurai's movement. Additionally, the samurai has advantage on saving throws against wilderness hazards such as quicksand and razorvine.

TIGER

Hit Points 65 (10d8+20)

Skills Intimidation +4, History +3

Challenge 3 (700 XP)

Tiger Endurance. Any damage the samurai takes is reduced by 2.

Tiger Stance. The samurai and its allies within 10 feet of it gain 2 temporary hit points at the end of each of the samurai's turns. Additionally, the samurai and its allies within 10 feet of it, can add 2 to their first attack roll each turn.

Speak with Tigers. Through sounds and gestures, the samurai can communicate simple ideas with tigers.

VIPER

Skills Insight +3

Master of Disguises. The samurai has a disguise kit and gains a +8 bonus when attempting to disguise itself.

WEASEL

Skills Perception +3, Performance +4

Senses passive Perception 13

Mask of the Wild. The samurai can attempt to hide when lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Musician. The samurai has an instrument and gains a +4 bonus when playing it.

WOLF

Speed 35 ft.

Skills Athletics +6, Nature +3

WYVERN

Hit Points 65 (10d8+20)

Condition Immunities frightened

Skills Insight +3, Perception +3

Senses passive Perception 13

Challenge 3 (700 XP)

Climber's Kit Proficiency. The samurai has a climber's kit and gains a +4 bonus when using it.

Mountain Born. The samurai is naturally adapted to cold climates and is acclimated to high altitudes, including elevations above 20,000 feet.

Wyvern Stance. Attacks against the samurai cannot be made with advantage.

SATSUGAI

Medium humanoid (any race), lawful good or lawful neutral

Armor Class 16 (lamellar)
Hit Points 97 (13d8+39)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	11 (+0)	13 (+1)	17 (+3)

Saving Throws Strength +7, Constitution +6
Skills Animal Handling +4, Athletics +7
Tools Navigator's Tools +3
Senses passive Perception 11
Languages Oriental (common and high)
Challenge 5 (1,800 XP)

Camouflage. The samurai has advantage on Dexterity (stealth) checks made to hide.

Regeneration. The samurai regains 5 hit points at the start of its turn if it has at least 1 hit point.

Heightened Senses. The samurai has advantage on a Dexterity saving throws.

ACTIONS

Multiattack. The samurai makes three attacks with its nodachi or hankyu.

Nodachi. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Hankyu. Ranged Weapon Attack: +4 to hit, range (80/320), one target. Hit: 4 (1d6 + 1) piercing damage.

SHAMAN

Medium humanoid (any), any alignment

Armor Class 13 (dhenuka)
Hit Points 135 (18d8+54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	12 (+1)	18 (+4)	16 (+3)

Saving Throws Wisdom +6, Charisma +5
Skills Insight +6, Medicine +6
Senses truesight 60 ft., passive Perception 14
Languages Kami, Oriental
Challenge 4 (450 XP)

Spellcasting. The shaman is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The shaman can cast disguise *bless* and *sanctuary* at will and has the following cleric spells prepared:

Cantrips (at will): *guidance*, *sacred flame*, *spare the dying*, *thaumaturgy*
1st level (4 slots): *cure wounds*, *faerie fire*, *goodberry*
2nd level (3 slots): *aid*, *earthbind*, *moonbeam*, *spiritual weapon*
3rd level (3 slots): *dispel magic*, *haste*
4th level (3 slots): *blight*, *locate creature*
5th level (1 slot): *antilife shell*, *reincarnate*

ACTIONS

Multiattack. The geisha casts a spell and makes two attacks with its war fan.

Tetsubo. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

Efflorescence (Recharges after a Short or Long rest). The shaman magically restores 18 hit points, divided as the shaman sees fit between itself and allies within 30 feet of it.

Turn Undead (Recharges after a Short or Long rest). Each undead that can see or hear the shaman within 30 feet of the shaman must make a DC14 Wisdom saving throw. If the creature fails its saving throw and its CR is 1 or lower, it is destroyed. If the creature fails its saving throw and its CR is 2 or higher, 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 the shaman as it can, and it can't willingly move to a space within 30 feet of the shaman. 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.

SHINOBI

Medium humanoid (any race), any alignment

Armor Class 18
Hit Points 127 (17d8+51)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	16 (+3)	12 (+1)	17 (+3)	18 (+4)

Saving Throws Dexterity +8, Charisma +8
Skills Acrobatics +12, Perception +7
Senses darkvision 60 ft., passive Perception 17
Languages Oriental (common and high)
Challenge 9 (3,900 XP)

Grace. The kensai cannot suffer from disadvantage when attacking with its ninja-to.

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Ninjutsu. The shinobi's attacks are ki-empowered. When the shinobi hits with its ninja-to, the weapon deals an extra 2d6 force damage (included in the attack).

Superior Invisibility. As a bonus action, the shinobi can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the shinobi wears or carries is invisible with it.

Unarmored Defense. While the shinobi is wearing no armor and wielding no shield, its AC includes its Charisma modifier.

Weapon Bond. The shinobi can summon its ninja-to into its hand using a bonus action. The shinobi can't be disarmed of its ninja-to unless incapacitated.

ACTIONS

Multiattack. The shinobi makes three attacks in any combination.

Crescent Sweep. Melee Weapon Attack: +8 to hit, reach 5 ft., all targets. Hit: 7 (1d6 + 4) piercing or slashing damage.

Ninja-to. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing or slashing damage plus 7 (2d6) force damage. If the target is a creature, the shinobi can choose one of the following additional effects:

- The target must succeed a DC 16 Constitution saving throw, or lose the ability to make opportunity attacks until the beginning of its next turn.
- The target must succeed a DC 16 Dexterity saving throw, or have its speed halved until the beginning of the shinobi's next turn.

Ki Shuriken (Recharge 5-6). A line of pure spiritual energies 5 feet wide and 30 feet long bursts from the shinobi's ninja-to. Each creature in the line must make a DC 16 Dexterity saving throw. A creature takes 18 force damage on a failed save, or half as much damage on a successful one.

SHOGAI

Medium humanoid (any), any chaotic alignment

Armor Class 13 (dhenuka)
Hit Points 27 (5d8+5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4
Senses passive Perception 14
Languages Druidic, Oriental
Challenge 2 (450 XP)

Spellcasting. The shogai is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *shillelagh*
1st level (4 slots): *faerie fire*, *thunderwave*
2nd level (3 slots): *darkness*, *ray of enfeeblement*

Wild Magic. Roll on the wild magic table when the shogai casts a spell.

ACTIONS

Bo. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with shillelagh or if wielded with two hands.

SHUGENJA

Medium humanoid (any), any alignment

Armor Class 14 (partial armor)
Hit Points 204 (24d8+96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	19 (+4)	14 (+2)	20 (+5)	14 (+2)

Saving Throws Wisdom +8, Charisma +6

Skills Insight +8, Religion +8

Senses passive Perception 15

Languages Oriental

Challenge 7 (2,900 XP)

Elemental Points (Recharges after a Short or Long rest). The shugenja has a pool of 6 elemental points.

Metamagic. The shugenja has access to the following metamagic:

Quickened Spell. By expending 2 elemental points, the shugenja can cast a spell with a casting time of 1 action, using only a bonus action.

Twinned Spell. When casting a spell that targets only one creature and doesn't have a range of self, the shugenja can spend a number of elemental points equal to the spell's level to target a second creature in range with the same spell (1 elemental point if the spell is a cantrip).

Sense Elements. The shugenja can sense any sources of air, earth, fire, and water within 300 feet of it.

Spellcasting. The shugenja is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The shugenja can cast disguise *bless* and *sanctuary* at will and has the following cleric spells prepared:

Cantrips (at will): *light, mending, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, detect magic, magic missile*

2nd level (3 slots): *aganazzar's scorcher, blindness/deafness, continual flame, gust of wind*

3rd level (3 slots): *daylight, lightning bolt, meld into stone, tidal wave*

4th level (3 slots): *banishment, stone shape, storm sphere*

5th level (2 slots): *maelstrom, wall of stone*

6th level (2 slots): *word of recall*

7th level (1 slot): *fire storm*

ACTIONS

Bo. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands or *shillelagh*.

Turn Elementals, Fiends, and Undead (Recharges after a Short or Long rest). Each elemental, fiend, and undead that can see or hear the shugenja within 30 feet of the shugenja must make a DC16 Wisdom saving throw. If the creature fails its saving throw and it's a CR 2 or lower undead, it is destroyed. If the creature fails its saving throw and it's an elemental, fiend, or CR 3 or higher undead, 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 the shugenja as it can, and it can't willingly move to a space within 30 feet of the shugenja. 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.

SKIRMISHER

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)
Hit Points 112 (15d8+45)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	17 (+3)	17 (+3)	15 (+2)	14 (+2)

Saving Throws Dexterity +7, Intelligence +6

Skills Acrobatics +7, Stealth +7

Senses passive Perception 12

Languages Thieves' cant plus any one language (usually Oriental)

Challenge 5 (3,900 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the skirmisher is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the skirmisher instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Skirmish Attack (1/Turn). The skirmisher deals an extra 16 (5d6) damage when it hits a target with a ranged weapon attack and spent at least half of its movement prior to making the attack.

ACTIONS

Multiattack. The shinobi makes two attacks with its hankyu.

Hankyu. Ranged Weapon Attack: +7 to hit, range 80/320., one target. Hit: 7 (1d6 + 4) piercing.

Wakizashi. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing.

STALWART DEFENDER

Medium humanoid (any race), lawful good or lawful neutral

Armor Class 17 (hatomune cuirass)
Hit Points 97 (13d8+39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	11 (+0)	16 (+3)	17 (+3)

Saving Throws Wisdom +3, Charisma +6

Skills Athletics +7, Perception +6, Survival +6

Condition Immunities disease

Senses passive Perception 16

Languages Oriental (common and high)

Challenge 6 (2,300 XP)

Divine Smite. When the samurai hits a creature with a melee attack, the samurai can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st. The damage increases by 1d8 if the target is an undead or a fiend.

Spellcasting. The samurai is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The samurai has the following paladin spells prepared:

1st level (4 slots): *bless, searing smite, thunderous smite*

2nd level (3 slots): *aid, ancestral vengeance*

3rd level (2 slots): *create food and water, revivify*

Weapon Bond. The samurai can summon its weapon into its hand using a bonus action. The samurai can't be disarmed of its weapon unless incapacitated.

ACTIONS

Multiattack. The samurai makes two attacks with its nodachi or hankyu.

Nodachi. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Hankyu. Ranged Weapon Attack: +4 to hit, range (80/320), one target. Hit: 4 (1d6 + 1) piercing damage.

REACTIONS

Deflection. When one of the samurai's allies within 5 ft. of the samurai is struck with a melee attack, the samurai can use its reaction to increase the ally's AC by 3, potentially making the attack miss.

WANRYUKU

Medium humanoid (any race), lawful good or lawful neutral

Armor Class 16 (lamellar)
Hit Points 97 (13d8+39)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	11 (+0)	13 (+1)	17 (+3)

Saving Throws Strength +7, Constitution +6

Skills Athletics +7, Intimidation +6, History +4

Damage Resistances bludgeoning, piercing, psychic, slashing

Senses passive Perception 11

Languages Oriental (common and high)

Challenge 6 (2,300 XP)

Brawn Teachings. When the samurai hits a creature with its nodachi, it deals an additional 4 damage (included in the attack).

Feral Instinct. The samurai cannot be surprised.

Reckless. At the start of its turn, the samurai 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.

Relentless (Recharges after a Short or Long Rest). If the samurai takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Weapon Bond. The samurai can summon its weapon into its hand using a bonus action. The samurai can't be disarmed of its weapon unless incapacitated.

ACTIONS

Multiattack. The samurai makes two attacks with its nodachi or hankyu.

Nodachi. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage. If the samurai scores a critical hit, it rolls damage dice three times, instead of twice.

Hankyu. Ranged Weapon Attack: +4 to hit, range (80/320), one target. Hit: 4 (1d6 + 1) piercing damage.

WU-JEN OF EARTH

Medium humanoid (any), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	20 (+5)	15 (+2)	17 (+3)

Saving Throws Intelligence +9, Wisdom +6

Skills Arcana +13, Religion +13

Damage Resistances acid; damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonewood)

Senses tremorsense 30ft., passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

Brutal Spells. The wu-*jen* scores a critical hit on a 19 or 20 with its spell attacks.

Mastery of Earth. The wu-*jen* has advantage on Constitution saving throws to maintain concentration.

Spellcasting. The wu-*jen* is a 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The wu-*jen* can cast *detect magic* and *earth tremor* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt, gust, mage hand, mold earth, ray of frost*
1st level (4 slots): *elemental burst, identify, mage armor, sleep*
2nd level (3 slots): *earth bolt, darkness, melf's acid arrow, mirror image*
3rd level (3 slots): *cobra's breath, counterspell, erupting earth*
4th level (3 slots): *banishment, stone shape, stonewood**
5th level (2 slots): *creeping darkness, wall of stone*
6th level (1 slot): *investiture of stone*
7th level (1 slot): *teleport*
8th level (1 slot): *mindblank*
9th level (1 slot): *time stop*

Watchful Spirit. The wu-*jen* has advantage on initiative rolls.

ACTIONS

Tanto. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60, one target. Hit: 4 (1d4 + 2) piercing damage.

WU-JEN OF FIRE

Medium humanoid (any), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	20 (+5)	15 (+2)	17 (+3)

Saving Throws Intelligence +9, Wisdom +6

Skills Arcana +13, Religion +13

Damage Resistances acid; damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonewood)

Senses tremorsense 30ft., passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

Brutal Spells. The wu-*jen* scores a critical hit on a 19 or 20 with its spell attacks.

Mastery of Fire. Using a bonus action, the wu-*jen* can burn up to four hit dice to regain 5 (1d8 + 1) hit points per hit die burnt. The wu-*jen* has a pool of 18 hit dice.

Spellcasting. The wu-*jen* is a 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The wu-*jen* can cast *detect magic* and *burning hands* at will and has the following wizard spells prepared:

Cantrips (at will): *fiery eyes, gust, mage hand, mold earth, ray of frost*
1st level (4 slots): *elemental burst, identify, mage armor, sleep*
2nd level (3 slots): *flaming sphere, fire shuriken, fire wings, mirror image*
3rd level (3 slots): *counterspell, fireball, flame arrows*
4th level (3 slots): *banishment, fire shield*, wall of fire*
5th level (2 slots): *immolation, mislead*
6th level (1 slot): *investiture of fire*
7th level (1 slot): *teleport*
8th level (1 slot): *mindblank*
9th level (1 slot): *internal fire*

Watchful Spirit. The wu-*jen* has advantage on initiative rolls.

ACTIONS

Tanto. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60, one target. Hit: 4 (1d4 + 2) piercing damage.

REACTIONS

Fire Empowerment. When another creature within 60 feet of the wu-*jen* casts a spell that deals fire damage, the creature must make a DC 17 Charisma saving throw. On a failed save, the spell targets the caster rather than the intended target.

WU-JEN OF METAL

Medium humanoid (any), any alignment

Armor Class 13 (16 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	20 (+5)	15 (+2)	17 (+3)

Saving Throws Intelligence +9, Wisdom +6

Skills Arcana +13, Religion +13

Damage Resistances acid; damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonewood)

Senses tremorsense 30ft., passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

Brutal Spells. The wu-*jen* scores a critical hit on a 19 or 20 with its spell attacks.

Mastery of Metal. The wu-*jen*'s AC magically increases by 1.

Spellcasting. The wu-*jen* is a 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The wu-*jen* can cast *detect magic* and *attraction* at will and has the following wizard spells prepared:

Cantrips (at will): *fiery eyes, gust, mage hand, mold earth, ray of frost*
1st level (4 slots): *elemental burst, identify, mage armor, sleep*
2nd level (3 slots): *cloud of daggers, enlarge/reduce*, knock, mirror image*
3rd level (3 slots): *counterspell, hypnotic pattern, lightning bolt*
4th level (3 slots): *banishment, magnetism, otilluke's resilient sphere*
5th level (2 slots): *animate objects, wall of force*
6th level (1 slot): *chain lightning*
7th level (1 slot): *teleport*
8th level (1 slot): *mindblank*
9th level (1 slot): *time stop*

Watchful Spirit. The wu-*jen* has advantage on initiative rolls.

ACTIONS

Tanto. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60, one target. Hit: 4 (1d4 + 2) piercing damage.

WU-JEN OF WATER

Medium humanoid (any), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	20 (+5)	15 (+2)	17 (+3)

Saving Throws Intelligence +9, Wisdom +6

Skills Arcana +13, Religion +13

Damage Resistances acid; damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonewood)

Senses tremorsense 30ft., passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

Brutal Spells. The wu-*jen* scores a critical hit on a 19 or 20 with its spell attacks.

Mastery of Water. The wu-*jen*'s hit point maximum increases by 36.

Spellcasting. The wu-*jen* is a 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The wu-*jen* can cast *detect magic* and *ice knife* at will and has the following wizard spells prepared:

Cantrips (at will): *fiery eyes, gust, mage hand, mold earth, ray of frost*
1st level (4 slots): *elemental burst, identify, mage armor, sleep*
2nd level (3 slots): *mirror image, misty step, snilloc's snowball storm*
3rd level (3 slots): *counterspell, ice blast, sleet storm, wall of water*
4th level (3 slots): *banishment, ice storm, storm sphere*
5th level (2 slots): *cone of cold, creation*
6th level (1 slot): *investiture of ice*
7th level (1 slot): *teleport*
8th level (1 slot): *mindblank*
9th level (1 slot): *time stop*

Watchful Spirit. The wu-*jen* has advantage on initiative rolls.

ACTIONS

Tanto. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60, one target. Hit: 4 (1d4 + 2) piercing damage.

REACTIONS

Ice Block (Recharges on a Short or Long rest). When taking damage, the wu-*jen* encases itself in a block of ice right before the triggering attack connects, giving the wu-*jen* vulnerability to fire damage, but immunity to all other damage types.

The wu-*jen* can end the effect as an action. The effect can also end early if the wu-*jen* takes 18 fire damage or more on a single round.

WU-JEN OF WOOD

Medium humanoid (any), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	20 (+5)	15 (+2)	17 (+3)

Saving Throws Intelligence +9, Wisdom +6

Skills Arcana +13, Religion +13

Damage Resistances acid; damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonewood)

Senses tremorsense 30ft., passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

Brutal Spells. The wu-jen scores a critical hit on a 19 or 20 with its spell attacks.

Mastery of Wood. The wu-jen cannot lose more than 36 hit points each time it takes damage.

Spellcasting. The wu-jen is a 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The wu-jen can cast *detect magic* and *color spray* at will and has the following wizard spells prepared:

Cantrips (at will): *fiery eyes, gust, mage hand, mold earth, ray of frost*

1st level (4 slots): *elemental burst, identify, mage armor, sleep*

2nd level (3 slots): *mirror image, earthbind, spider climb*

3rd level (3 slots): *blink, counterspell, fly, slow*

4th level (3 slots): *banishment, blight, mordenkainen's private sanctum*

5th level (2 slots): *cloudkill, planar binding*

6th level (1 slot): *magic jar*

7th level (1 slot): *teleport*

8th level (1 slot): *mindblank*

9th level (1 slot): *time stop*

Watchful Spirit. The wu-jen has advantage on initiative rolls.

ACTIONS

Bo. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands.

APPENDIX C: MONSTERS BY CHALLENGE RATING

Challenge -

Court King of Diyu

Challenge 0 0 or 10 XP

Fennec Fox	Beast
Itta	Humanoid
Lemming	Beast
Loris	Beast
Mogwai	Fey
Mogwai Gremlin	Fey
Pika	Beast
Pufferfish	Beast
Taowu Scout	Aberration
Tengu Chick	Humanoid
White Fox	Beast

Challenge 1/8 25 XP

Dhole	Beast
Hanemuri	Undead
Nikumizu	Aberration
Red Fox	Beast
Red Panda	Beast
Tasloi	Humanoid

Challenge 1/4 50 XP

Bharal	Beast
Goblin Rat	Humanoid (shapechanger)
Tan-gin	Fey
Maho-Tsukai Acolyte	Humanoid
Tasloi Chieftain	Humanoid

Challenge 1/2 100 XP

Chu-u	Undead
Hsing-sing	Humanoid
Lesser Sylvan	Fey
Plasmin	Ooze
Shar Pei	Beast
Twilight Naga Greensnake	Monstrosity (shapechanger)
Qiongqui Drone	Aberration

Challenge 1 200 XP

Bakemono	Humanoid (goblinoid)
Bakemono Zealot	Humanoid (goblinoid)
Baayahaz	Fiend
Black Piper	Beast
Con-Tinh	Undead
Einsung Nat	Fey (spirit)
Giant Panda	Beast
Giant Turtle	Beast
Goblin Rat King	Humanoid (shapechanger)
Honey Badger	Beast
Hsing-sing Matriarch	Humanoid
Ikiryo	Undead (spirit)
Me-Kurabe	Undead (spirit)
Onikage	Undead
Shiyokai	Undead (spirit)
Taka-Onna	Fey
Terracotta Golem	Construct
Tsuno Youngling	Monstrosity
Twilight Naga Chameleon	Monstrosity (shapechanger)

Challenge 2

450 XP

Aka Manto	Undead (spirit)
Bakemono Warlord	Humanoid (goblinoid)
Bog Hag	Fey (shapechanger)
Bixi	Dragon (spirit)
Carp Dragon	Dragon (spirit)
Chaofeng	Dragon (spirit)
Elementalist	Humanoid
Fey Touched	Humanoid
Geisha	Humanoid
Giant Fire Toad	Beast
Giant Gold Spotted Toad	Beast
Hsing-sing Honor Guard	Humanoid
Jiki-Niku-Gaki	Undead (spirit)
Jubokko Bone Blight	Plant
Kappa	Humanoid
Maho-Massugu	Ooze
Nukarumi	Construct
Qiuniu	Dragon (spirit)
Red Kitsune (1-2 tails)	Fey (shapechanger)
Rokuru-Kubi	Monstrosity (shapechanger)
Samurai	Humanoid
Shadowlands Jellyfish	Beast
Shogai	Humanoid
Tako Female	Aberration
Tako Male	Aberration
Tegaa	Plant
Terracotta Golem Shogun	Construct
Torn	Aberration
Twilight Naga Asp	Monstrosity (shapechanger)
Uragirimono Spawn	Aberration
Werefox	Humanoid (shapechanger)
Yak	Beast

Challenge 3

700 XP

Ashura Samurai	Fiend
Bajang	Fey (shapechanger)
Baxia	Dragon (spirit)
Chiwen	Dragon (spirit)
Haino no Oni	Fiend (oni)
Hkum Yeng Nat	Fey (spirit)
Hsing-sing Patriarch	Humanoid
Ice Spider	Monstrosity
Jishin Mushi	Monstrosity
Jubokko Skull Blight	Plant
Lesser Hortlak	Undead (spirit)
Marsh Troll	Giant
Onikage Alpha	Undead
Pulao	Dragon (spirit)
Red Kitsune (3-5 tails)	Fey (shapechanger)
Sanshu Denki	Aberration
Qiongqui Drone, Swarm	Aberration
Taint Zombie	Undead
Tengu, Crow-Headed	Humanoid
Buso	Aberration
Twilight Naga Cobra	Monstrosity (shapechanger)

Challenge 4	1,100 XP
Ashura Shogun	Fiend
Bi'an	Dragon (spirit)
Garegosu	Aberration
Hannya	Fiend
Kamic Turtle	Beast (spirit)
Tan-gin, Swarm	Fey
Kumo Araneomorphae	Monstrosity (shapechanger)
Lu Nat	Fey (spirit)
Maho-Purin	Ooze
Red Kitsune (6-8 tails)	Fey (shapechanger)
Shadowlands Ogre-Hound	Monstrosity
Shaman	Humanoid
Shikki-Gaki	Undead (spirit)
Shinen-Gaki	Undead (spirit)
Spirit Wolf	Celestial (spirit)
Suanni	Dragon (spirit)
Suiko	Monstrosity
Tatarimokke	Undead (spirit)
Twilight Naga Constrictor	Monstrosity (shapechanger)
Wang-Liang	Giant (spirit)
Yuki-onna	Fey (spirit)
Challenge 5	1,800 XP
Arugai no Oni	Fiend (oni)
Goi-Kashu	Fey (shapechanger)
Ghoul Crawler	Undead
Goblin Spider	Monstrosity (shapechanger)
Green Mountain Wyvern	Dragon
Hogo-sha	Humanoid
Hyekuhei	Undead
Lesser Elemental Vortex	Elemental
Red Kitsune (9 tails)	Fey (shapechanger)
Satsugai	Humanoid
Skirmisher	Humanoid
Mimimushis, Swarm	Aberration
Tengu, Human-Headed	Humanoid
Tsumunagi	Aberration
Tsuri Yurei	Undead
Vetal	Undead (spirit)
Werescrocodile	Humanoid (shapechanger)
Yama Uba	Fey (spirit)
Yazi	Dragon (spirit)
Challenge 6	2,300 XP
Border Dragon	Dragon (spirit)
Dokufu Spiderling	Monstrosity
Earth Dragon	Dragon (spirit)
Foo Dog	Celestial
Fudoshi	Plant
Gen'ei	Undead
Giant Honey Badger	Beast
Greater Hortlak	Undead (spirit)
Hellbeast	Monstrosity
Ishi	Humanoid
Jiki-Ketsu-Gaki	Undead (spirit)
Kamic Tiger	Fey
Maho-Tsukai Mage	Humanoid
Niten	Humanoid
Ocre	Monstrosity
Phoenix	Celestial (spirit)
Stalwart Defender	Humanoid
Tsuno	Monstrosity
Wanryuku	Humanoid
Wererhinoceros	Humanoid (shapechanger)
Wereshark	Humanoid (shapechanger)
White Kitsune (1-2 tails)	Fey (shapechanger)

Challenge 7	2,900 XP
Greater Taint Zombie	Undead
Kumo Mygalomorphae	Monstrosity (shapechanger)
Mamono	Aberration
Nosloc no Oni	Fiend (oni)
Sea Dragon	Dragon (spirit)
Shadowlands Ogre	Giant
Shugenja	Humanoid
Tao Tei Drone	Aberration
Umbral Serpent	Dragon (spirit)
Werebadger	Humanoid (shapechanger)
White Kitsune (3-5 tails)	Fey (shapechanger)
Challenge 8	3,900 XP
Arcane Golem	Construct
Blue Sea Wyvern	Dragon
Dokufu, Young	Monstrosity
Gashadokuro	Construct
Hu Hsien	Undead
Nian	Monstrosity
Shadowlands Ogre Commander	Giant
Tsuno Elder	Monstrosity
White Kitsune (6-8 tails)	Fey (shapechanger)
Challenge 9	5,000 XP
Blademaster	Humanoid
Giant Hellbeast	Monstrosity
Lost One	Undead
Maho-Tsukai Necromancer	Humanoid
Sanru no Oni	Fiend (oni)
Shadowlands Ogre Behemoth	Giant
Shinobi	Humanoid
Tao Tei Elite	Aberration
White Kitsune (9 tails)	Fey (shapechanger)
Challenge 10	5,900 XP
Jade Golem	Construct
Martial Spirit of Lightning	Elemental
Martial Spirit of Rain	Elemental
Martial Spirit of Thunder	Elemental
Odo Mienai	Aberration
Pennaggolan	Undead
Swarm of Shadowlands Jellyfish	Beast
Tao Tei Regent	Aberration
Taowu Drone	Aberration
Ubume	Undead
Challenge 11	7,200 XP
Ashi no Oni	Fiend (oni)
Foo Lion	Celestial
Greater Elemental Vortex	Elemental
Jubokko	Plant
Obake	Aberration
Challenge 12	8,400 XP
Dokufu, Adult	Monstrosity
Great Black Mountain Wyvern	Dragon
Maho-Tsukai Magus	Humanoid
Shadow Ghost	Undead
Wu-jen of Earth	Humanoid
Wu-jen of Fire	Humanoid
Wu-jen of Metal	Humanoid
Wu-jen of Water	Humanoid
Wu-jen of Wood	Humanoid

Challenge 13	10,000 XP
Deep Dragon	Dragon (spirit)
Hortlak Horror	Undead (spirit)
Manananggal	Undead
Spirit Dragon	Dragon (spirit)
Yaoguai	Monstrosity (spirit)
Challenge 14	11,500 XP
Hundun	Aberration
Storm Dragon	Dragon (spirit)
Sirokinu-Katsukami	Celestial (kami)
Challenge 15	13,000 XP
Ghast Lord	Undead
Ghoulem	Undead
Challenge 16	15,000 XP
Kamu no Oni	Fiend (oni)
Shikibu Spawn	Fiend (oni)
Yattoko no Oni	Fiend (oni)
Zaiaku	Fiend
Challenge 17	18,000 XP
Kaluk	Monstrosity (spirit)
Void Beast	Aberration
Challenge 18	20,000 XP
Akuma Spawn	Fiend (oni)
Byoki Spawn	Fiend (oni)
Dokufu, Ancient	Monstrosity
Kyoso Spawn	Fiend (oni)
Ugulu no Oni	Fiend (oni)
Void Serpent	Dragon (spirit)
Challenge 20	25,000 XP
Celestial Dragon	Dragon (spirit)
Coiled Dragon	Dragon (spirit)
Uragarimono	Aberration
Challenge 21	33,000 XP
Atlach-Nacha	Monstrosity (shapechanger)
Typhoon Dragon	Dragon (spirit)
Challenge 22	41,000 XP
Maho-Tsukai Jian	Undead (spirit)
Nikoma	Fiend (oni)
Challenge 24	62,000 XP
Great Sylvan	Fey
Great Wyrn	Dragon (spirit)
Tsuburu	Fiend (oni)
Challenge 25	75,000 XP
Byoki	Fiend (oni)
Great Turtle	Dragon (spirit)
Challenge 26	90,000 XP
Great Phoenix	Celestial (spirit)
Kyoso	Fiend (oni)
Shikibu	Fiend (oni)
Challenge 27	105,000 XP
Kirin	Fey (kami)
Challenge 28	120,000 XP
Akuma	Fiend (oni)
Suzaku	Celestial (kami)
Challenge 29	135,000 XP
Ryu	Dragon (kami)
Challenge 30	155,000 XP
Ebanus	Fiend (oni)
Orochi	Dragon (kami)

APPENDIX D: MONSTERS BY TYPE

Aberration	CR
Taowu Scout	0
Nikumizu	1/8
Qiongqui Drone	1/2
Tako Female	2
Tako Male	2
Torn	2
Uragirimonos Spawn	2
Buso	3
Sanshu Denki	3
Qiongqui Drones, Swarm	3
Garegosu	4
Mimimushi, Swarm	5
Tsumunagi	5
Mamono	7
Tao Tei Drone	7
Tao Tei Elite	9
Odo Mienai	10
Tao Tei Regent	10
Taowu Drone	10
Obake	11
Hundun	14
Void Beast	17
Uragirimonos	20
Beast	
Fennec Fox	0
Lemming	0
Loris	0
Pika	0
Pufferfish	0
White Fox	0
Dhole	1/8
Red Fox	1/8
Bharal	1/4
Shar Pei	1/2
Black Piper	1
Giant Panda	1
Giant Turtle	1
Honey Badger	1
Giant Fire Toad	2
Giant Gold Spotted Toad	2
Shadowlands Jellyfish	2
Yak	2
Giant Ice Toad	3
Giant Honey Badger	6
Swarm of Shadowlands Jellyfish	10
Beast (spirit)	
Kamic Turtle	4
Celestial	CR
Court King of Diyu	-
Foo Dog	6
Foo Lion	11

Celestial (kami)	
Shirokinu-Katsukami	14
Suzaku	28
Celestial (spirit)	
Spirit Wolf	4
Phoenix	6
Great Phoenix	26
Construct	
Terracotta Golem	1
Terracotta Golem Shogun	2
Arcane Golem	8
Gashadokuro	8
Jade Golem	10
Construct (spirit)	
Nukarumi	2
Dragon	
Green Mountain Wyvern	5
Blue Sea Wyvern	8
Great Black Mountain Wyvern	12
Dragon (kami)	
Ryu	29
Orochi	30
Dragon (spirit)	
Bixi	2
Carp Dragon	2
Chaofeng	2
Qiuniu	2
Baxia	3
Chiwen	3
Pulao	3
Bi'an	4
Suanni	4
Yazi	5
Earth Dragon	6
Border Dragon	6
Sea Dragon	7
Umbral Serpent	7
Deep Dragon	13
Spirit Dragon	13
Storm Dragon	14
Void Serpent	18
Celestial Dragon	20
Coiled Dragon	20
Typhoon Dragon	21
Great Wyrms	24
Great Turtle	25

Elemental	CR
Lesser Elemental Vortex	5
Martial Spirit of Lightning	10
Martial Spirit of Rain	10
Martial Spirit of Thunder	10
Greater Elemental Vortex	11
Fey	
Mogwai	0
Mogwai Gremlin	0
Tan-gin	1/4
Lesser Sylvan	1/2
Taka-Onna	1
Tan-gin, Swarm	4
Kamic Tiger	6
Great Sylvan	24
Fey (kami)	
Kirin	28
Fey (shapechanger)	
Bog Hag	2
Bajang	3
Goi-kashu	5
Red Kitsune	2, 3, 4, 5
White Kitsune	6, 7, 8, 9
Fey (spirit)	
Einsung Nat	1
Hkum Yeng Nat	3
Lu Nat	4
Yuki-onna	4
Yama Uba	5
Fiend	
Baayahaz	1
Ashura Samurai	3
Ashura Shogun	4
Hannya	4
Zaiaaku	16
Fiend (oni)	
Haino no Oni	3
Arugai no Oni	5
Nosloc no Oni	7
Sanru no Oni	9
Ashi no oni	11
Kamu no Oni	16
Shikibu Spawn	16
Yattoko no Oni	16
Ugulu no Oni	18
Akuma Spawn	18
Kyoso Spawn	18
Byoki Spawn	18
Nikoma	22
Tsuburo	24
Byoki	25
Kyoso	26
Shikibu	26
Akuma	28
Ebanus	30

Giant	CR
Marsh Troll	3
Shadowlands Ogre	7
Shadowlands Ogre Commander	8
Shadowlands Ogre Behemoth	9
Giant (spirit)	
Wang-Liang	4
Humanoid	
Itta	0
Tengu Chick	0
Tasloi	1/8
Maho-Tsukai Acolyte	1/4
Tasloi Chieftain	1/4
Hsing-sing	1/2
Hsing-sing Matriarch	1
Elementalist	2
Fey Touched	2
Geisha	2
Hsing-sing Honor Guard	2
Kappa	2
Shogai	2
Hsing-sing Patriarch	3
Tengu, Crow-Headed	3
Shaman	4
Hogo-sha	5
Satsugai	5
Skirmisher	5
Tengu, Human-Headed	5
Ishi	6
Maho-Tsukai Mage	6
Niten	6
Stalwart Defender	6
Wanryuku	6
Shugenja	7
Blademaster	9
Maho-Tsukai Necromancer	9
Shinobi	9
Maho-Tsukai Magus	12
Wu-jen of Earth	12
Wu-jen of Fire	12
Wu-jen of Metal	12
Wu-jen of Water	12
Wu-jen of Wood	12

Humanoid (goblinoid)	CR	Plant	CR
Bakemono	1	Jubokko Bone Blight	2
Bakemono Zealot	1	Tegaa	2
Bakemono Warlord	2	Jubokko Skull Blight	3
Humanoid (shapechanger)		Fudoshi	6
Goblin Rat	1/4	Jubokko	11
Goblin Rat King	1	Undead	
Werefox	2	Hanemuri	1/8
Wererocodile	5	Chu-u	1/2
Wererhinoceros	6	Con-Tinh	1
Wereshark	6	Onikage	1
Werebadger	7	Onikage Alpha	3
Monstrosity		Taint Zombie	3
Tsuno Youngling	1	Ghoul Crawler	5
Ice Spider	3	Hyekuhei	5
Jishin Mushi	3	Tsuri Yurei	5
Suiko	4	Gen'ei	6
Shadowlands Ogre-Hound	5	Greater Taint Zombie	7
Dokufu Spiderling	6	Hu Hsien	8
Hellbeast	6	Lost One	9
Ocre	6	Ubume	10
Tsuno	6	Pennaggolan	10
Dokufu, Young	8	Shadow Ghast	12
Nian	8	Manananggal	13
Tsuno Elder	8	Ghast Lord	15
Giant Hellbeast	9	Ghoulem	15
Dokufu, Adult	12	Undead (spirit)	
Dokufu, Ancient	18	Ikiryō	1
Monstrosity (shapechanger)	CR	Me-Kurabe	1
Twilight Naga Greensnake	1/2	Shiyokai	1
Twilight Naga Chameleon	1	Aka Manto	2
Rokuru-Kubi	2	Jiki-Niku-Gaki	2
Twilight Naga Asp	2	Lesser Hortlak	3
Twilight Naga Cobra	3	Shikki-Gaki	4
Kumo Araneomorphae	4	Shinen-Gaki	4
Twilight Naga Constrictor	4	Tatarimokke	4
Goblin Spider	5	Vetal	5
Kumo Mygalomorphae	7	Greater Hortlak	6
Atlach-Nacha	21	Jiki-Ketsu-Gaki	6
Monstrosity (spirit)		Hortlak Horror	13
Yaoguai	13	Maho-Tsukai Jian	22
Kaluk	17		
Ooze			
Maho-Massugu	2		
Maho-Purin	4		
Plasmin	1/2		

APPENDIX E: MONSTERS WITH TAINT

Name

Akuma Spawn

Akuma

Arugai no Oni

Ashi no Oni

Ashura Samurai

Ashura Shogun

Baayahaz

Bakemono

Bakemono Warlord

Bakemono Zealot

Byoki Spawn

Byoki

Dokufu, Adult

Dokufu, Ancient

Dokufu Spiderling

Dokufu, Young

Ebanus

Fudoshi

Garegosu

Ghast Lord

Ghoul Crawler

Ghoulem

Giant Hellbeast

Greater Elemental Vortex

Haino no Oni

Hanemuri

Hellbeast

Hyekuhei

Kamu no Oni

Kyoso Spawn

Kyoso

Lesser Elemental Vortex

Maho-Massugu

Maho-Purin

Momono

Nikoma

Nikumizu

Nosloc no Oni

Onikage

Onikage Alpha

Plasmin

Rokuru-Kubi

Sanru no Oni

Shadow Ghast

Shadowlands Ogre

Shadowlands Ogre Behemoth

Shadowlands Ogre Commander

Shadowlands Ogre-Hound

Shikibu Spawn

Shikibu

Taint Zombie

Tatarimokke

Tsuburo

Tsumunagi

Tsuno

Tsuno Elder

Tsuno Youngling

Ugulu no Oni

Uragirimono

Uragirimono Spawn

Yattoko no Oni

Zaiaku

APPENDIX F: MONSTERS BY ENVIRONMENT

COASTAL CREATURES

Creature	CR	XP
Giant Turtle	1	200
Chiwen	3	700
Kamic Turtle, Suiko	4	1,000
Werecocodile	5	1,800
Border Dragon, Earth Dragon, Wereshark	6	2,300
Sea Dragon	7	2,900
Blue Sea Wyvern	8	3,900
Deep Dragon, Spirit Dragon	13	10,000
Storm Dragon	14	11,500
Celestial Dragon, Coiled Dragon	20	25,000
Typhoon Dragon	21	33,000

FOREST AND JUNGLE CREATURES

Creature	CR	XP
Lemming, Loris	0	0 or 10
Dhole, Tasloi	1/8	25
Goblin Rat, Tan-gin, Tasloi Chieftain	1/4	50
Hsing-sing, Lesser Sylvan	1/2	100
Black Piper, Giant Panda, Goblin Rat King, Honey Badger, Hsing-sing Matriarch, Taka-Onna	1	200
Giant Fire Toad, Giant Gold Spotted Toad, Hsing-sing Honor Guard, Jubokko Bone Blight, Red Kitsune, Rokuru-Kubi, Tegaa, Torn, Werefox	2	450
Bajang, Buso, Hsing-sing Patriarch, Jishin Mushi, Jubokko Skull Blight, Pulao, Red Kitsune	3	700
Hannya, Red Kitsune, Suiko, Swarm of Tan-gin	4	1,000
Goblin Spider, Goi-kashu, Red Kitsune, Tsumunagi, Yazi	5	1,800
Giant Honey Badger, Kamic Tiger, White Kitsune	6	2,300
Werebadger, White Kitsune	7	2,900
White Kitsune	8	3,900
White Kitsune	9	5,000
Jubokko	11	7,200
Yaoguai	13	10,000
Great Sylvan	24	62,000
Kirin	28	120,000

GRASSLAND CREATURES

Creature	CR	XP
Fennec Fox, Pika, Tengu Chick	0	0 or 10
Dhole	1/8	25
Shar Pei	1/2	100
Honey Badger	1	200
Chaofeng, Qiuniu, Giant Fire Toad, Yak	2	450
Crow-Headed Tengu	3	700
Bi'an, Suanni	4	1,000
Human-Headed Tengu	5	1,800
Giant Honey Badger, Kamic Tiger, Wererhinoceros	6	2,300
Odo Mienai	10	5,900
Obake	11	7,200

MOUNTAIN CREATURES

Creature	CR	XP
Lemming, Tengu Chick, White Fox	0	0 or 10
Bharal, Goblin Rat	1/4	50
Goblin Rat King, Honey Badger	1	200
Chaofeng	2	450
Crow-Headed Tengu, Giant Ice Toad, Ice Spider	3	700
Spirit Wolf, Wang-Liang, Yuki-onna	4	1,000
Green Mountain Wyvern, Human-Headed Tengu	5	1,800
Dokufu Spiderling, Giant Honey Badger	6	2,300
Nian, Young Dokufu	8	3,900
Adult Dokufu, Black Mountain Wyvern	12	8,400
Ancient Dokufu	18	20,000

SHADOWLANDS CREATURES

Creature	CR	XP
Hanemuri, Nikumizu	1/8	25
Bakemono, Bakemono Zealot, Onikage, Tsuno Youngling	1	200
Bakemono Warlord, Uragirimono Spawn	2	450
Haino no Oni, Onikage Alpha, Taint Zombie	3	700
Garegosu	4	1,000
Arugai no Oni, Ghoul Crawler, Hyekuhei, Shadowlands Ogre-Hound, Swarm of Mimimushis, Tsumunagi	5	1,800
Fudoshi, Hellbeast, Tsuno	6	2,300
Greater Taint Zombie, Nosloc no Oni, Shadowlands Ogre	7	2,900
Shadowlands Ogre Commander, Tsuno Elder	8	3,900
Giant Hellbeast, Lost One, Sanru no Oni, Shadowlands Ogre Behemoth	9	5,000
Ashi no oni	11	7,200
Shadow Ghost	12	8,400
Ghost Lord, Ghoullem	15	13,000
Kamu no Oni, Shikibu Spawn, Yattoko no Oni	16	15,000
Akuma Spawn, Byoki Spawn, Kyoso Spawn, Ugulu no Oni	18	20,000
Uragirimono	20	25,000

SWAMP CREATURES

Creature	CR	XP
Goblin Rat, Tan-gin	1/4	50
Twilight Naga Greensnake	1/2	100
Goblin Rat King, Twilight Naga Chameleon	1	200
Bog Hag, Giant Gold Spotted Toad, Nukarumi, Rokuru-Kubi, Twilight Naga Asp	2	450
Marsh Troll, Sanshu Denki, Twilight Naga Cobra	3	700
Hannya, Swarm of Tan-gin, Twilight Naga Constrictor	4	1,000
Tsumunagi	5	1,800

UNDERGROUND CREATURES

Creature	CR	XP
Mogwai	0	0 or 10
Goblin Rat	1/4	50
Goblin Rat King	1	200
Kumo Araneomorphae	4	1,000
Kumo Mygalomorphae	7	2,900
Atlach-Nacha	21	33,000

UNDERWATER CREATURES

Creature	CR	XP
Pufferfish	0	0 or 10
Twilight Naga Greensnake	1/2	100
Giant Turtle, Twilight Naga Chameleon	1	200
Bixi, Bog Hag, Carp Dragon, Kappa, Nukarumi, Shadowlands Jellyfish, Tako Female, Tako Male, Twilight Naga Asp	2	450
Baxia, Chiwen, Marsh Troll, Sanshu Denki, Twilight Naga Cobra	3	700
Kamic Turtle, Suiko, Twilight Naga Constrictor	4	1,000
Swarm of Mimimushi, Tsumunagi, Werecoodile	5	1,800
Border Dragon, Earth Dragon, Ocre, Wereshark	6	2,300
Sea Dragon	7	2,900
Swarm of Shadowlands Jellyfish	10	5,900
Deep Dragon, Spirit Dragon	13	10,000
Storm Dragon	14	11,500
Celestial Dragon, Coiled Dragon	20	25,000
Typhoon Dragon	21	33,000
Great Wyrm	24	62,000
Great Turtle	25	75,000

URBAN CREATURES

Creature	CR	XP
Itta	0	0 or 10
Maho-Tsukai Acolyte	1/4	50
Shar Pei	1/2	100
Einsung Nat, Shiyokai	1	200
Aka Manto, Elementalist, Fey Touched, Geisha, Shogai	2	450
Haino no Oni, Hkum Yeng Nat	3	700
Kumo Araneomorphae, Lu Nat, Shaman, Tatarimokke	4	1,000
Goblin Spider, Hogo-sha, Satsugai, Skirmisher, Vetal, Yama Uba	5	1,800
Ishi, Maho-Tsukai Mage, Niten, Stalwart Defender, Wanryuku	6	2,300
Kumo Mygalomorphae, Shugenja	7	2,900
Blademaster, Maho-Tsukai Necromancer, Shinobi	9	5,000
Martial Spirit of Lightning, Martial Spirit of Rain, Martial Spirit of Thunder, Odo Mienai	10	5,900
Maho-Tsukai Magus, Wu-jen of Earth, Wu-jen of Fire, Wu-jen of Metal, Wu-jen of Water, Wu-jen of Wood	12	8,400
Maho-Tsukai Jian	22	41,000

APPENDIX G: MONSTROUS ADVENTURERS

The Orient is home to many new races (as seen in *Heroes of the Orient: Player's and DM's Companion*), but an especially adventurous DM might allow for more monstrous adventurers in a campaign. In this appendix you will find a number of bestial races usually reserved for non-player characters. However, it is advised to read through each monstrous race carefully before allowing it in a game. Please also make sure to read the sidebar with notes on large-sized and non-humanoid characters.

A player should make sure to build a rich backstory for these races in cooperation with the DM, making sure it makes sense and is anchored to the DM's world.

HSING-SING

For a hsing-sing to become an adventurer, a series of unfortunate events must first happen, for they are very loyal creatures. Examples could be a hsing-sing who is unable to reproduce and thus incapable of strengthening its shrewdness. It might also be an honor guard that failed to protect its matriarch, or a patriarch that was beaten by a younger hsing-sing and then sent into exile.

HSING-SING TRAITS

Ability Score Increase. Your Strength score increases by 1.

Age. Hsing-sing reach maturity around age 5, and can live to be nearly 60 years old.

Alignment. Hsing-sing are neutral. They seek to prosper and survive, generally content with leaving unfamiliar people to deal with their own problems. They feel a strong connection to friends and family, however, and go out of their way to ensure they're content.

Size. Hsing-sing usually stand over 8 feet tall and weigh between 500 and 600 pounds. Your size is Large.

Speed. Your base walking speed is 40 feet, and you have a climbing speed of 40 feet and a swim speed of 30 feet.

Aggressive. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

Massive Fists. Your fists are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d4 + your Strength modifier.

Languages. You can speak Vanara and understand only basic concepts in spoken Oriental (common).

KAPPA

Sometimes a kappa is rejected from its group, either because it is the weakest of the bunch, or simply because it didn't act courteous enough. Such a kappa will usually wander until it finds some new purpose in life - that purpose sometimes being adventuring. It might meet a group of adventurers and decide to join, either for the sake of adventure, to make a new life for itself, or in order to become stronger, so it might one day return to its old group and exact terrible vengeance upon them.

KAPPA TRAITS

Ability Score Increase. Your Strength and Dexterity scores both increase by 2.

Age. Kappa reach maturity around age 14 and rarely live longer than 60 years.

Alignment. Most kappa are chaotic evil, but rejected kappa, having found some humility, tend more towards a chaotic neutral alignment.

Size. Kappa stand between 4 and 5 feet tall and average about 140 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet, and you have a swim speed of 30 feet.

Aquan Regeneration. You can use an action on your turn to expend a hit die, healing you for an amount equal to the roll + your Constitution modifier. Doing so consumes 1 pint of water from your head bowl.

Cold Resistance. You gain resistance to cold damage.

Crushing Parry. When you would be hit by a melee attack, you can add your Strength modifier to your AC, using your reaction. If the attack is made with a nonmagical weapon and doesn't hit, the weapon takes a permanent cumulative -1 penalty to damage rolls. If the penalty drops to -5, the weapon is destroyed.

Grappler. You have advantage on Strength (athletics) checks made to grapple.

Head Bowl. The indentation on top of your head can hold up to 8 pints of water. As long as there is water in the bowl, you can breathe while out of water. Each day you consume 1 pint of water from the bowl and don't need to drink any additional fluids. Whenever you forcibly land prone, you lose one pint of water, but it otherwise doesn't spill. You can fill the bowl by submerging in fresh water - salt water or water from a container doesn't meet your physiological needs.

Underwater Camouflage. You have advantage on Dexterity (stealth) checks while underwater.

Water Breathing. You can only breathe underwater.

Languages. You can speak Oriental (common) and Aquan.

TWILIGHT NAGA EXILE

The twilight naga have a very structured society. Within their society, each naga must be capable of filling a role, lest their society crumbles - or so they believe. Sometimes, a naga of the asp, chameleon, cobra, or constrictor castes is born small and frail, and without an innate resistance to Taint. While this poses some problems, the deciding factor for exile is the naga's inability to connect to the Akaksha - the hive mind of the twilight naga.

Such naga are exiled as soon as their disconnect from the Akaksha is discovered, and they know the punishment is death, should they ever return home.

Greensnakes, being the smallest of the twilight naga, cannot be born with this deficiency.

TWILIGHT NAGA EXILE TRAITS

Ability Score Increase. An Ability Score of your choice increases by 1.

Type. You are a monstrosity, rather than a humanoid.

Age. A twilight naga reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.

Alignment. Most twilight naga are lawful, believing firmly in the benefits of a well-ordered society - even as exiles. Exiles, however tend more towards either good or evil, as opposed to neutrality as other twilight naga.

Size. Twilight naga exiles typically stand well over 6 feet tall and weigh an average of 450 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet and you have a swim speed of 30 feet.

Amphibious. You can breathe air and water.

Bite. Your fanged maw is a natural weapon. If you hit with it, you deal 1d4 piercing damage.

Darkvision. You are accustomed to the darkness in deep waters, giving you superior vision in dark and dim conditions. 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.

Naga Form. You have no legs, but slither across the ground with your serpentine lower torso. You cannot wear regular armor, but must have it especially crafted for you. You also cannot wear footwear of any kind.

Naga Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage (see *Player's Handbook* chapter 9).

Naga Scales. You have scaly skin. When you aren't wearing armor, your AC is 11 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Languages. You can read, speak, and write Oriental, Abyssal, and Draconic.

Subrace. Twilight naga exiles come in four different varieties. The asp are fierce and strong, the chameleons are adept at moving undetected, and the cobra and constrictors are naturally capable of wielding arcane and divine magic, respectively.

ASP

Ability Score Increase. Your Strength score increases by 1.

CHAMELEON

Chameleon Scales. You have advantage on Dexterity (stealth) checks.

COBRA

Arcane Adept. You know the *prestidigitation* cantrip and a wizard cantrip of your choice.

CONSTRUCTOR

Divine Adept. You know the *thaumaturgy* cantrip and a cleric cantrip of your choice.

TAKA-ONNA

Taka-onna tend not to become adventurers unless their roost has been destroyed. If their kin are dead, they might seek a new life, either to leave their tragic past behind them, or in order to become strong enough to avenge their fallen brethren.

TAKA-ONNA TRAITS

Ability Score Increase. Your Dexterity score increases by 1.

Type. You are a fey, rather than a humanoid.

Age. Taka-onna reach maturity by age 4. Compared to humans, taka-onna don't usually live longer than 40 years.

Alignment. Taka-onna tend towards neutrality. They wish only to survive, and prefer to leave other creatures to their own devices.

Size. Taka-onna are about 5 feet tall. They have thin, lightweight bodies that weigh between 70 and 90 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Flight. You have a flying speed of 40 feet. To use this speed, you can't be wearing medium or heavy armor.

Darkvision. Accustomed to hunting at night, you have superior vision in dark and dim conditions. 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.

Rampage. When you reduce a creature to 0 hit points with a melee attack on your turn, you can take a bonus action to move up to half your speed and make a melee attack.

Grasping Hair. You can use your hair to hold objects no larger than half a cubic foot, weighing no more than 4 lbs. You cannot wield a weapon or shield with your hair. Additionally, you can use your hair to grapple a single creature at a time. When you do so, the target creature has disadvantage on its check to escape the grapple.

Languages. You can speak Oriental (common) and Sylvan.

TENGU

Tengu are the monstrous race that is most likely to turn to adventuring. Sharp competition between several human-headed tengu might cause such a tengu to leave its murder, hoping for a better life as an adventurer. Crow-headed tengu sometimes go adventuring simply to better test their own martial skill, or because the politics of elders and human-headed tengu bore them.

TENGU TRAITS

Ability Score Increase. Your Wisdom score increases by 2.

Age. Tengu have shorter lifespans than humans. They reach maturity at about 12 years old and can live to 60.

Alignment. Tengu are chaotic creatures, rarely making enduring commitments, and they care mostly for preserving their own hides.

Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

Feather Fall. You take no damage from falling, so long as you aren't restrained or unconscious.

Flight. You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

Mimicry. You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (insight) check opposed by your Charisma (deception) check.

Tengu Training. You are proficient in your choice of one of the following skills: Acrobatics, Deception, Perception, or Stealth.

Subrace. Tengu come in two varieties: The crow-headed tengu are warriors, focusing on pure martial skill. The human-headed tengu are cunning manipulators, and though they are smaller than the crow-headed tengu, they make up for it sheer speed and an inclination towards magic. Choose one of these subraces.

CROW-HEADED

Ability Score Increase. Your Dexterity score increases by 1.

Size. Crow-headed tengu are about 5 feet tall and weigh between 90 and 120 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Tengu Weapon Training. You gain proficiency with two martial weapons of your choice.

Languages. You can read, speak and write Oriental (common) and Auran.

HUMAN-HEADED

Ability Score Increase. Your Charisma score increases by 1.

Size. Human-headed tengu are about 4 feet tall and weigh between 70 and 100 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Enhanced Flight. Your flying speed increases to 35 feet.

Thaumaturgist. You know the *thaumaturgy* cantrip.

Languages. You can read, speak and write Oriental and Auran.

TSUNO ABERRANT

A tsuno aberrant is an abomination in the eyes of other tsuno. They are noticeably smaller, they have no Taint within them, and they have no innate maho. As soon as a group of tsuno discover an aberrant they attempt to kill it, as the entire group suffers under its weakness. Tsuno aberrants only become adventurers if they somehow survive this assault and manage to sneak away while believed dead.

TSUNO ABERRANT TRAITS

Ability Score Increase. Your Strength and Constitution scores both increase by 2.

Ability Score Decrease. Your Dexterity score decreases by 2.

Age. Tsuno reach adulthood at age 1 and can live up to 120 years but rarely do so.

Alignment. Tsuno are inherently evil, but their reliance on the strength of their group makes them trend toward law. Aberrants, however, might tend toward neutrality, but only rarely.

Size. Tsuno aberrants are between 6 and 8 feet tall and weigh between 300 and 400 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your Tainted heritage grants you superior vision in dark and dim conditions. You can see in dim light within 120 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.

Horns. You are never unarmed. You are proficient with your horns, which are a melee weapon that deals 1d8 piercing damage.

Goring Rush. When you use the Dash action during your turn, you can make a melee attack with your horns as a bonus action.

Violent Impalement. When you hit a target with your horns, your damage done increases to 2d8. Once you use this feature, you must finish a long rest before you can use it again.

Aberrant Legacy. You know the *fiery eyes* cantrip. Once you reach 3rd level, you can cast the *hunter's mark* spell once per day as a 1st level spell. Once you reach 5th level, you can also cast the *ancestral vengeance* spell once per day as a 2nd level spell. Constitution is your spellcasting ability for these spells.

Languages. You can speak Oriental (common) and Oni.

WANG-LIANG

One thing that unifies all wang-liang is their immense hatred for humans. Sometimes a wang-liang doesn't share this hatred, which will inevitably cause it to become discontent and feel out of place among other wang-liangs. Such a wang-liang might seek a life as an adventurer, although the constant berating about the dishonor of the "horrible humans" has likely made it very careful around them - even if it doesn't hate them per se.

WANG-LIANG TRAITS

Ability Score Increase. Your Strength score increases by 1.

Type. You are a giant, rather than a humanoid.

Age. Wang-liangs have lifespans comparable to humans. They enter adulthood in their late teens and usually live less than a century.

Alignment. The life of a wang-liang is fueled by hatred, making almost all wang-liang evil. A wang-liang that isn't full of hate, is usually of a neutral alignment. They do, however, believe in order and rules, making them tend towards a lawful alignment.

Size. A wang-liang usually stands about 10 feet tall and weigh between 800 and 1,000 pounds. Your size is Large.

Speed. Your base walking speed is 30 feet.

Darkvision. As wang-liang have never used light sources, you have superior vision in dark and dim conditions. 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.

Unseen Menace. You can cast the *invisibility* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Charisma is your spellcasting ability for this spell.

Languages. You can speak Oriental (common) and Giant.

NOTES ON LARGE SIZED CHARACTERS

Some of the monstrous races listed here are Large. This might initially seem as just a flavorful element, but actually influences many 5th edition rules. Here's a short overview of the effects the rules already cover:

- A Large creature can carry, drag, lift, and push twice as much as a Medium creature. See Lifting and Carrying in the *Player's Handbook* page 176 for more information.
- A Large creature takes up a 10 x 10 foot area. See Creature Size in the *Player's Handbook* page 191 for more information.
- A Large creature can only get into 5 x 5 foot areas by squeezing. A creature that squeezes spends twice its normal movement, and has disadvantage on attack rolls and Dexterity saving throws. Additionally, attacks against a creature that squeezes are made with advantage. See Squeezing into a Smaller Space in the *Player's Handbook* page 192 for more information.
- A Large creature cannot move through the space of Huge creatures, but can move through the space of Small creatures. See Moving Around Other Creatures in the *Player's Handbook* page 191 for more information.
- A Large creature cannot ride horses (or mounts of a similar size), as a mount must be of a size larger than the rider. See Mounted Combat in the *Player's Handbook* page 198 for more information.

If you allow a Large character in your game, you might, also want to consider applying the rules listed below.

Armor and Shields. Armor and shields must be custom made, and cost four times the normal price. They don't provide a higher AC than normally.

Weapons. Weapons must be custom made and cost four times the normal price. They deal 1d4 additional damage.

Item Handling. Require a Dexterity checks when a Large character handles small objects designed for Medium or smaller characters.

Food and Water. A Large character requires four times the normal amount of food and water. See Food and Water in the *Player's Handbook* page 185 for the regular rules.

NOTES ON NON-HUMANOID CHARACTERS

A few of the monstrous races provided here are non-humanoid. The twilight naga exile is a monstrosity, the taka-onna is a fey, and the wang-liang is a giant. This might also seem like a small thing, but the 5th edition rules assume that all player characters are humanoids. A lot of the balance comes from that. Many spells and effects work only on humanoids, for example. Only allow these races, if you're feeling adventurous yourself and like taking on a challenge.

Alternatively, you can change the non-humanoid races to become humanoid, and replace that with something else. Something fitting could be an Ability Score Increase of 1 and a cantrip of the DM's choice.

APPENDIX H: MONSTER INDEX

ADULT DOKUFU.....	16	GREEN MOUNTAIN WYVERN.....	135	PUFFERFISH.....	148	UBUME.....	27
AKA MANTO.....	10	HAINO NO ONI (DRAINER).....	73	PULAO.....	100	UGULU NO ONI (DOOMHULK).....	77
AKUMA.....	78	HANEMURI.....	34	QIONGQUI DRONE.....	141	UMBRAL SERPENT.....	96
AKUMA SPAWN (AMARANTHIAN).....	71	HANNYA.....	34	QIUNIU.....	100	URAGIRIMONO.....	128
ANCIENT DOKUFU.....	17	HELLBEAST.....	35	RED FOX.....	148	URAGIRIMONO SPAWN.....	128
ARCANE GOLEM.....	33	HKUM YENG NAT.....	65	RED KITSUNE.....	44	VETAL.....	133
ARUGAI NO ONI (VICIOUS SLICER).....	72	HOGO-SHA.....	152	RED PANDA.....	148	VOID BEAST.....	134
ASHI NO ONI (BARBED LURKER).....	72	HONEY BADGER.....	147	ROKURO-KUBI.....	93	VOID SERPENT.....	96
ASHURA SAMURAI.....	11	HORTLAK HORROR.....	37	RYU.....	108	WANG-LIANG.....	134
ASHURA SHOGUN.....	11	HSING-SING.....	38	SAMURAI.....	153	WANRYUKU.....	155
ATLACH-NACHA.....	47	HSING-SING HONOR GUARD.....	38	SANRU NO ONI (SKYCLAW).....	76	WEREBADGER.....	56
BAAYAHAZ.....	12	HSING-SING MATRIARCH.....	38	SANSHU DENKI.....	93	WERECROCODILE.....	57
BAJANG.....	12	HSING-SING PATRIARCH.....	38	SATSUGAI.....	154	WEREFox.....	56
BAKEMONO.....	13	HU HSIEN.....	130	SEA DRAGON.....	54	WERERHINOCEROS.....	57
BAKEMONO WARLORD.....	13	HUNDUN.....	137	SHADOW GHAST.....	29	WERESHARK.....	57
BAKEMONO ZEALOT.....	13	HYEKUHEI.....	39	SHADOWLANDS JELLYFISH.....	149	WHITE FOX.....	150
BAXIA.....	99	ICE SPIDER.....	147	SHADOWLANDS OGRE.....	70	WHITE KITSUNE.....	44
BHARAL.....	145	IKIRYO.....	39	SHADOWLANDS OGRE BEHEMOTH.....	70	WU-JEN OF EARTH.....	156
BI'AN.....	99	ISHI.....	152	SHADOWLANDS OGRE COMMANDER.....	70	WU-JEN OF FIRE.....	156
BIXI.....	99	ITTA.....	152	SHADOWLANDS OGRE-HOUND.....	70	WU-JEN OF METAL.....	156
BLACK PIPER.....	145	JADE GOLEM.....	33	SHAMAN.....	154	WU-JEN OF WATER.....	156
BLADEMASTER.....	151	JIKI-KETSU-GAKI.....	22	SHAR PEI.....	149	WU-JEN OF WOOD.....	157
BLUE SEA WYVERN.....	135	JIKI-NIKU-GAKI.....	22	SHIKIBU.....	88	YAK.....	149
BOG HAG.....	15	JISHIN MUSHI.....	147	SHIKIBU SPAWN (CORPSE WALKER).....	76	YAMA UBA.....	142
BORDER DRAGON.....	50	JUBOKKO.....	40	SHIKKI-GAKI.....	23	YAOGUAI.....	142
BUSO.....	15	JUBOKKO BONE BLIGHT.....	41	SHINEN-GAKI.....	23	YATOKO NO ONI (REAVING MANTIS).....	77
BYOKI.....	80	JUBOKKO SKULL BLIGHT.....	41	SHINOBI.....	154	YAZI.....	100
BYOKI SPAWN (PESTILENT HORROR).....	73	KALUK.....	42	SHIROKINU-KATSUKAMI.....	112	YOUNG DOKUFU.....	18
CARP DRAGON.....	50	KAMIC TIGER.....	95	SHIYOKAI.....	112	YUKI-ONNA.....	143
CELESTIAL DRAGON.....	51	KAMIC TURTLE.....	94	SHOGAI.....	154	ZAIAKU.....	144
CHAOFENG.....	99	KAMU NO ONI (DREAMWAW).....	74	SHUGENJA.....	155		
CHIWEN.....	99	KAPPA.....	43	SKIRMISHER.....	155		
CHU-U.....	26	KIRIN.....	102	SPIRIT DRAGON.....	50		
COILED DRAGON.....	53	KUMO ARANEOMORPHAE.....	46	SPIRIT WOLF.....	113		
CON-TINH.....	26	KUMO MYGALOMORPHAE.....	46	STALWART DEFENDER.....	155		
COURT KING OF DIYU.....	105	KYOSO.....	84	STORM DRAGON.....	54		
DEEP DRAGON.....	52	KYOSO SPAWN (BLOOD SERPENT).....	74	SUANNI.....	100		
DHOLE.....	145	LEMMING.....	148	SUIKO.....	113		
DOKUFU SPIDERLING.....	18	LESSER ELEMENTAL VORTEX.....	19	SUZAKU.....	110		
EARTH DRAGON.....	52	LESSER HORTLAK.....	37	SWARM OF MIMIMUSHIS.....	63		
EBANUS.....	83	LESSER SYLVAN.....	95	SWARM OF QIONGQUI DRONES.....	141		
EINSUNG NAT.....	65	LORIS.....	148	SWARM OF SHADOWLANDS JELLYFISH.....	149		
ELEMENTALIST.....	151	LOST ONE.....	48	SWARM OF TAN-GIN.....	117		
FENNEC FOX.....	145	LU NAT.....	65	TAINT ZOMBIE.....	114		
FEY TOUCHED.....	151	MAHO-MASSUGU.....	14	TAKA-ONNA.....	115		
FLY.....	23	MAHO-PURIN.....	14	TAKO FEMALE.....	116		
FLY.....	145	MAHO-TSUKAI ACOLYTE.....	58	TAKO MALE.....	116		
FOO DOG.....	20	MAHO-TSUKAI JIAN.....	60	TAN-GIN.....	117		
FOO LION.....	21	MAHO-TSUKAI MAGE.....	58	TAO TEI DRONE.....	138		
FUDOSHI.....	21	MAHO-TSUKAI MAGUS.....	59	TAO TEI ELITE.....	138		
GAREGOSU.....	24	MAHO-TSUKAI NECROMANCER.....	59	TAO TEI REGENT.....	139		
GASHADOKURO.....	24	MAMONO.....	62	TAOWU DRONE.....	140		
GEISHA.....	151	MANANANGGAL.....	131	TAOWU SCOUT.....	140		
GEN'EI.....	26	MARSH TROLL.....	62	TASLOI.....	117		
GHOST LORD.....	28	MARTIAL SPIRIT OF LIGHTNING.....	61	TASLOI CHIEFTAIN.....	117		
GHOUL CRAWLER.....	28	MARTIAL SPIRIT OF RAIN.....	61	TATARIMOKKE.....	118		
GHOULEM.....	29	MARTIAL SPIRIT OF THUNDER.....	61	TEGAA.....	119		
GIANT FIRE TOAD.....	146	ME-KURABE.....	63	TEGAA BRANCHLING.....	119		
GIANT GOLD SPOTTED TOAD.....	146	MOGWAI.....	64	TENGU CHICK.....	120		
GIANT HELLBEAST.....	35	MOGWAI GREMLIN.....	64	TENGU, CROW-HEADED.....	120		
GIANT HONEY BADGER.....	146	NIAN.....	66	TENGU, HUMAN-HEADED.....	120		
GIANT ICE TOAD.....	146	NIKOMA.....	86	TERRACOTTA GOLEM.....	33		
GIANT PANDA.....	147	NIKUMIZU.....	67	TERRACOTTA GOLEM SHOGUN.....	33		
GIANT TURTLE.....	147	NITEN.....	152	TORN.....	122		
GOBLIN RAT.....	30	NOSLOC NO ONI (VASSAL ONI).....	75	TSUBURO.....	90		
GOBLIN RAT KING.....	30	NUKARUMI.....	67	TSUMUNAGI.....	123		
GOBLIN SPIDER.....	31	OBAKE.....	68	TSUNO.....	124		
GOI-KASHU.....	32	OCRE.....	69	TSUNO ELDER.....	124		
GREAT BLACK MOUNTAIN WYVERN.....	135	ODO MIENAI.....	69	TSUNO YOUNGLING.....	124		
GREAT ELEMENTAL VORTEX.....	19	ONIKAGE.....	92	TSURI YUREI.....	27		
GREAT HORTLAK.....	37	ONIKAGE ALPHA.....	92	TWILIGHT NAGA ASP.....	126		
GREAT TAINZ ZOMBIE.....	114	OROCHI.....	104	TWILIGHT NAGA CHAMELEON.....	126		
GREAT PHOENIX.....	101	PENNAGGOLAN.....	132	TWILIGHT NAGA COBRA.....	127		
GREAT SYLVAN.....	95	PHOENIX.....	101	TWILIGHT NAGA CONSTRICTOR.....	127		
GREAT TURTLE.....	94	PIKA.....	148	TWILIGHT NAGA GREENSNAKE.....	126		
GREAT WYRM.....	98	PLASMIN.....	14	TYPHOON DRAGON.....	55		

ALSO CHECK OUT THE CORE BOOK



ORIENTAL ADVENTURES

5E

HEROES OF THE ORIENT

PLAYER'S AND DM'S COMPANION

5E ORIGINAL SUPPLEMENT SERIES

Includes several new races, classes, archetypes, and backgrounds, as well as lore and rules for far away lands in the world's greatest roleplaying game

AVAILABLE AT

DUNGEON MASTERS
GUILD

DISCOVER A WORLD OF EXOTIC MONSTERS

Monsters of the Orient: Complete Bestiary contains over 250 monsters, both new and old. They are all firmly rooted in an exotic world full of adventure, exploration, and intrigue.

Many monsters included herein threaten the lives of many or even life itself.

Are you ready to face these challenges?

While *Monsters of the Orient: Complete Bestiary* includes many new monsters and allows for many fresh and fun encounters, the true Oriental Adventures experience is achieved in conjunction with *Heroes of the Orient: Player's and DM's Companion* - available at dmsguild.com

