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THE **YŌKAI**
COMPENDIUM

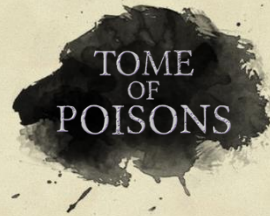


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THE YŌKAI COMPENDIUM

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DISCLAIMER

We went for the most accurate depiction in respect to the original Japanese lore, while also watering down the very graphic details to comply with the updated DMS GUILD's policies and make sure every reader will be able to enjoy it and immerse themselves in the beautiful and horrifying world of Japanese folklore. Still, **viewer discretion is advised.**

ON THE COVER

The shadows of various yōkai coalesce evidently behind one of the most iconic creatures of the Japanese folklore; Hannya, ready to spread chaos to the world.

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Our world is shrouded by a veil. A veil that protects us from the wickedness of the unknown and the horrors of the incomprehensible. Devils and gods, demons and tricksters, the holy and the unholy, they are everywhere around us, unseen by mortals.

But the veil grows thinner and the nights grow darker. They walk among us and away from us. They inhabit mountains and islands, bridges and sewers. They are inside our houses and our temples, above us in the sky and below us within the oceans.

They are the yōkai. And now that you have opened this book, the veil is lifted. And they are free to roam the world.

WHAT IS A YŌKAI?

Yōkai are strange, mysterious apparitions, but in an extremely broad and more vague sense than the word suggests. They can be anything from animals with puzzling powers or creatures responsible for supernatural phenomena to lingering ghosts and vengeful entities.

However, they all have one thing in common: they are spirits that have taken form through the sins of humanity. They are neither malevolent, nor benevolent. They have truths and regrets. They cause grief and relieve it at the same time. All in all, there is no one definition to describe them; they are what we need them to be... and also what we don't...

HOOR OF THE OX

A handful of yōkai can be found during daylight, but most of them are awakened at dusk, during the point where it is not quite day, yet not quite night. This is when all creatures of the Material Plane become alert, making preparations for the night, and the yōkai lurk in the shadows until they find the right time to perform their deeds.

After some hours pass creatures drop their guard and become relaxed, as the skies are calm and there are no signs of danger. It is midnight. A cold wind starts blowing. There's a strange smell in the air. It reeks of... blood.

They are here... Brace yourselves and join us as we unleash the yōkai upon your world...

This is the hour of the ox!



ABURA SUMASHI

A very rare yōkai, but one with a very peculiar behavior, the abura sumashi looks like an old man wearing a straw coat from afar, but upon close inspection its face resembles a wrinkled potato or a stone. If one is not very perceptive, they may not even realize that they are looking at an evil spirit. It usually carries a wooden walking stick, wears a straw-woven raincoat and can only be found deep in the mountains or along mountain passes where wild tea plants grow.

It is said that abura sumashi are the spirits of oil thieves that were never punished in life. Oil is considered an expensive commodity, since extracting it from tea leaves is hard and time-consuming, making its theft a serious crime and their reincarnation as these ugly and weak creatures a fitting divine punishment.

They stray away from other creatures due to their weak nature and can easily get scared. It seems that their only noticeable behavioral pattern is them observing plants, perhaps out of regret from the time they were still human.



ABURA SUMASHI

Medium fey, neutral

Armor Class 8
Hit Points 18 (4d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	6 (-2)	11 (+0)	14 (+2)	15 (+2)	16 (+3)

Skills Intimidation +5, Perception +4
Senses passive Perception 14
Languages Common, Sylvan
Challenge 1/8 (25 XP)

Old Spirit. If the abura sumashi loses its walking stick, its speed becomes 0 until it can retrieve it. If the abura sumashi takes more than 8 damage on a single hit its walking stick breaks.

ACTIONS

Stick. *Melee Weapon Attack:* +1 to hit, reach 10 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning damage.

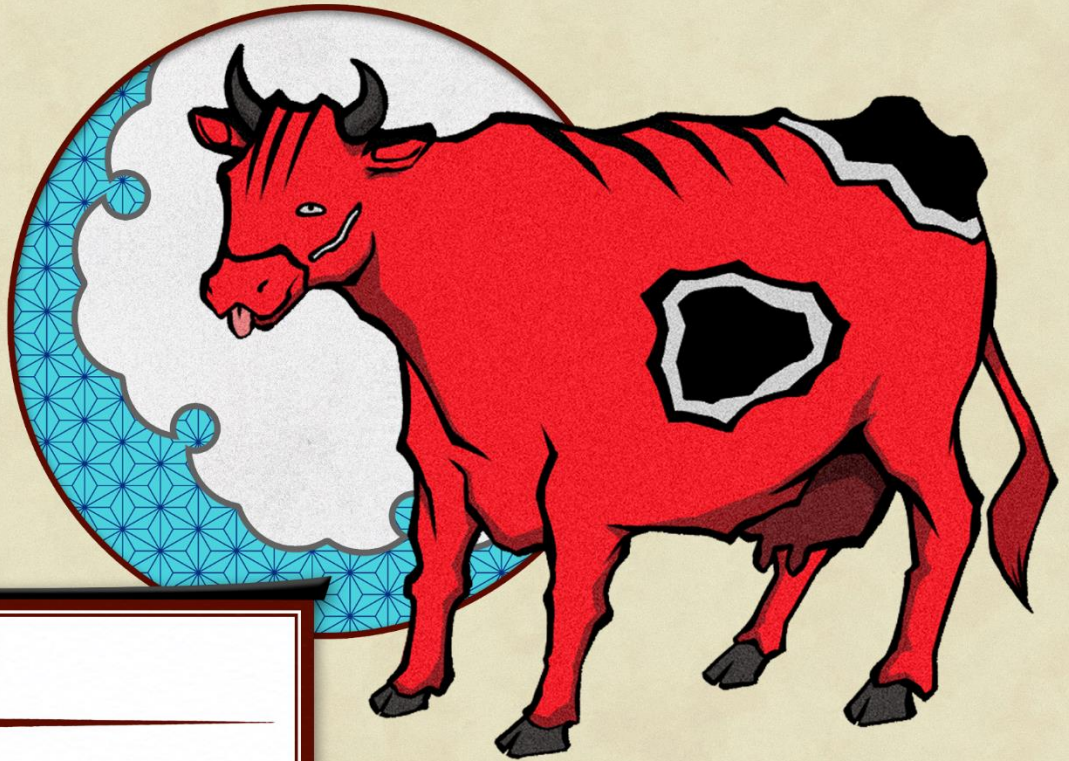
Fear of the Weak-spirited. The abura sumashi lets out a haunting laugh. Creatures within 60 feet of the abura sumashi that can hear it and have less than 16 Charisma score have disadvantage on all of their attacks against the abura sumashi for the next 10 minutes. Additionally, the abura sumashi deals an extra 5 (1d10) necrotic damage with its stick attack to all affected creatures.

REACTIONS

Frail Spirit. When a melee weapon attack is made against the abura sumashi, it can let out a small squeak that confuses its attacker. If the attack hits, it deals half damage.

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AKABEKO

Large celestial, neutral good

Armor Class 10
Hit Points 15 (2d10 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	8 (-1)	10 (+0)	4 (-3)

Senses passive Perception 10
Languages understands Celestial and Common but cannot speak
Challenge 1/4 (50 XP)

Charge. If the akabeko 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) piercing damage.

ACTIONS

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 4) bludgeoning damage.

Cure Disease (1/day). The akabeko can touch a willing creature with its muzzle to cure the creature of one disease affecting it.

Stonehead. The akabeko turns its flesh into stone. For the next minute, its AC increases by 2 and its gore attack deals an extra d6 damage.

REACTIONS

Twist of Fate. Twice per day, the akabeko can replace any attack roll, saving throw, or ability check made by a creature within 60 feet of the akabeko with a 1 or a 20.

AKABEKO

Akabeko are the spirits of cows that helped build temples. Upon completion they refused to leave the temple grounds, resulting in their bodies being turned into stone and becoming permanent fixtures there. They are non-aggressive yōkai that are considered among the greatest signs of luck, protecting creatures from diseases.

Akabeko still retain their bovine characteristics and behavior with the exception of their skin, it being red with black and white marks. It is a common practice to craft wooden toys that resemble these holy yōkai and give them to children as a charm. These toys are sometimes used to summon an akabeko in a time of need.



AKANAME

The akaname are filthy yōkai that live in the dirtiest of places and feed on slime and waste. Even though they generally steer away from living creatures, they can be extremely dangerous due to the diseases they carry. Many folk that confronted them compared their behavior to that of cockroaches.

Akaname are about the size of a human child, though they generally appear much smaller due to their hunching posture. They have greasy skin with colors varying from green to red and greasy long hair. There are variations that have one eye and others that have two. Even the number of their fingers or toes is random, it can be anything from one to five. A final attribute that the akaname have in common is their long tongue which they use to gather up dirt and feed on it. They detest light and clean places, so one way to get rid of them is to remain clean.



AKANAME

Small fiend, neutral

Armor Class 17 (natural armor)

Hit Points 45 (18d6 - 18)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	8 (-1)	7 (-2)	14 (+2)	2 (-4)

Saving Throws Dex +6, Wis +4

Skills Acrobatics +6, Stealth +8, Perception +4

Condition Immunities exhausted, prone

Senses passive Perception 14

Languages —

Challenge 3 (700 XP)

Attracted to Filth. The akaname does not attack creatures that are clean (for example with *prestidigitation*) unless it has no other choice. Additionally, if a creature has less than half of its maximum hit points within 30 feet of the akaname and the akaname can see it, the creature is vulnerable to the akaname's attacks.

Disease Carrier. The akaname can contract diseases but it is immune to their effects. A creature that attacks the akaname with a melee weapon attack must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute.

Long-tongued. The akaname can use its tongue to grapple a creature. It can also make a Dexterity (Acrobatics) check instead of Strength (Athletics) check to attempt a grapple when it does so with its tongue.

ACTIONS

Multiattack. The akaname makes two melee weapon attacks.

Slash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage and an extra 7 (2d6) poison damage.

Tongue-whip. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and an extra 3 (1d6) poison damage.

REACTIONS

Disease-spit. When a creature that is grappled by the akaname's tongue attempts to attack the akaname before it is deemed successful, the akaname can spit poisonous saliva from its tongue and deal 10 (3d6) poison damage to the creature granting it disadvantage on its attack.

AMA

These aquatic creatures have been known by multiple names. Many sightings and numerous interpretations of their forms have been logged in the books of time. It is unknown whether the people that witnessed these beings were hallucinating from sea-sickness or were simply confused because of the fact that ama deliver a prognostication and then disappear, leaving a faded and uncertain memory behind. It is possible that they can alter their appearance at will, depending on who they show themselves to, even. Yet, their similarities and collective experience led to the existence of these two variations: Amahime and Amarie.

Ama means linen. They were ultimately given this classification because of their skin, which resembles the softest linen one can imagine upon touch.

AMAHIME

Amahime is a serpentine oarfish-like creature roughly 20 feet long. It has a long tail, a dorsal fin, flippers, long hair and a mixture of human and fish facial features. They spend most of their lives underwater, and as a result rarely interact with creatures on the shore. When they do, however, they deliver prophecies and then disappear into the sea.



AMAHIME

Huge monstrosity, neutral

Armor Class 13

Hit Points 110 (13d12 + 26)

Speed 20 ft., swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	15 (+2)	12 (+1)	19 (+4)	8 (-1)

Saving Throws Dex +5

Skills Insight +8, Intimidation +1, Perception +6

Senses blindsight 30 ft., passive Perception 16

Languages Aquan, Common

Challenge 3 (700 XP)

Amphibious. The amahime can breathe air and water.

Blessed Image. A creature that sees the amahime or an image of the amahime is protected from the bad effects of the amahime's Foreknowledge.

Foreknowledge. The amahime knows one good thing that will happen within the next seven years and one bad thing that will happen within the next seven years after the first seven years pass.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage. The target is grappled (escape DC 17). Until this grapple ends, the creature is restrained, and the amahime can't constrict another target.

REACTIONS

Stronghold. When a creature escapes from the amahime's constrict grapple, the amahime can make a constrict attack against them.

亞麻姬

AMARIE

Large fey, neutral good

Armor Class 16 (scales)
Hit Points 152 (16d10 + 64)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	18 (+4)	15 (+2)	18 (+4)	10 (+0)

Saving Throws Str +9, Con +8
Skills Insight +8
Damage Immunities cold
Senses passive Perception 14
Languages all, telepathy 60 ft.
Challenge 9 (5,000 XP)

Amphibious. The amarie can breathe air and water.

Disease Immunity. The amarie and a creature that carries an image of the amarie are immune to diseases.

Foreknowledge. The amarie knows one good thing that will happen within the next seven years and one bad thing that will happen within the next seven years after the first seven years pass.

Illumination. The amarie sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

ACTIONS

Multiattack. The amarie can make two attacks with its hooves.

Hoof. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 15 (3d6 + 5) bludgeoning damage.

Booming Light. The amarie sheds extremely bright light within 30 feet around it. Creatures that can see within the affected area must make a DC 16 Constitution saving throw. On a failure, the creature is blinded for 1 minute and takes 21 (6d6) fire damage. On a success, the creature takes half as much damage.

REACTIONS

Flash Light. When a creature attacks the amarie with a melee weapon attack, the amarie can use Booming Light, but affecting only the attacking creature.

AMARIE

Amarie are auspicious and powerful aquatic yōkai whose image alone is enough to drive away evil disease spirits. They have strange three-legged bodies covered in shiny scales, long necks and horse-like manes, and they glow with a bright light that can be seen from afar.

Normally dwelling in the ocean, they frequent shores, where they interact with other creatures and deliver prophecies.



BAKU

Medium beast, neutral good

Armor Class 14 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	12 (+1)	16 (+3)	20 (+5)

Saving Throws Con +5, Int +4, Wis +6, Cha +8

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 13

Languages understand Common but cannot speak

Challenge 6 (2,300 XP)

Hallowed Beast. Fiends, undead, devils and demons that end their turn within 20 feet of the baku and whose CR is lower than the baku's, turn to ash and die. If their CR is higher than the baku's, they are pushed to an unoccupied space 20 feet away from the baku. Additionally, creatures of the baku's choice within 20 feet of the baku are immune to the spell *dream*.

Holy Being. The baku uses Charisma for its attack rolls and damage rolls instead of Strength or Dexterity.

Nightmare Eater. Creatures that can sleep within a 1-mile radius from the baku do not suffer from nightmares, need 1 hour less to complete their long rest and all of their hit dice are replenished upon finishing a long rest.

ACTIONS

Multiattack. The baku makes one of each of its attacks.

Bear's Body Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage. The target is knocked prone.

Elephant Trunk. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage. The target is grappled (escape DC 16).

Rhinoceros's Glare. *Ranged Spell Attack:* +8 to hit, reach 30 ft., one creature. *Hit:* 9 (1d8 + 5) psychic damage. The target must succeed on a DC 16 Wisdom saving throw or be frightened of the baku until the end of its next turn.

Tiger's Slash. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage. If the target is grappled this attack succeeds automatically and deals max damage.



BAKU

Baku are chimeric beasts that feed on the dreams of humans and act as their guardian spirits. Their bodies are colorful and resemble those of tapirs, but in reality they consist of parts from four different animals: bear, elephant, rhinoceros and tiger. They dwell deep in thick forests and keep evil at bay.

Holy Beasts. Despite their monstrous appearance, baku are revered as gods and are considered to bring luck and health to anyone that encounters them. Temple pillars are carved to depict them and charms crafted in their image are placed alongside children's beds in hopes of good fortune and keeping away nightmares.



塵塚

CHIRIZUKA

Chirizuka, also known as the king of dust, is a yōkai that slightly resembles an *oni*. The main difference, other than its smaller size, is that it does not bear horns or tusks, but has long ears and whiskers instead. It is commonly dressed in used rugs and tends to wear a handmade crown on its head.

Far less powerful than an *oni*, a chirizuka is very arrogant and holds a sense of justice atypical to most yōkai. It likes to punish greedy, rich creatures or creatures that discard common household items that they no longer use.

Most tsukumogami view it as their king and will bow to its will. While it is not a great fighter, its sheer willpower can bend even the strongest individual.

CHIRIZUKA

Small fiend, neutral evil

Armor Class 14 (natural armor)
Hit Points 65 (10d6 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	16 (+3)	9 (-1)	12 (+1)	22 (+6)

Skills Deception +10, Stealth +2
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Senses passive Perception 11
Languages Common
Challenge 3 (700 XP)

King of Dust. As a bonus action, the chirizuka can awaken a mundane object within 60 feet of it and make one of its weapon attacks through it. This attack deals an extra 5 (1d10) psychic damage.

Pouch of Gold. The chirizuka carries a pouch filled with 10d10 gp.

Punish Greed. If a creature that carries more gold than the chirizuka attacks it, it has disadvantage on its attacks. Additionally, the creature is vulnerable to chirizuka's damage from its weapon attacks.

ACTIONS

Multiattack. The chirizuka makes three weapon attacks or two spell attacks.

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

Pocket Sand. *Ranged Weapon Attack:* +3 to hit, reach 15/60 ft., one target. *Hit:* 12 (2d10 + 1) piercing damage. On a hit, the target is blinded until the start of its next turn.

Bow to the King. The chirizuka orders everyone around it to bow to it. Willing creatures are knocked prone. The rest must make a DC 16 Charisma saving throw. On a failure, they take 16 (3d10) psychic damage and are knocked prone and paralyzed until the end of their next turn. On a success, they still suffer the same effects but after the end of their next turn they are immune to the effects of Bow to the King for the next 24 hours. Creatures that carry more gold than the chirizuka have disadvantage on the save.

REACTIONS

Swift Hands. If a creature makes an attack against the chirizuka within 10 feet of it, the chirizuka can steal items or coins worth up to 5d10 gp from it. The creature is unaware of this effect.

HASHIHIME

Medium fiend, neutral evil

Armor Class 14 (17 with mage armor)
Hit Points 209 (22d6 + 132)
Speed 30 ft., swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	23 (+6)	20 (+5)	16 (+3)	27 (+8)

Saving Throws Con +14, Int +13, Cha +16
Skills Arcana +13, Deception +24, Insight +11, Perception +11, Persuasion +16
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, grappled
Senses darkvision 120 ft., passive Perception 21, truesight 30 ft.
Languages Common
Challenge 26 (90,000 XP)

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

Spellcasting. The hashihime is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). The hashihime can cast disguise self at will and has the following wizard spells prepared:

Cantrips (at will): *prestidigitation*, *ray of frost*, *thaumaturgy*
1st level (4 slots): *mage armor**, *magic missile*, *shield*
2nd level (3 slots): *invisibility*, *mirror image*
3rd level (3 slots): *bestow curse*, *counterspell*, *dispel magic*,

fireball

4th level (3 slots): *banishment*, *death ward**, *fabricate*, *sickening radiance*

5th level (3 slots): *awaken*, *dream*, *scrying*

6th level (1 slot): *eyebite*, *globe of invulnerability*

7th level (1 slot): *finger of death*

8th level (1 slot): *power word stun*

9th level (1 slot): *power word kill*

*The hashihime casts these spells on itself before combat.

Weakness to Dolls. The hashihime will not attack a creature that carries a doll that resembles itself, it will attack the doll instead.

ACTIONS

Dagger. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Separation Touch. *Melee Spell Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 55 (10d10) necrotic damage.

LEGENDARY ACTIONS

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

Blink. The hashihime blinks out of existence and reappears at the start of its next turn in an unoccupied location of its own choice within 60 feet of its original position.

Cantrip. The hashihime casts a cantrip.

Minor Spell (Costs 2 Actions). The hashihime casts a spell with a level of 5 or lower.

HASHIHIME

Female humans in the past, living nightmares in the present, hashihime are truly sorrowful beings, as they turned into yōkai out of their own accord. Intense jealousy towards their (usually ex-) husbands made them perform twenty-one-night rituals that required starvation, immersing themselves in rivers and kindling the hate in their hearts; all in order to destroy their once loved ones. These rituals gave them ferocious magic powers, but imprisoned them in the very same waters where they wished to be reborn and unleash their wrath. Now condemned to haunt bridges, they carry five candles and wear their ceremonial garments, white face-paint and an iron trivet.

Locals that live near those bridges revere hashihime even though they are evil and often create dolls that resemble them as an offering to pay their respects.



A HASHIHIME'S LAIR

A hashihime's lair is an old and long bridge. It is bad luck to pass over a hashihime's bridge if you carry something on you or if you have something dear with you that you don't want separated from you. A couple that walks on the bridge may be cursed.

A hashihime in its lair has a challenge rating of 27 (105,000 XP).

LAIR ACTIONS

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

- The bridge cracks below all creatures of the hashihime's choice. The creatures must succeed on a DC 20 Strength saving throw or be restrained. Restrained creatures can repeat the saving throw at the end of each of their turns, ending the effects on a successful save.

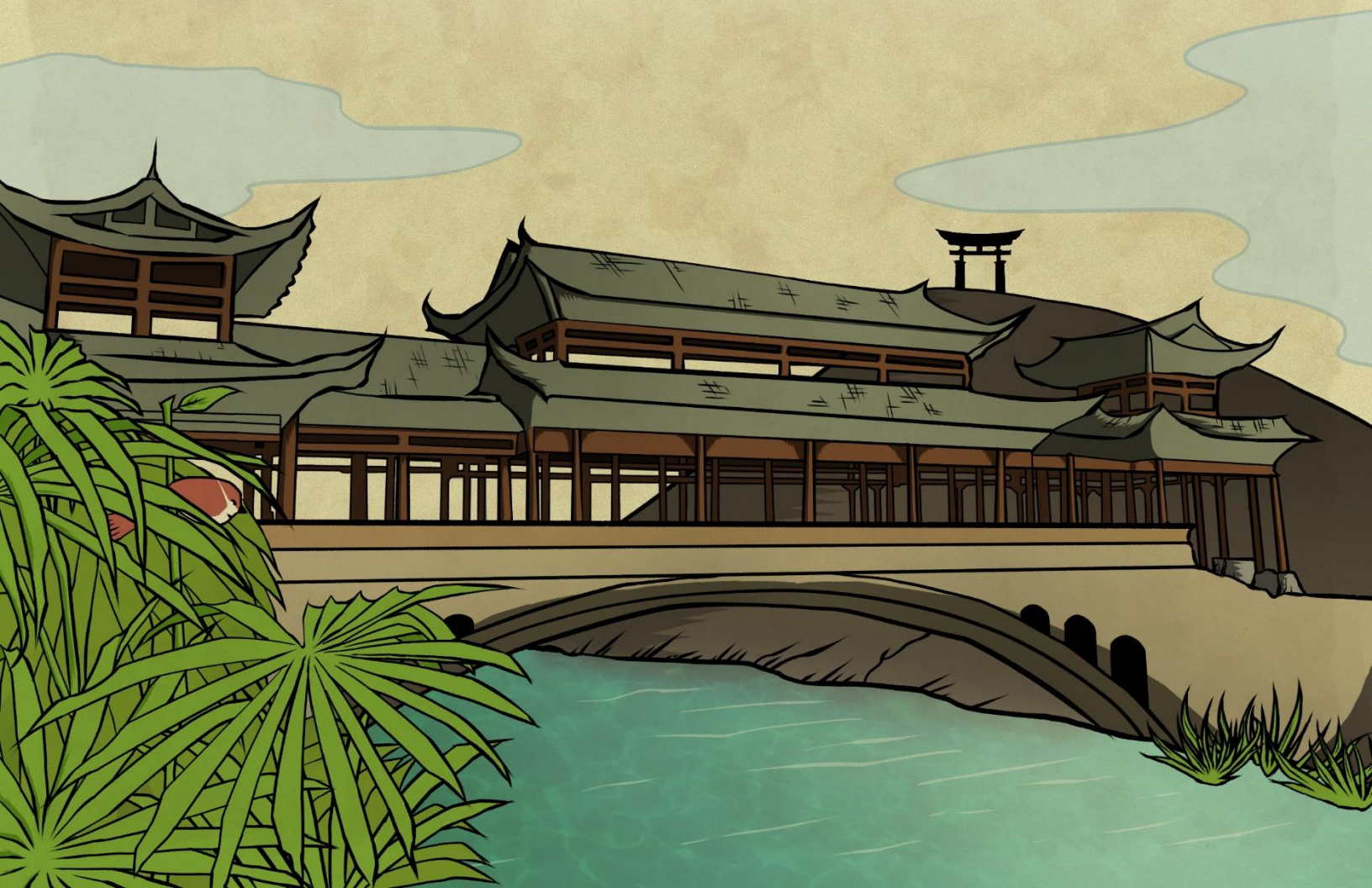
- Water around the bridge starts gathering in a bubble engulfing a creature that the hashihime can see. The water remains on the creature until the hashihime leaves its lair, or until the hashihime dies, or if a creature uses an action to break free. A creature within the water bubble suffers one level of exhaustion at the start of each of their turns. Additionally, a creature within the bubble can't speak.
- All creatures on the bridge except from the hashihime, must make a DC 20 Dexterity saving throw as necrotic energy starts gathering around them taking 27 (5d10) necrotic damage on a failed save or half as much on a success.

REGIONAL EFFECTS

The region containing a hashihime's lair is distorted by the hashihime's existence, which creates one or more of the following effects:

- Couples that pass from the bridge are cursed to break up within the next week.
- Creatures that the hashihime is jealous of cannot pass the bridge without an unfortunate event occurring to them.

If the hashihime dies, the curses are lifted immediately.



HINOWA

Hinowa are tormented spirits that committed despicable crimes in life. With Hell being their main habitat, they are often encountered on roads, mountain passes and occasionally villages, rolling around in search of impure souls. They are extremely agile and bestow powerful curses on anyone who dares to set eyes on them. When they defeat a victim, they capture them and drag them back to their hellish masters to be judged and damned. Then, they return to the world to continue their work, until the sins of their former lives have been redeemed.

The hinowa consist of two counterparts: kata-waguruma and wanyūdō.

KATA-WAGURUMA

Kata-waguruma appear as naked, long-haired female humans with scorched skin that ride on the circumference of flaming cart wheels, but it is almost as if they have become one with the flames.

Despite their sinister mission, there have been occasions where a kata-waguruma shows mercy if her victims exhibit honest remorse prior to their capture.



KATA-WAGURUMA

Medium fiend (devil), lawful evil

Armor Class 14
Hit Points 105 (14d8 + 42)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	16 (+3)	12 (+1)	7 (-2)	9 (-1)

Saving Throws Dex +7, Con +6

Skills Athletics +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses passive Perception 8

Languages Common, Infernal

Challenge 5 (1,800 XP)

Accursed Gaze. When a creature that can see the kata-waguruma's eyes starts its turn within 30 feet of the kata-waguruma, the kata-waguruma can force it to make a DC 15 Constitution saving throw if the kata-waguruma isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature's maximum and current hit points are halved (rounded down) until the creature completes a long rest. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save. Creatures within 10 feet of a creature that failed its saving throw against Accursed Gaze, are subjected to this saving throw as well, unless they have already made a saving throw against it within the last 24 hours.

Merciful. A creature that makes as DC 20 Charisma (Persuasion) check against the kata-waguruma can convince it to not attack it. If the creature fails, the kata-waguruma becomes immune to Charisma (Persuasion) checks for the next hour.

Rolling Death. Kata-waguruma's movement does not provoke attacks of opportunity and the kata-waguruma can walk through creatures. Additionally, whenever the kata-waguruma is in the same space as another creature, the creature must make a DC 15 Strength saving throw. On a failure, the creature takes 3 (1d6) points of fire damage for every 10 feet that the kata-waguruma moved in that turn plus 3 (1d6) points of bludgeoning damage. On a success, the kata-waguruma's speed is reduced to 0 until the start of its next turn and the creature takes half the damage.

ACTIONS

Multiattack. The kata-waguruma makes two ricochet attacks.

Ricochet. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 10 (3d6) fire damage. If the attack is successful, the kata-waguruma moves 10 feet in any direction of its choice without expending feet of movement.

Spin in Place. The kata-waguruma spins in place using up 40 feet of its speed, forcing a creature within 5 feet of it to make a DC 15 Dexterity saving throw. On a failure, the creature takes 7 (2d6) bludgeoning damage and an extra 35 (10d6) fire damage or half as much on a success. If the kata-waguruma has less than 40 feet of movement remaining on its turn, it cannot use this trait.

REACTIONS

Fling. When a creature attacks the kata-waguruma successfully, the kata-waguruma can move up to half of its speed away from its attacker.



WANYŪDŌ

Wanyūdō appear as giant male human heads trapped in the center of flaming cart wheels. Their heads are shaved in penance for sins during life.

Known to feed on humans against their masters' orders, they take sadistic pleasure in inflicting pain on others, even though they are supposed to repent. A single gaze in one's eyes is enough to bring calamity upon a whole family.

WANYŪDŌ

Medium fiend (devil), chaotic evil

Armor Class 15 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	16 (+3)	12 (+1)	7 (-2)	14 (+2)

Saving Throws Dex +7, Con +6
Skills Athletics +8, Intimidation +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities charmed, fire
Senses passive Perception 8
Languages Common, Infernal
Challenge 6 (2,300 XP)

Accursed Gaze. When a creature that can see the wanyūdō's eyes starts its turn within 30 feet of the wanyūdō, the wanyūdō can force it to make a DC 15 Constitution saving throw if the wanyūdō isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature's maximum and current hit points are halved (rounded down) until the creature completes a long rest. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save. Creatures within 10 feet of a creature that failed its saving throw against Accursed Gaze are subjected to this saving throw as well, unless they have already made a saving throw against it within the last 24 hours.

Merciless. If a creature attempts to charm the wanyūdō or attempts a Charisma check against it, the creature becomes vulnerable to fire damage dealt from the wanyūdō.

Rolling Death. Wanyūdō's movement does not provoke attacks of opportunity and the wanyūdō can walk through creatures. Additionally, whenever the wanyūdō is in the same space as another creature, the creature must make a DC 16 Strength saving throw. On a failure, the creature takes 3 (1d6) points of fire damage for every 10 feet that the wanyūdō moved in that turn plus 3 (1d6) points of bludgeoning damage. On a success, the wanyūdō's speed is reduced to 0 until the start of its next turn and the creature takes half the damage.

ACTIONS

Multiaction. The wanyūdō makes two ricochet attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d6+6) piercing damage plus 7 (2d6) fire damage. If the attack is successful, the creature is grappled by the wanyūdō (escape DC 16). When the wanyūdō attacks a grappled creature with its bite attack, the attack is automatically successful. The wanyūdō cannot attack a different creature with its bite attack while it is already grappling a creature.

Ricochet. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 6) bludgeoning damage plus 14 (4d6) fire damage. If the attack is successful, the wanyūdō moves 10 feet in any direction of its choice without expending feet of movement.

Spin in Place. The wanyūdō spins in place using up 40 feet of its speed, forcing a creature within 5 feet of it to make a DC 15 Dexterity saving throw. On a failure, the creature takes 7 (2d6) bludgeoning damage and an extra 35 (10d6) fire damage or half as much on a success. If the wanyūdō has less than 40 feet of movement remaining on its turn, it cannot use this trait.

REACTIONS

Fling. When a creature attacks the wanyūdō successfully, the wanyūdō can move up to half of its speed away from its attacker.



ITSUMADE

Itsumade are powerful beings that feed on the lamentation of the deceased. It is said that the suffering of the spirits of the dead gave form to these enormous creatures, as they desired recognition for their torment.

Showcasing a combination of avian and draconic body features, their faces resemble that of a human's, with a beak replacing the nose and the mouth, scarring the memories of anyone that witnesses them.

These gigantic entities only appear at night and only during disasters, screeching while soaring the skies to trepitate everything that is evil.

以真
津天

ITSUMADE

Gargantuan dragon, lawful good

Armor Class 17 (natural armor)
Hit Points 312 (25d20 + 50)
Speed 45 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	14 (+2)	18 (+4)	22 (+6)	24 (+7)

Saving Throws Con +8, Wis +12, Cha +13
Skills Perception +12, Persuasion +19
Damage Immunities cold, necrotic, bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhausted, frightened
Senses darkvision 120 ft., passive Perception 22
Languages all
Challenge 20 (25,000 XP)

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

Relentless. As long as the itsumade uses *Until When?* it does not need to sleep or eat to sustain itself. Additionally, it gains advantage against all saving throws.

The Dead's Lament. Every time a creature within 120 feet of the itsumade drops to 0 hit points, the itsumade recharges its *Last Breath*.

Until When? If the itsumade sees unfair death or injustice being done it emits a cry that reaches up to 500 feet around it. Creatures that can hear the itsumade must make a DC 20 Wisdom saving throw or be charmed by the itsumade. On a success, the creature is immune to this effect for the next 24 hours.

ACTIONS

Multiattack. The itsumade makes two claw attacks and then a beak attack or a tail attack.

Beak. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 43 (6d12 + 4) bludgeoning damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 31 (5d10 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 37 (6d10 + 4) slashing damage.

Last Breath (Recharge 6). The itsumade exhales negative energy in a 60-foot cone. Each creature in that area must make a DC 20 Charisma saving throw, taking 67 (15d8) cold damage on a failure. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points. This damage is not lethal and does not provoke death saving throws.

REACTIONS

Decision Made. When a creature attempts to cast an evocation spell to another creature within 120 feet of the itsumade that has 0 hit points, the itsumade can attempt to dispel the magic. The itsumade makes a Charisma (Intimidation) check against a DC of 10 + the evocation spell's level. On a success, the spell is dispelled. On a failure nothing happens.

LEGENDARY ACTIONS

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

Attack. The itsumade makes a tail or beak attack.

Fly Away. The itsumade moves up to half of its speed without provoking attacks of opportunity.

Stronger by Death. The itsumade lets out a howl. For each creature that has 0 hit points within 30 feet of the itsumade, the itsumade regains 16 (3d10) hit points.

JORŌGUMO

Medium monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 97 (15d8 + 30)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	14 (+2)	19 (+4)	12 (+1)	16 (+3)

Saving Throws Dex +7, Int +6

Skills Perception +3, Persuasion +7

Senses blindsight 20 ft., darkvision 120 ft., passive Perception 13

Languages Common

Challenge 4 (1,100 XP)

Explosive Spiderlings. If a *giant spider*, a *spider*, or a *swarm of spiders* is reduced to 0 hit points within 30 feet of the jorōgumo, they explode and creatures within 5 feet of the exploding spiders must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) fire damage. A creature can take damage from this effect once per turn.

Shifting Spider. The jorōgumo can use its action to polymorph into a Medium female humanoid or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Spider Queen. The jorōgumo can control *giant spiders*, *spiders* or *swarms of spiders* that it can see as a bonus action on its turn.

Web Sense. While in contact with a web, the jorōgumo knows the exact location of any other creature in contact with the same web.

Web Walker. The jorōgumo ignores movement restrictions caused by webbing.

Web Weaver. The jorōgumo can cast the spell *web* at will with a casting time of 10 minutes. Additionally, the web is invisible. Creatures within the jorogumo's web are paralyzed until the start of their next turn when hit by jorogumo's bite attack.

ACTIONS

Multiattack. The jorōgumo makes one bite attack and one web attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 18 (4d8) poison damage.

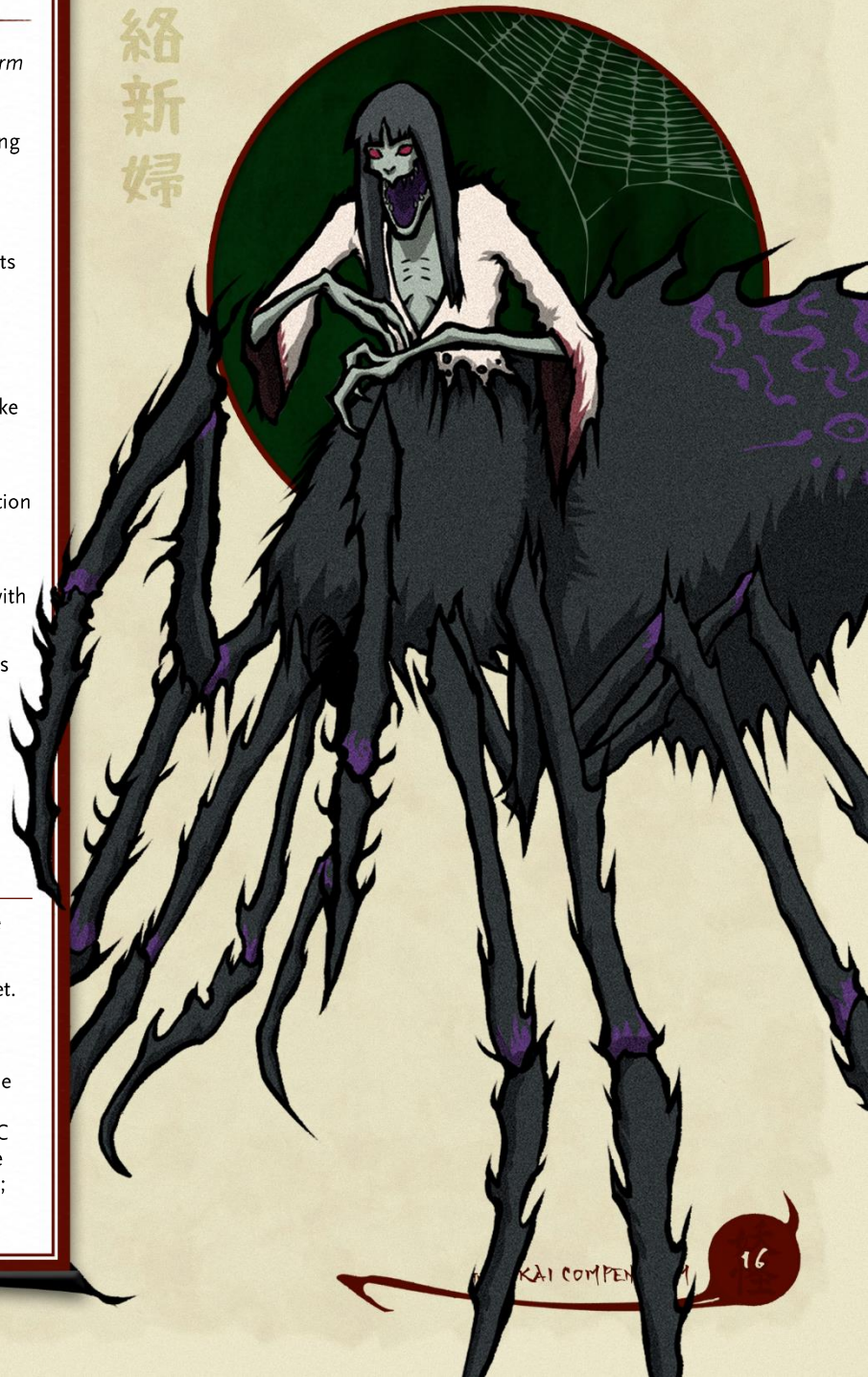
Web. *Ranged Weapon Attack:* +7 to hit, reach 30/60 ft., one Large or smaller creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

JORŌGUMO

If somehow a golden orb-weaver reaches 400 years of age, it develops magical powers and begins to feed on bigger prey instead of insects. That's when a jorōgumo comes to exist; a hideous, venomous predator with a spider's lower body and a distorted female human's top.

Nesting anywhere from forests and caves to rural and urban areas, the jorōgumo possess cunning intelligence. They are skillful deceivers that can shapeshift into young, beautiful female humanoids and their diet primarily consists of young male humanoids looking for love. The victims are lured into the nests by being promised affection, never to be seen again. Furthermore, jorōgumo are unrivaled web spinners that can control lesser spiders which magically burst into flames; it seems they are also avid skeleton collectors...

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KAPPA

Sometimes a friend, others an enemy, the kappa is a reptilian humanoid creature with green skin, a turtle-like shell on its back and a dent on its head that holds water. It lives in swamps and reeks like dead fish. It is said that if the water on its dent evaporates or spills, the kappa loses a lot of its strength.

Although kappa are generally the size of a human child, they are physically stronger than a grown man. They are notorious for harassing and playing pranks on unsuspected victims and they can even turn violent if things do not go their way, practicing martial arts like sumo wrestling. Despite that, there are also kappa that befriend other creatures and play board games with them. Needless to say, their behavior is quite unpredictable.

What makes these creatures even more peculiar is their involvement with... anuses. However odd it might seem they actually have three anuses themselves - which make them gas a lot and therefore smell so bad - and they consider raw anal innards a delicacy. That is because they believe in the existence of "shirikodama" - a mystical ball of flesh located at the tip of the anus which is thought to store a creature's soul.

They also love cucumbers.



KAPPA

Small humanoid (reptilian), any chaotic alignment

Armor Class 11 (natural armor)

Hit Points 78 (12d6 + 36)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	17 (+3)	14 (+2)	15 (+2)	11 (+0)

Saving Throws Str +5

Skills Athletics +7, Medicine +4

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1/2 (100 XP)

Amphibious. The kappa can breathe air and water.

Water-friendly. While on solid ground, away from water, the kappa has disadvantage on attack rolls. While in water or a swamp the kappa has advantage on attack rolls and can use its swim speed to move instead of its normal speed.

Water-head. Whenever the kappa takes damage, it must make a DC 10 Constitution saving throw. On a success, nothing happens. On a failure, its current hit points are halved (rounded down).

Wrestling Expert. When the kappa attacks a creature whose speed is 0, it deals max damage. Additionally, the kappa can attempt to grapple a creature as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Punch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

REACTIONS

Suplex. When a creature that is grappled by the kappa hits it with a melee weapon attack, the creature must make a DC 12 Strength saving throw. On a success, the creature attacks normally. On a failure, after the creature deals damage, it moves to an unoccupied space of the kappa's choice within 5 feet of the kappa and takes 9 bludgeoning damage.

KITSUNE

Kitsune are masters of disguise and powerful spellcasters. In their early societal stages, their true form is identical to that of a simple fox, which allows them to hide in plain sight. They are master illusionists and can be categorized in two groups: zenko (good-willed kitsune) and the nogitsune (mischievous kitsune).

Zenko are usually protectors of the weak and statues depicting them can be found in many temples. It is said that they can ward off evil spirits and other yōkai. They tend to punish wicked members of the church, merchants that profit off from the poor and drunkards.

Nogitsune love to play pranks against unsuspecting creatures and use their illusionary powers to trick them or drain the life force out of them.

Kitsune have five social ranks, but only zenko can progress to the third rank and upward.

ASHIREIKO

If kitsune reach the age of fifty, they begin their training to develop wizardry; that is when ashireiko come to be. Their bodies remain unaltered and their magical skills are still weak, only being able to charm others and polymorph into humanoid creatures.

阿紫
靈狐

ASHIREIKO

Small beast, any alignment

Armor Class 13
Hit Points 13 (3d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	9 (-1)	12 (+1)	15 (+2)

Skills Deception +4, Persuasion +4
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 11
Languages understands Common but cannot speak
Challenge 1/4 (25 XP)

Humanoid Shapechanger. The ashireiko can use its action to polymorph into a Small or Medium humanoid creature it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) piercing damage.

Charm Person (1/Day when in Humanoid Form). The ashireiko can cast *charm person* with a DC of 12.

CHIKO

At around the age of one hundred, kitsune sprout additional tails and become chiko, eventually growing up to nine tails along the span of four hundred years, and after intense ascetic practice, their magical abilities become noticeably stronger.

No matter how many years pass or how powerful they become, nogitsune are unable to advance beyond this rank.

地
狐



CHIKO

Small celestial, any alignment

Armor Class 15 (magical fur)
Hit Points 22 (4d8 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	13 (+1)	14 (+2)	17 (+3)

Skills Deception +5, Perception +4, Persuasion +5
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 14
Languages Celestial, Common
Challenge 1 (200 XP)

Humanoid Shapechanger. The chiko can use its action to polymorph into a Small or Medium humanoid creature, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

At will: *dancing lights*, *minor illusion*
1/day each: *charm person*, *magic missile*, *misty step*, *shield*

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (1d10 + 3) piercing damage.

REACTIONS

Magical Fur. When a creature misses a melee weapon attack against the chiko, it can cast one of its spells with a casting time of an action or bonus action.



気狐

KIKO

After zenko reach five hundred years of age, their fur becomes slightly brighter and their bodies more spiritual. Their magical powers are much greater than before, but they now possess high self-restraint and often provide aid to worthy creatures. Some kiko even fall in love with humanoids and remain disguised in order to live with them.

KIKO

Medium celestial, chaotic good

Armor Class 14 (17 with mage armor)
Hit Points 91 (14d8 + 28)
Speed 45 ft.

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

Saving Throws Dex +7, Wis +5
Skills Arcana +5, Deception +7, Perception +5, Persuasion +7
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 15
Languages Celestial, Common
Challenge 7 (2,900 XP)

Humanoid Shapechanger. The kiko can use its action to polymorph into a Small or Medium humanoid creature, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or

carrying isn't transformed. It reverts to its true form if it dies.

Spellcasting. The kiko is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The kiko has the following wizard spells prepared:

Cantrips (at will): *guidance*, *thaumaturgy*
 1st level (4 slots): *bane*, *mage armor**, *sanctuary*
 2nd level (3 slots): *blindness/deafness*, *hold person*
 3rd level (3 slots): *clairvoyance*, *counterspell*, *fly*
 4th level (3 slots): *banishment*, *greater invisibility*
 5th level (1 slot): *modify memory*

*The kiko casts these spells on itself before combat.

Spirit Fox. The kiko has transcended mortality and no longer does it need to eat, sleep or drink water to sustain itself.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 8 (1d10 + 3) piercing damage plus an extra 16 (3d10) psychic damage.

REACTIONS

Ethereal Leap. When a creature misses a melee weapon attack against the kiko, it can enter the Ethereal Plane until the start of its next turn.

天狐



TENKO

Upon reaching one thousand years of life, zenko become tenko. Their bodies are now completely spiritual and their true form depends solely on what they want it to be. Noble in nature, they possess magnificent clairvoyance and spellcasting skills and aim to help those in need. Because of that, humanoids tend to revere them as gods.

TENKO

Medium celestial, neutral good

Armor Class 17 (natural armor)
Hit Points 147 (14d12 + 56)
Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	19 (+4)	17 (+3)	24 (+7)	22 (+6)

Saving Throws Dex +10, Con +9, Wis +12, Cha +11
Skills Arcana +8, Intimidation +11, Perception +12, Persuasion +11

Damage Immunities necrotic, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 22, truesight 60 ft.

Languages all, telepathy 120 ft.
Challenge 16 (15,000 XP)

Divine Fox. Whenever the tenko deals radiant damage it regains hit points equal to as much radiant damage as it dealt.

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

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

Spellcasting. The tenko is a 16th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The tenko has the following spells prepared:

Cantrips (at will): *guidance, thaumaturgy*
 1st level (4 slots): *bane, sanctuary*
 2nd level (3 slots): *detect thoughts, hold person, mirror image*
 3rd level (3 slots): *clairvoyance, counterspell, dispel magic*
 4th level (3 slots): *banishment, dimension door, greater invisibility*

5th level (3 slots): *modify memory, scrying*
 6th level (1 slot): *globe of invulnerability, mass suggestion*
 7th level (1 slot): *simulacrum, teleport*
 8th level (1 slot): *dominate monster, sunburst*

Spirit Fox. The tenko has transcended mortality and no longer does it need to eat, sleep or drink water to sustain itself.

ACTIONS

Multiattack. The tenko can cast a spell and then use divine touch.

Divine Touch. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) radiant damage. The target must succeed on a DC 19 Charisma saving throw or take an extra 21 (3d10 + 5) necrotic damage and be stunned until the end of their next turn. On a success, they take half as much damage and are not stunned.

REACTIONS

Ethereal Leap. When a creature misses a melee weapon attack against the tenko, it can enter the Ethereal Plane until the start of its next turn.

LEGENDARY ACTIONS

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

Attack. The tenko makes one divine touch attack.

Protect (Costs 2 Actions). The tenko can cast *dimension door*, or *sanctuary* on itself.

Divine Judgement (Costs 3 Actions). The tenko explodes in radiant energy taking 55 (10d10) radiant damage. Creatures within 30 feet of the tenko must make a DC 19 Constitution saving throw. On a failure, they take as much radiant damage as the tenko took from using Divine Judgement. If the tenko drops to 0 hit points, it does not regain hit points from Divine Fox.

KŪKO

When zenko have lived for over three thousand years, they can entirely subtract themselves from the materialistic plane and inhabit the skies. They typically take on large humanoid appearances with fox faces and lose all of their tails. Their magical skills far surpass those of their predecessors and they are able to see the future.

Although kūko are the most powerful among all kitsune, their social rank comes second after the tenko, as they are considered to be retired, and they now exist as divine beings that oversee the world's prosperity.



KŪKO

Large celestial, lawful good

Armor Class 22 (natural armor)

Hit Points 370 (20d20 + 160)

Speed 30 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	26 (+8)	19 (+4)	28 (+9)	30 (+10)

Saving Throws Str +11, Dex +13, Con +16, Wis +17, Cha +18

Skills Arcana +12, History +12, Intimidation +18, Perception +17, Persuasion +18, Religion +12

Damage Immunities necrotic, bludgeoning, piercing, radiant and slashing from nonmagical attacks

Condition Immunities charmed, paralyzed, stunned

Senses passive Perception 27, truesight 120 ft.

Languages all, telepathy 6000 ft.

Challenge 28 (120,000 XP)

All-seeing Fox. The kūko has 3 reactions per turn.

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

Innate Spellcasting. The kūko's spellcasting ability is charisma (spell save DC 26, +16 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *blur*, *clairvoyance*, *major image*, *invisibility*, *protection from evil and good*

3/day each: *counterspell*, *disintegrate*, *dominate person*, *dream*, *mislead*

2/day each: *greater invisibility*, *mirage arcane*, *power word stun*, *programmed illusion*, *sunburst*

1/day each: *meteor swarm*, *simulacrum*

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

Spirit Fox. The kūko has transcended mortality and no longer does it need to eat, sleep or drink water to sustain itself.

Void Fox. Creatures within 30 feet of the kūko are vulnerable to radiant damage.

ACTIONS

Multiattack. The kūko can cast a spell and then use void touch.

Void Touch. *Melee Spell Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 43 (6d10 + 10) radiant damage. The target must succeed on a DC 26 Charisma saving throw or take an extra 43 (6d10 + 10) necrotic damage and be stunned until the end of their next turn. On a success, they take half as much damage and are not stunned.

REACTIONS

Ethereal Burst. When a creature misses a melee weapon attack against the kūko, it can enter the Ethereal Plane until the start of its next turn. When the kūko leaves the Material Plane, creatures within 15 feet of the spot where the kūko stood must succeed on a DC 26 Constitution saving throw or take 35 (10d6) fire damage.

LEGENDARY ACTIONS

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

Attack. The kūko makes one void touch attack.

As Above (Costs 2 Actions). The kūko can cast a spell on the Material Plane while it is in the Ethereal Plane.

So Below (Costs 3 Actions). The kūko can move a creature into the Ethereal Plane that it can see within 30 feet of it. The creature must succeed on a DC 26 Intelligence saving throw. On a failure, the creature enters the Ethereal Plane until it succeeds on a DC 26 Intelligence saving throw at the end of each of its turns.

KUROTE

Large giant, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 187 (15d10 + 105)

Speed 45 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	25 (+7)	11 (+0)	14 (+2)	12 (+1)

Saving Throws Str +10, Dex +7, Con +11

Skills Deception +5, Perception +6, Stealth +7, Sleight of Hand +11

Condition Immunities charmed, frightened, paralyzed, stunned

Senses darkvision 30 ft., passive Perception 16

Languages Common, Giant

Challenge 11 (7,200 XP)

Hairy Demise. If the kurote dies, its body disintegrates in a puff of smoke, leaving behind only equipment the kurote was wearing or carrying.

Standing Jump. If the kurote is on the ground, it can jump vertically a number of feet equal to its remaining speed. The kurote can remain at the peak of its jump until the end of its next turn.

Toilet Hand. The kurote has a reach of 30 feet. If it attacks a surprised creature, the creature is vulnerable to kurote's damage.

ACTIONS

Multiattack. The kurote makes three melee attacks or uses its Quilt attack and then makes two melee attacks.

Swipe. *Melee Weapon Attack:* +10 to hit, reach 30 ft., one target. *Hit:* 28 (4d10 + 6) slashing damage.

Quilt. The kurote can choose a creature within 45 feet of it to throw a quilt at. The creature must succeed on a DC 16 Strength saving throw. On a failure the creature is pulled towards the kurote.

REACTIONS

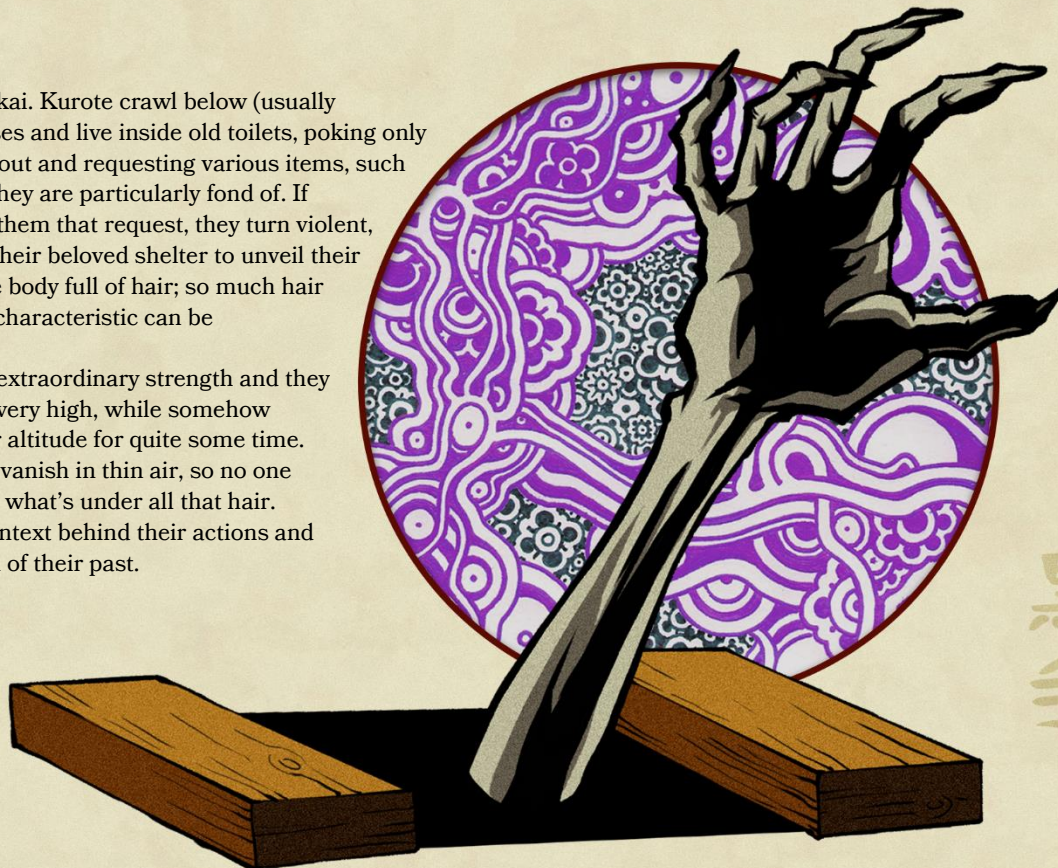
Wrapped Runner. When a creature provokes an attack of opportunity, the kurote can use its Quilt attack first before it uses its swipe.

KUROTE

A very bizarre yōkai. Kurote crawl below (usually abandoned) houses and live inside old toilets, poking only one slender arm out and requesting various items, such as quilts, which they are particularly fond of. If someone denies them that request, they turn violent, emerging out of their beloved shelter to unveil their true form: a large body full of hair; so much hair that not a single characteristic can be distinguished.

They possess extraordinary strength and they are able to jump very high, while somehow maintaining their altitude for quite some time. When slain, they vanish in thin air, so no one ultimately knows what's under all that hair.

There is no context behind their actions and nothing is known of their past.



黒手

NINGYO

Ningyo resemble merfolk for the most part, but are more fish than humanoid. They have sharp claws, typically form schools and travel together in large oceans.

Though ningyo tend to avoid combat, they are skilled fighters and can get extremely aggressive if someone tries to harm them. They are able to control water and form sharp spears with it and their tail muscles are so strong that anyone can get knocked out upon getting hit by them.

Hunted. It is said a ningyo's flesh grants eternal youth if consumed, making their hunting a common occurrence. However, in doing so, one can end up cursed for the rest of their lives as a form of equivalent exchange.



NINGYO

Medium humanoid (merfolk), neutral

Armor Class 15 (scales)

Hit Points 130 (20d8 + 40)

Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	15 (+2)	8 (-1)	14 (+2)	14 (+2)

Saving Throws Dex +7, Con +5

Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 20 ft., passive Perception 12

Languages Aquan, Common

Challenge 8 (3,900 XP)

Amphibious. The ningyo can breathe air and water.

Claws of the Sea. If the ningyo attacks a grappled creature, it can make 1 extra claw attack against that creature as a part of its multiattack.

Flesh of Wonders. If a creature makes a successful bite attack against the ningyo or if a creature consumes ningyo's flesh it gains eternal youth.

Tailwhip. If the ningyo moves at least 20 ft. straight toward a target and then hits it with a tail attack on the same turn, the target takes an extra 18 (4d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be grappled (escape DC 15).

ACTIONS

Multiattack. The ningyo makes two melee weapon attacks.

Aquatic Spear. *Ranged Weapon Attack:* +7 to hit, reach 120/600 ft., one target. *Hit:* 42 (7d10 + 4) piercing damage. This damage counts as magical. On a hit, the creature is pinned by the aquatic spear and its speed becomes 0 until it, or a creature within 5 feet of it, uses an action to make a successful DC 15 Strength (Athletics) check.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage and an extra 9 (2d8) necrotic damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

REACTIONS

Ningyo's Curse. If the ningyo's flesh is consumed while the ningyo is alive, it places a horrible curse against all creatures that wounded it within the last 24 hours. Affected creatures' maximum hit points are reduced by 1 every dawn as long as the creature is cursed. Once a creature's maximum hit points are 0, the creature is dead and cannot be revived. *Remove curse* or similar spells can remove this curse.

Strangulation. If a creature grappled by the ningyo escapes, the ningyo can immediately make a tail attack against it. On a hit, the creature is grappled again (escape DC 15).

NURIKABE

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 266 (28d10 + 112)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	2 (-4)	19 (+4)	4 (-3)	8 (-1)	2 (-4)

Saving Throws Con +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, lightning, poison, thunder

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

Senses passive Perception 9

Languages —

Challenge 8 (3,900 XP)

Crumbling Wall. If an attack deals more than 30 damage to the nurikabe, the space where the attack landed crumbles and allows a Medium or smaller creature to walk through to the other side.

Dispelling Secret. If a creature taps on the ground in front of the nurikabe with a stick three times in succession as an action, the nurikabe disappears.

Invisible Wall. The nurikabe is a horizontal and vertical invisible barrier that is 15 feet thick. If a creature attempts to walk through nurikabe, it is pushed to one side of the nurikabe (nurikabe's choice which side). Nothing can physically pass through the nurikabe when the nurikabe is unharmed. A *disintegrate* spell destroys the nurikabe instantly, however. The nurikabe's form also extends into the Ethereal Plane, blocking ethereal travel through the wall.

Reflective Surface. When a creature attacks the nurikabe with a melee weapon attack or a spell attack, the nurikabe deals the same amount of damage to the creature. Even if the creature misses the attack, it must still roll damage and take that amount.

ACTIONS

Self-repair. The nurikabe regains 10 hit points.

NURIKABE

Nurikabe are living walls encountered in dungeons and dark alleys of urban areas.

They materialize mysteriously in front of travelers, who are initially driven to insanity, as the nurikabe can become invisible and seemingly extend themselves as far to the left and right and as high and low as one might try to go. If one tries to force their way through, they will only bring calamity upon themselves.

There is, however, a way to get past them that only a few academics or librarians know of...



ŌMUKADE

The visage of these giant yōkai has always sent shivers down the spines of the few unfortunate souls who happened to encounter them. For many of them it was the last thing they felt... if they were lucky.

It is said that standing before one of them is a sight right out of the most horrifying nightmare and that even if you survive your mind may never recover.

Ōmukade inhabit any humid place big enough to facilitate them. They look like centipedes, but their exact size has never been measured. Their terrifying strength can sculpt the land and snuff out even the brightest life in mere instants; even dragons fear them. Their exoskeleton is so hard that no weapon can pierce it. They do have one weakness though: human saliva is toxic to them and a weapon coated with it may be able to injure them.

Wise old scholars have claimed that one who would willingly seek out this foe has gone beyond the boundaries of bravery and is now driven purely by madness and wishes of an agonizing death.

ŌMUKADE

Gargantuan monstrosity, unaligned

Armor Class 25 (exoskeleton)
Hit Points 307 (15d20 + 150)
Speed 50 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	21 (+5)	30 (+10)	4 (-3)	12 (+1)	8 (-1)

Saving Throws Str +18, Dex +13, Con +18
Damage Immunities force, bludgeoning, piercing, and slashing
Damage Vulnerabilities bludgeoning, piercing, and slashing damage made with weapons coated in human saliva
Senses blindsight 60 ft., passive Perception 11, tremorsense 60 ft.
Languages —
Challenge 25 (75,000 XP)

Dragon Slayer. The ōmukade's attacks against dragons count as critical hits.

Horrible Visage. When a creature sees the ōmukade, it must succeed on a DC 20 Wisdom saving throw or take 55 (10d10) psychic damage and be frightened of the ōmukade until the ōmukade is killed. An affected creature can repeat their saving throw at the end of each of its turns, ending the effects on a success.

Toxic Centipede. The ōmukade's attacks are magical. When the ōmukade hits any creature, it deals an extra 27 (5d10) acid damage (included in the attack).

Tunneler. The ōmukade can burrow through solid rock at half its burrow speed and leaves a 20-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The ōmukade makes three attacks: one with its bite and two its stinger.

Bite. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 29 (3d12 + 10) piercing damage and an extra 27 (5d10) acid damage. If the target is a Large or smaller creature, it must succeed on a DC 26 Dexterity saving throw or be swallowed by the ōmukade. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the ōmukade, and it takes 27 (5d10) acid damage at the start of each of the ōmukade's turns. If the ōmukade takes 50 damage or more on a single turn from a creature inside it, the ōmukade must succeed on a DC 26 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 ōmukade. If the ōmukade dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Stinger. *Melee Weapon Attack:* +18 to hit, reach 60 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage make a DC 26 Constitution saving throw, taking 27 (5d10) acid damage on a successful save, or max damage (50 acid damage) on a failed one.

REACTIONS

Regurgitate. When the ōmukade takes damage, it can choose to regurgitate all swallowed creatures violently, throwing them all in a space within 30 feet of it. The creatures take 10 (3d6) bludgeoning damage and an extra 27 (5d10) acid damage.

大百足



ONI

Most creatures know an *oni* (see *Monster Manual*[®]) when they see it.

They are born when truly wicked humans die and their distinctive characteristics are their horns and fang-like tusks, but they come in many different forms and possess many different abilities.

AMANOJAKU

Considered to be the weakest *oni* variation by many, an amanojaku can prove itself to be as dangerous as its cousins if underestimated. Unable to shapeshift like other *oni*, they developed very brutal methods in order to disguise themselves, as they are known to flay and wear the skin of their victims. Furthermore, they magically cause mental harm to anyone around them, but as soon as they get found out, they tend to flee.

Their small bodies are red, they have sharp claws and fangs and their face resembles that of a human, except for a tiny horn protruding from the top of their heads. They also seem to be... cross-eyed?



AMANOJAKU

Small fiend (demon), chaotic evil

Armor Class 14
Hit Points 63 (14d6 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	13 (+1)	6 (-2)	9 (-1)	8 (-1)

Skills Acrobatics +6, Deception +1
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Common
Challenge 3 (700 XP)

Dress in Flesh. The amanojaku can take 10 minutes to flay a dead creature that is Medium or smaller and wear its skin, taking its form. Another creature can see through this disguise by succeeding on a Wisdom (Insight) check contested by the amanojaku's Charisma (Deception) check. The amanojaku gains a +5 bonus to its check. If the amanojaku takes up to 10 cold damage in one hit or is thrown into running water, the disguise is washed away. Alternatively, the amanojaku can remove the disguise as an action.

Rip Disguise. If the amanojaku is in disguise and attacks a non-hostile creature, the attack counts as a critical hit. The amanojaku's disguise is then removed.

Spiritual Pollution. Creatures within a 500-foot radius area of the amanojaku are mentally affected. Every hour they must succeed on a DC 9 Wisdom saving throw or have their Wisdom score reduced by 1. A creature can regain their lost Wisdom by taking a long rest while outside of the affected area. If a creature's Wisdom score is reduced to 0 in this way, the creature goes completely insane and is set on a rampage against anyone they can see.

The Enemy you Fear. The amanojaku deals an extra 11 (2d10) psychic damage on its attacks once per turn against creatures that have reduced Wisdom score.

ACTIONS

Multiattack. The amanojaku makes two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) slashing damage.

REACTIONS

Tactical Retreat. When a creature hits the amanojaku successfully with a melee weapon attack, the amanojaku can move up to half of its speed without provoking attacks of opportunity.



DODOMEKI

Large fiend (demon), any non-good alignment

Armor Class 12 in humanoid form, 16 (natural armor) in *oni* and hybrid form

Hit Points 207 (18d10 + 108)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	11 (+0)	23 (+6)	8 (-1)

Skills Athletics +12, Perception +14, Sleight of Hand +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic

Condition Immunities frightened, grappled, poisoned

Senses blindsight 120 ft., passive Perception 24

Languages Abyssal, Common

Challenge 12 (8,400 XP)

Fumes and Flames. At the start of each of its turns, the dodomeki deals 5 poison damage and 5 fire damage to all creatures within 10 feet of it.

Hundredth Eye. The dodomeki cannot be surprised even if it is asleep. Additionally, the dodomeki is vulnerable to the damage of critical hits from weapon attacks that deal piercing damage.

Hybrid Shapechanger. The dodomeki can use its action to polymorph into a Medium *oni*-humanoid hybrid, a Small or Medium humanoid it has seen, or back into its true form. 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.

DODOMEKI

A vicious creature, not to be taken lightly because of its unalarming disguise. Once human, the dodomeki are cursed women that took a liking to the act of theft, but died young.

Their wicked actions led to their dying bodies stretching over ten feet in height and sprouting hundreds of small eyeballs. Their arms are long, ending in clawish hands.

Apart from high physical strength, the dodomeki are capable of emitting fire and poison as well as shapeshifting into humanoids to conceal their hideous looks and survive.

One strange thing that distinguishes the dodomeki from other *oni* is their diet - they eat like humans do - in addition to the fact that there have been reports of dodomeki actually not being hostile.

ACTIONS

Multiattack. The dodomeki makes two claw attacks and one bite attack if it can.

Bite. (True Form Only). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 27 (3d12 + 8) bludgeoning damage.

Claw (True or Hybrid Form Only). *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 24 (3d10 + 8) slashing damage.

Fuming Flames (Recharge 5-6). The dodomeki exhales fire and poison in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 28 (8d6) fire damage and 28 (8d6) poison damage on a failed save, or half as much damage on a successful one. Additionally, all creatures that are hit by this attack are poisoned and are on fire taking 3 (1d6) fire damage at the start of each of their turns for the next minute. They can put out the fire if they use an action to do so or a creature within 5 feet of them does.

REACTIONS

Scars Undone. If an attack or a spell deals damage that reduces the dodomeki below half of its maximum hit points (rounded down), the attack or spell deals no damage instead.

LEGENDARY ACTIONS

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

Attack. The dodomeki makes one bite attack if it can.

Inhale (Costs 2 Actions). The dodomeki inhales fire and poison from creatures that suffer from the effects of the Fuming Flames. For each creature within 30 feet of the dodomeki that is on fire or poisoned, the dodomeki regains 5 hit points. After dodomeki uses Inhale, creatures within 30 feet of the dodomeki are no longer poisoned or on fire.

Recharge (Costs 2 Actions). The dodomeki's Fuming Flames recharge.

HANNYA

Hannya, are female demons that used to be human women who have been transformed into *oni*, either out of intense jealousy, wicked crimes, or a terrible grudge that twists the soul into pure hatred. They retreat from common society into more secluded places where they continue to perpetrate their wicked deeds and undergo a series of transformations until they reach their final form through their spite.

They can be found living in remote caves, abandoned houses, or along mountain roads where they receive a steady supply of victims.

A hannya has three grades: Namanari, Chūnari and Honnari.

NAMANARI

When human women get consumed by jealousy, their emotions are enough to curse their own selves. This curse ignites a transformation similar to a moth's evolution.

Being the first form of the Hannya, Namanari still resemble human women, but have small horns and wear masks to hide their shifting facial characteristics. They use magic to perform their deeds and summon spirits to attack their victims.

Namanari are not completely evil and there is still a chance for them to return to human life, as it is said that a simple tender kiss from a creature they grow fond of is enough to break their curse.



NAMANARI

Medium humanoid (human), chaotic neutral

Armor Class 13
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	9 (-1)	11 (+0)	16 (+3)

Skills Deception +5, Persuasion +5
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 2 (450 XP)

Bitter Jealousy. The namanari has advantage on its attacks against female creatures.

Reclaim Humanity. A namanari can reclaim its humanity if a creature charms it and uses an action to kiss it. Alternatively, *remove curse* or other similar magic can also break the namanari's curse.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and an extra 11 (2d10) necrotic damage.

Summon Spirit. The namanari summons a transparent paper lantern spirit that shares the namanari's stat block except that it has 1 hit point. The namanari can control the spirit as a bonus action on its turn. If the spirit dies, the namanari takes 2 (1d4) points of cold damage.

REACTIONS

Return the Favor. When a creature hits the namanari with a melee weapon attack, the namanari can attempt to charm it with a kiss. The creature must make a DC 13 Wisdom saving throw. On a failure, they are charmed. On a success, they are not charmed but they take 5 (1d10) piercing damage.

CHŪNARI

Chūnari are mid-level demons; part human, part *oni*, their appearance consists of long, sharp horns, tusk-like fangs and masks that slowly morph into their faces.

Their magic is more powerful than their predecessors. Their skin hardens and they no longer need the aid of spirits as they become proficient with agile weapons which they infuse with their magic.

Nevertheless, chūnari are still vulnerable to religious chants and skilled individuals are able to break their curse... but they will never be the same as they used to...



CHŪNARI

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	11 (+0)	13 (+1)	20 (+5)

Saving Throws Dex +8, Con +7, Cha +9

Skills Deception +9, Insight +5, Perception +5, Persuasion +9

Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 15

Languages Common

Challenge 11 (7,200 XP)

Cling to Humanity. A chūnari can reclaim part of its humanity if *remove curse* is cast on it. Because the curse is at a late stage, the caster must make a DC 20 ability check using their spellcasting ability. On a success, the chūnari's alignment changes to neutral good. On a failure nothing happens. The chūnari cannot regain its humanity back unless a *wish* or *divine intervention* is used.

Serrated Blade. When the chūnari hits a creature with its shortsword, as a bonus action it can dig the blade deeper

and infuse it with its fiendish energy. The creature is vulnerable to chūnari's next shortsword attack.

ACTIONS

Multiattack. The chūnari makes two bladed fan attacks or four attacks with its shortsword.

Bladed Fan. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) slashing damage and an extra 9 (2d8) necrotic damage.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

REACTIONS

Harden Skin. When a creature successfully hits the chūnari, it can harden its skin increasing its AC by 1. The AC increase stacks up to a maximum of 20 and only goes away on a long rest.

LEGENDARY ACTIONS

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

Attack. The chūnari makes one bladed fan attack or one shortsword attack.

Cursed Mask (Costs 2 Actions). The chūnari can look at a creature within 60 feet of it that can see it. The creature must succeed on a DC 17 Wisdom saving throw or be paralyzed until the end of its next turn.

Regenerate (Costs 2 Actions). The chūnari regains 14 (2d10 + 3) hit points.



HONNARI

When chūnari fully succumb to their jealousy and envy, they turn into honnari. Having reached the final stage of their metamorphosis, these terrifying creatures are no longer part human, and are instead serpentine monstrosities capable of casting powerful magic and spitting fire. They have given into their jealousy to such a degree that there is now no way to calm their fury other than killing the once-human creature.

Having lost any cause and unable to hide in plain sight anymore, they lurk in caves until nightfall, only to emerge and spread terror to anyone they encounter.

HONNARI

Large fiend (demon), chaotic evil

Armor Class 20 (natural armor)
Hit Points 262 (25d10 + 125)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	19 (+4)	20 (+5)	13 (+1)	16 (+3)	22 (+6)

Saving Throws Dex +10, Con +11, Cha +12
Skills Deception +12, Insight +9, Perception +9, Persuasion +12
Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities charmed, poisoned
Senses darkvision 120 ft., passive Perception 19
Languages Common
Challenge 19 (22,000 XP)

Humanity Lost. Contrary to the other hannya, a honnari is simply far too gone to reclaim its humanity. Nothing short of a reality bending magic (like the effect of *The Fates* card from the *Deck of Many Things*) can change the honnari back to its human form.

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

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

ACTIONS

Multiattack. The honnari makes two claw attacks and then a tail attack.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. **Hit:** 30 (5d8 + 8) slashing damage. On a hit the target starts bleeding. At the start of each of its turns it takes 9 (2d8) slashing damage until they or a creature within 5 feet of them takes an action to make a DC 20 Wisdom (Medicine) check and close the wound.

Tail. Melee Weapon Attack: +14 to hit, reach 30 ft., one target. **Hit:** 24 (3d10 + 8) bludgeoning damage. The target is grappled (escape DC 20). While the honnari has a creature grappled this way, it can only attack the grappled target with its tail attack but the attack hits automatically.

Fire of the Serpent (Recharge 5-6). The honnari exhales fire in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Each creature that took damage from the fire of the serpent is also set ablaze taking 7 (2d6) fire damage at the start of each of their turns until they take any amount of cold damage, if they use an action to douse the flames or if a creature within 5 feet of them uses an action to put out the flames.

REACTIONS

Hiss Fire. While the fire of the serpent is available, the honnari can exhale a hint of fire against creatures that attack it. When a creature makes a successful melee weapon attack against the honnari, the honnari hisses at it, ending its turn immediately and spitting fire at it. The creature must succeed on a DC 20 Dexterity saving throw, or take 14 (4d6) fire damage.

LEGENDARY ACTIONS

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

Attack. The honnari makes one claw or tail attack.

Consume (Only When Fire of the Serpent is Available). The honnari can consume its fire to regain 52 (15d6) hit points.

Doing so, prevents the honnari from using its fire of the serpent until it completes a short or long rest.

Recharge (Costs 2 Actions). The honnari's Fire of the Serpent recharges.

KIJIN

There are few monsters who are considered among the greatest and most evil yōkai in all of Japanese folklore; the dreaded kijin is one of them. So powerful and so violent that they are considered both demons (ki) and gods (jin), they are an extremely rare sighting and they inhabit mountain peaks, spreading sheer terror to anyone who dares to approach them; even fellow *oni*.

Kijin are enormous male demons, standing above fifteen feet of height and their physical capabilities meet no match, as they wield huge weapons that can kill a battalion with a single slash. They are able to control the weather by using their magic, summoning great storms of fire and lightning and covering whole mountains in black clouds, making it impossible to see.

Kijin are also notorious for shapeshifting into young attractive human males and visiting towns in search of alcohol and women to fulfil their carnal desires and feed on. Despite their horrific demeanor, they are quite romantic, but consider strength as the most important factor rather than physical attractiveness or fortune and their eyes moisten at the sight of strong women, something that has proven to be a kijin's only weakness. Nonetheless, when met in their natural habitat, even the most renowned warriors have only one piece of advice to give: "*run for your life*".

A KIJIN'S LAIR

A kijin's lair is usually the peak of a mountain (most likely the tallest mountain in the region). The kijin's presence infests the mountain with vile creatures that have come to challenge the kijin or have rallied under its figure to aid it in its plans. Corpses can be found everywhere around the mountain; it is quite literally a battlefield of yōkai, demons, beasts and men.

The kijin in its lair has a challenge rating of 41 (445,000 exp).

LAIR ACTIONS

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

- Every creature within the lair feels the immense presence of the kijin and must succeed on a DC 27 Wisdom saving throw. On a failure, they are frightened of the kijin until they succeed on a DC 27 Wisdom saving throw at the end of each of their turns.
- The kijin lets out a growl and the mountain echo's it back. Creatures within the lair are deafened for the next hour. If a creature is already deafened it must make a DC 27 Constitution saving throw. On a failure it takes 45 (10d8) psychic damage. On a success it takes half as much.

- The kijin thrusts its ōdachi in the ground. Blades spurt from the ground around each creature within the lair. The kijin makes an ōdachi attack against every creature in the lair of its choice.

REGIONAL EFFECTS

The region containing a kijin's lair is distorted by its presence, which creates one or more of the following effects:

- Creatures that stay within 6 miles of the lair are inspired to climb the mountain and fight the kijin.
- Thousands of dead corpses litter the mountain.
- Screams and battle clashes can be heard through both day and night. The mountain is a battlefield.

If the kijin dies...well, *do you think it can die?*



KIJIN

Huge fiend (demon), chaotic evil

Armor Class 33 (natural armor)
Hit Points 825 (50d10 + 550)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
42 (+16)	24 (+7)	32 (+11)	14 (+2)	13 (+1)	25 (+7)

Saving Throws Str +28, Dex +19, Con +23, Cha +19
Skills Athletics +28, Insight +13, Intimidation +31
Damage Resistances acid, cold, poison, necrotic, radiant, thunder, bludgeoning, piercing, and slashing
Damage Immunities force, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened, paralyzed, poisoned, prone, restrained, stunned
Senses darkvision 120 ft., passive Perception 12, truesight 300 ft.
Languages Abyssal, Common, Infernal
Challenge 40 (410,000 XP)

Carnal Flaw. The kijin has disadvantage to resist charm effects from female creatures whose Charisma score is higher than 20. The kijin is immune to charm effects from all other creatures.

Demonic Aura. Effects that restore hit points restore half hit points (rounded down) when cast within 30 feet of the kijin.

Humanoid Shapechanger. The kijin can use its action to polymorph into a Medium male humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Impeccable Movement. The kijin can move without provoking attacks of opportunity. Additionally, if the kijin attacks a creature with advantage, if the attack hits it counts as a critical hit.

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

Legendary Warrior (6/Day). If the kijin fails an attack roll, it can choose to succeed instead.

Magic Distortion. Any creature attempting to cast a spell against the kijin must succeed on a DC 27 Constitution saving throw, or else the spell fails. Additionally, the kijin's attacks all count as magical.

Reactive. The kijin can take one reaction on every turn in combat.

Thrill of Battle. When the kijin moves towards a creature that is frightened of it, the kijin does not use up its speed.

ACTIONS

Multiattack. The kijin can make four attacks with its *ōdachi*.

ōdachi. *Melee Weapon Attack:* +28 to hit, reach 15 ft., one target. *Hit:* 38 (4d10 + 16) bludgeoning damage. On a hit, the target is incapacitated until the end of their next turn.

Absolute Darkness. Magical darkness spreads from a point the kijin chooses within range to fill a 300-foot radius sphere for the next hour. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the Absolute Darkness's area overlaps with an area of light created by a spell of 6th level or lower, the spell that created the light is dispelled.

Let Havoc Rain. A storm made up of sheets of roaring flame and lashing lightning appears in a location the kijin chooses within 1 mile of it. The area of the storm consists of up to ten 10-foot cubes, which the kijin can arrange as it wishes. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make DC 27 Dexterity saving throw. It takes 55 (10d10) fire damage and 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

REACTIONS

Demon God. When the kijin reduces a creature to 0 hit points, it can take its multiattack action again.

LEGENDARY ACTIONS

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

Attack. The kijin makes an *ōdachi* attack.

Stomp (Costs 2 Actions). The kijin stomps the ground. Creatures within 60 feet of it are pushed back 30 feet and must make a DC 27 Strength saving throw. On a failure, they are knocked prone and take 32 (3d10 + 16) bludgeoning damage. On a success, they take half as much damage.

Summer Storm (Costs 2 Actions). The kijin uses its Let Havoc Rain action.

The Demon God's Realm (Costs 5 Actions). The kijin can choose a creature within 30 feet of it. If the creature fails on a DC 27 Charisma saving throw, both it and the kijin are teleported in a pocket universe of the kijin's design. Both the kijin and the target remain there until one of them is reduced to 0 hit points or until the kijin decides as a bonus action to end the effects of the demon god's realm. Both the kijin and the creature then reappear in the space they left or in the nearest unoccupied space if that space is occupied.

NAMAHAGE

Medium fiend (demon), chaotic good

Armor Class 17 (natural armor)

Hit Points 195 (23d8 + 92)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	19 (+4)	18 (+4)	11 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +9, Con +9

Skills Intimidation +7, Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common

Challenge 14 (11,500 XP)

Experienced Fighter. The namahage's longsword attacks score a critical hit on a roll of 18-20. Additionally, a creature that takes a critical hit from the namahage has its speed halved until the end of its next turn.

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

Well-meaning. Namahage can sense a creature's alignment and do not attack creatures that are good aligned unless provoked.

Where Are the Bad Kids? Creatures that can see and hear the namahage must make a DC 14 Wisdom saving throw. On a failure, they are frightened of the namahage until the namahage is knocked unconscious. At the end of each of its turns, a creature can repeat the saving throw ending the

effects on a success. On a success, the creature is immune to this effect by the namahage for 24 hours.

ACTIONS

Multiattack. The namahage makes three longsword attacks and one bite attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Longsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage, or 12 (1d10 + 7) slashing damage if used with two hands.

REACTIONS

Have Your Blisters Peeled Yet? When a creature that the namahage can see and has reduced speed moves within 60 feet of the namahage, the namahage can reduce its speed to 0.

Morale Boost. When the namahage scores a critical hit, it regains 22 (4d8 + 4) hit points and makes a longsword attack as a bonus action.

LEGENDARY ACTIONS

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

Endless Resolve. The namahage increases its AC by 2 until the end of its next turn.

Shaken Legs (Costs 2 Actions). The namahage slams the ground and it shakes. Creatures within 30 feet of the namahage must make a DC 14 Constitution saving throw or have their speed halved for the next minute.

Critical Attack (Costs 3 Actions). The namahage makes one longsword attack that can score a critical hit on a roll of 11-20.

NAMAHAGE

Namahage are frightful *oni* that live in mountainous regions and prefer to emerge during winter seasons and full moons. Their skin varies from red to blue, covered by straw leggings and armor, and they carry large blades.

Despite their menacing demeanor, namahage are actually not hostile unless provoked. However, they know evil when they see it and are more than adept in battle. Anyone who opposes them has to be extremely cautious, since their physical strength makes up for their lack of magic.

Their kind hearts get attracted towards children, even though they tend to scare them as a means of self-proclaimed edification and they often come down from the mountains to scorn and chastise those who have been lazy or iniquitous.

It is a common custom in some villages for the inhabitants to dress like namahage and mimic their strange methods to enforce discipline on corrupt members of their community.



霊鬼



REIKI

Sometimes, the fine line between life and death plays strange games. *Oni* are born from dead humans; reiki are born from dead *oni*...

When *oni* are killed in extremely violent and unwarranted ways, while still having unfinished business in the living world, the spirits that inhabit them become disjointed. Then, those spirits manifest into eerie specters, seeking revenge from the creatures that brought their demise.

With additional magic powers, heightened senses and enhanced physiques, they will follow their targets from the shadows and will continue haunting their grave sites for centuries even if they succeed in getting their revenge. Depending on the circumstances of their death, they may or may not wield weapons and weak minds are not able to even see them.

REIKI

Large undead, chaotic evil

Armor Class 18 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	19 (+4)	13 (+1)	18 (+4)

Saving Throws Dex +5, Con +8, Wis +5, Cha +8
Skills Arcana +8, Deception +8, Intimidation +8, Perception +5
Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic
Senses darkvision 120 ft., passive Perception 15
Languages any language it could speak in life
Challenge 10 (5,900 XP)

Fueled by Death. The reiki regains 20 hit points every time it is hit by necrotic damage.

Imperceptible. The reiki is considered invisible to creatures without blindsight, truesight or tremorsense unless they succeed on a DC 16 Wisdom (Perception) check at the start of their turns.

Innate Spellcasting. The reiki's innate spellcasting ability is Charisma (spell save DC 16). The reiki can innately cast the following spells, requiring no material components:

At will: *darkness*, *fear*
 1/day each: *cone of cold*, *disintegration*

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

Unrestful spirit. The reiki can step in an area affected by the *hallow* spell but if it does the reiki is reduced to 0 hit points.

ACTIONS

Multiattack. The reiki can use Inner Flame and then attack twice.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Glaive. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage.

Inner Flame. The reiki takes 1 necrotic damage which is not reduced by its immunity and until the end of its turn its attacks deal an extra 16 (3d10) necrotic damage.

REACTIONS

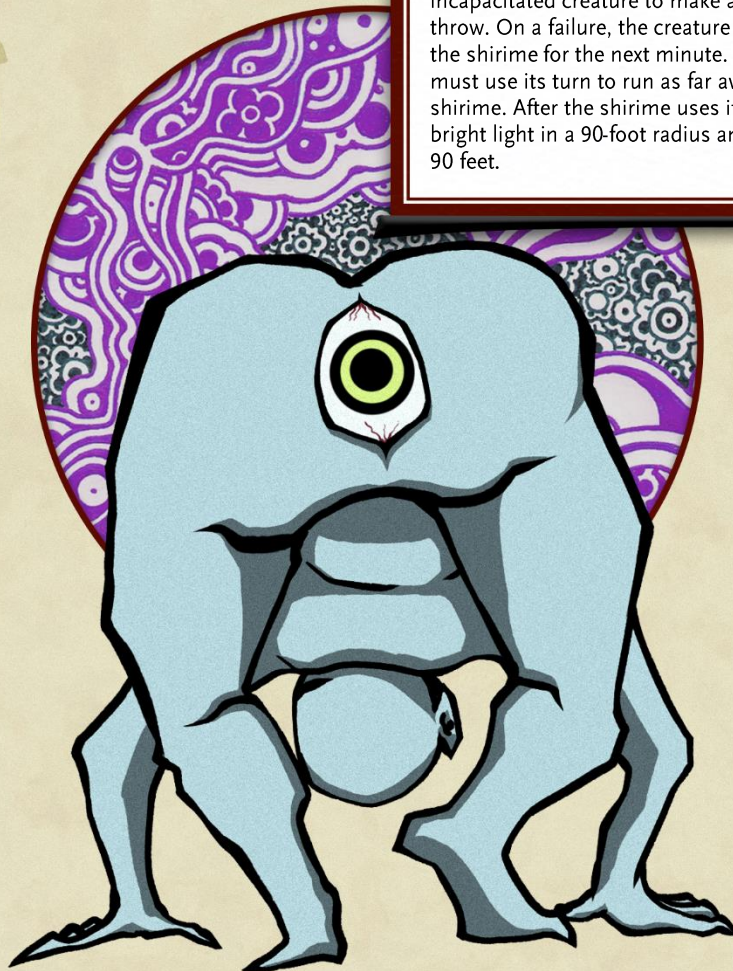
Reiki's Revenge. If a creature reduces the reiki to 0 hit points, the creature must succeed on a DC 16 Constitution saving throw or be reduced to 0 hit points as well.

SHIRIME

There are many strange yōkai out there. The shirime might as well be the strangest of them all. From a distance, it looks like a normal human wearing rugged clothes, crouching oddly enough for bystanders to approach out of curiosity or worry. Once it has their attention, the shirime drops its cloth to the ground and bends over. It then becomes apparent that it is a yōkai. It has no features except for a large eye that shines with a vibrant glorious light, located where an anus normally would be. Any poor folk that witness this eye get stunned. Then, the shirime just leaves.

Other than its very startling behavior, the shirime does no harm; it thrives solely on the joy of scaring people.

尻目



SHIRIME

Medium fiend, chaotic neutral

Armor Class 15

Hit Points 27 (5d8 + 5)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	18 (+4)	7 (-2)	18 (+4)	10 (+0)

Skills Intimidation +4

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

ACTIONS

Do you Have a Moment to Spare? The shirime chooses a creature that it can see. The creature must be able to understand and see the shirime. The creature is incapacitated until the end of its next turn.

Very Bright Eye. The shirime can use its action to force an incapacitated creature to make a DC 14 Constitution saving throw. On a failure, the creature is blinded and frightened of the shirime for the next minute. The frightened creature must use its turn to run as far away as possible from the shirime. After the shirime uses its Very Bright Eye it sheds bright light in a 90-foot radius and dim light in an additional 90 feet.

SUIKO

Often confused with kappa, suiko also live in swamps, but are far more dangerous. Their bodies are covered in scales and they bear feline characteristics.

Suiko kill other creatures for sport, using their superior strength to pull them into water and drown them. In battle, they use their sharp fangs and knee-claws and they are known to be able to possess others as a defense mechanism. Once they kill their victims, they drain their blood like vampires and leave corpses floating on water for exhibition.



SUIKO

Small humanoid (reptilian), chaotic evil

Armor Class 20 (scales)
Hit Points 82 (15d6+30)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	8 (-1)	11 (+0)	11 (+0)

Saving Throws Str +7, Dex +5, Con +5
Skills Athletics +10

Damage Resistances fire, bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Amphibious. The suiko can breathe air and water.

Drowner. If the suiko grapples a creature while underwater, the creature immediately begins suffocating.

ACTIONS

Multiattack. The suiko makes one bite attack and one knee-claw attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage and an extra 11 (2d10) necrotic damage. If the target is grappled, then this attack succeeds automatically. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken

and the suiko 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.

Knee-Claw Attack. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. On initiative count 20 (losing ties) the target also takes 2 (1d4) slashing damage for the next minute or until a creature within 5 feet, or the target, uses an action to make a successful DC 10 Wisdom (Medicine) check.

Possession (Recharge 5-6). One humanoid that the suiko can see within 5 ft. of it must succeed on a DC 11 Charisma saving throw or be possessed by the suiko; the suiko then disappears, and the target is incapacitated and loses control of its body. The suiko now controls the body but doesn't deprive the target of awareness. The suiko can't be targeted by any attack, spell, or other effect, except ones that cause fear, and it retains its alignment, Intelligence, Wisdom and Charisma. 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 half of its maximum hit points, the suiko ends it as a bonus action, or the suiko is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the suiko reappears in an unoccupied space within 5 feet of the body.

REACTIONS

Suplex. When a creature that is grappled by the suiko hits it with a melee weapon attack, the creature must make a DC 15 Strength saving throw. On a success, the creature attacks normally. On a failure, after the creature deals damage, it moves to an unoccupied space of the suiko's choice within 5 feet of the suiko and takes 12 bludgeoning damage.

TANUKI

Tanuki are animals that resemble racoons or other musteloidea, developed magical powers and became yōkai.

Known for frequently causing mischief, they are not particularly strong but can become a real nuisance if not dealt with appropriately.

BAKE-DANUKI

Quite jovial in nature, bake-danuki are able to possess or transform into other creatures to blend in and simply have fun by drinking booze or making their targets seem foolish. Many adopt those lifestyles for their whole lifespan and never get detected. Their true bodies are bulbous and they like to make sounds by hitting their bellies.

FUKURO MUJINA

Fukuro Mujina cannot shapeshift, but certainly like to dress like humanoids. They are skillful knot tiers and carry large bags on their backs that they use to store things they find - mostly trash - and even other creatures that can fit in.

KORŌRI

Unlike their cousins, korōri do not rely on trickery. They are inherently evil and their elongated bodies contain microbes that cause terrible diseases - primarily cholera. Just standing next to one is enough to get infected. They lurk close to the homes of the sick and feed on their corpses when they pass away.



狸

BAKE-DANUKI

Small beast, chaotic good

Armor Class 12

Hit Points 27 (6d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	11 (+0)	9 (-1)	15 (+2)

Skills Performance +4

Senses passive Perception 9

Languages Common

Challenge 1/2 (100 XP)

Humanoid Shapechanger. The bake-danuki can use its action to polymorph into a Small or Medium humanoid creature, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Pon-pon. The bake-danuki drums its belly creating annoying sounds. Creatures within 15 feet of the bake-danuki that can hear it must make a DC 12 Wisdom saving throw. On a failure they take 6 (1d12) psychic damage and must use their action on their turn to move as far from the bake-danuki as possible. On a success they take half as much damage.

Tanuki Possession (Recharge 6). One humanoid that the bake-danuki can see within 5 ft. of it must succeed on a DC 12 Charisma saving throw or be possessed by the bake-danuki; the bake-danuki then disappears, and the target is incapacitated and loses control of its body. The bake-danuki now controls the body but doesn't deprive the target of awareness. The bake-danuki can't be targeted by any attack, spell, or other effect, except ones that cause fear, and it retains its alignment, Intelligence, Wisdom and Charisma. 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 half of its maximum hit points, the bake-danuki ends it as a bonus action, or the bake-danuki is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the bake-danuki reappears in an unoccupied space within 5 ft. of the body with 0 hit points.

袋
狢

FUKURO MUJINA

Small beast, chaotic neutral

Armor Class 11
Hit Points 13 (2d6 + 6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	13 (+1)	13 (+1)	14 (+2)	11 (+0)	9 (-1)

Skills Deception +1, Sleight of Hand +5
Condition Immunities grappled
Senses darkvision 30 ft., passive Perception 9
Languages understands Common but cannot speak
Challenge 1/8 (25 XP)

Knot Expert. When the fukuro mujina rolls Intelligence (Sleight of Hand) checks to tie a creature up, they roll with advantage. Additionally, they can tie a Medium or smaller creature up by using an action. The escape DC equals the result of the Intelligence (Sleight of Hand) check the fukuro mujina made.

ACTIONS

In the Bag. The fukuro mujina can put a Medium or smaller creature in its bag that is within 5 feet of it. At the start of its turn, if the creature is still in the bag, they gain 1 level of exhaustion. A creature that is inside the bag can open the bag as an action but only if they are not tied up. The fukuro mujina can open its bag and release all of its contents with a bonus action. A creature outside the bag cannot open the bag if the fukuro mujina is within 5 feet of the bag and is conscious.

Squeeze the Bag. The fukuro mujina deals 3 (1d6) bludgeoning damage to every creature inside its bag.

虎
狼
狸

KORŌRI

Small beast, neutral evil

Armor Class 12
Hit Points 44 (8d6 + 16)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	6 (-2)	12 (+1)	16 (+3)

Skills Intimidation +5
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 11
Languages —
Challenge 1 (200 XP)

Disease Carrier. When a creature begins their turn within 5 feet of the korōri, they must succeed on a DC 13 Constitution saving throw or be poisoned for the next minute.

Rotten Fangs. The korōri has advantage on its attacks against creatures that are poisoned. Additionally, the korōri's bite attack scores a critical hit on a roll of 15 or higher against creatures that are poisoned.

ACTIONS

Multiattack. The korōri makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage and an extra 3 (1d6) poison damage.

Virulent Breath (Recharge 5-6). The korōri exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. Regardless if the creature saved or failed, they are poisoned for 1 minute.

REACTIONS

Fear the Tiger Wolf. When an attack hits the korōri successfully, the korōri can hiss at its attacker if they are within 30 feet, can see the korōri and can hear it. The creature must succeed on a DC 13 Wisdom saving throw or immediately end their turn.



TENGU

Tengu are avian sentinels of the skies, consisting of two counterparts: daitengu and kotengu. Both live in remote mountainous areas but their behavior differs dramatically.

DAITENGU

Daitengu are large winged humanoids with red faces and very long noses. They wear monk garments and each individual goes by a different formal name.

These prideful beings lead solitary lives, constantly meditating and training with weaponry to reach perfection, and possess great wisdom and intellect. Many a time wanderers seek them to acquire a glimpse of that wisdom, but the daitengu only share it with those they deem truly worthy.

DAITENGU

Large celestial, neutral

Armor Class 19 (natural armor)

Hit Points 209 (22d10 + 88)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	18 (+4)	15 (+2)	26 (+8)	16 (+3)

Saving Throws Str +11, Dex +11, Wis +13

Skills Insight +13, Perception +18

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 28, truesight 60 ft.

Languages Auran, Celestial, Common

Challenge 14 (11,500 XP)

Bird of Focus (2/Day). As a bonus action, the daitengu can enter a state of focus. While in this state, the daitengu gains the following benefits.

- The daitengu has advantage on Dexterity checks and Dexterity saving throws.
- The daitengu adds its Wisdom modifier to its attack rolls and its damage rolls but not on its Tempo Strike.
- The daitengu can use the Dodge action as a bonus action.

The daitengu's Bird of Focus lasts for 1 minute. The daitengu must concentrate while in this state as if it is casting a spell. It ends early if it is knocked unconscious or if it fails to concentrate. It can also end this state on its turn as a bonus action.

Focused Strikes. If the daitengu attacks one target with all of its attacks successfully on its turn, the daitengu can use its Tempo Strike attack.

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

ACTIONS

Multiattack. The daitengu makes four melee attacks.

Halberd. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) slashing damage.

Palm. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Tempo Strike (When Focused Strikes Activates). The daitengu can choose a creature within 10 feet of it that it can see. The creature takes 33 (8d6 + 5) force damage as ripples of energy strike it.

REACTIONS

Losing Tempo. If a creature misses a melee weapon attack against the daitengu, the daitengu can smash its weapon in front of it, surprising it and ending its turn immediately.

Tempo Master. If the daitengu misses an attack, it can reroll it. If the attack is successful, the missed attack doesn't count against the focused strikes.

LEGENDARY ACTIONS

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

Attack. The daitengu makes one palm attack.

Rise to the Heavens (Costs 2 Actions). The daitengu takes flight and can move up to half its flying speed without provoking attacks of opportunity.

Focused Attack (Costs 3 Actions). The daitengu uses Tempo Strike on a creature that has already suffered the effects of a Tempo Strike within the last 1 minute.

KOTENGU

Medium fiend, chaotic neutral

Armor Class 14

Hit Points 90 (12d8 + 36)

Speed 25 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	17 (+3)	8 (-1)	14 (+2)	9 (-1)

Saving Throws Str +8, Dex +7, Con +6

Skills Athletics +8, Perception +5

Condition Immunities grappled

Senses passive Perception 15

Languages Auran, Common

Challenge 5 (1,800 XP)



Bird of Rage (1/Day). As a bonus action, the kotengu can enter a rage. While raging, the kotengu gains the following benefits.

- The kotengu has advantage on Strength checks and Strength saving throws.
- The kotengu's beak attack deals max damage.
- The kotengu's attacks automatically hit creatures whose current hit points are lower than 10.

The kotengu's Bird of Rage lasts for 1 minute. It ends early if it is knocked unconscious or if it is offered a shiny, valuable looking object. It can also end its rage on its turn as a bonus action.

Strong Wings. When the kotengu moves a grappled creature, its speed is not halved.

ACTIONS

Multiattack. The kotengu first attacks with its talons and then with its beak.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Glaive. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage.

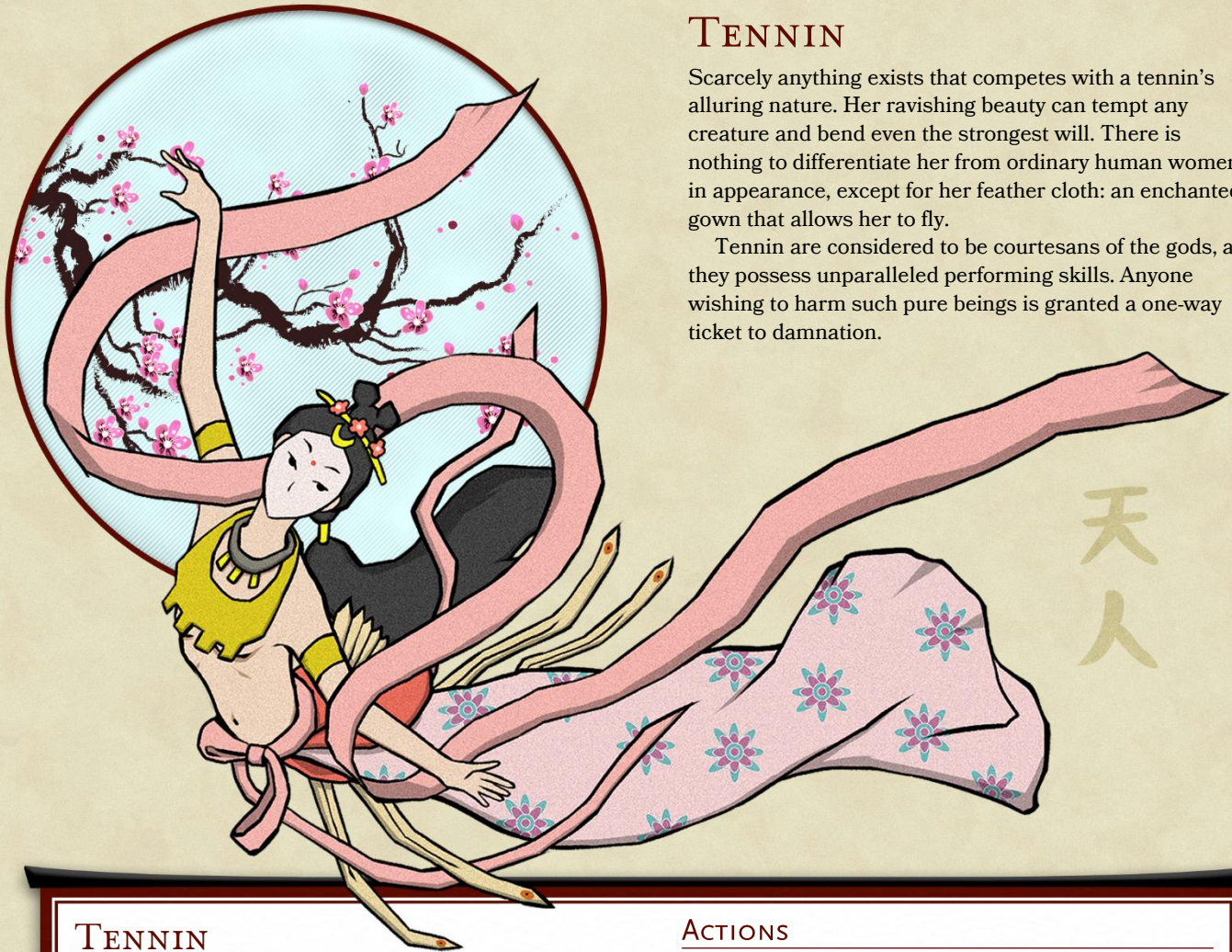
Talons. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage. The target is grappled (escape DC 18).



KOTENGU

Kotengu look like corvids for the most part, but their bodies resemble those of humanoids. They wear fine robes and wield - usually stolen - weapons that they grow proficient with.

In contradiction to their counterparts, kotengu live to hunt and satisfy their hunger. They behave like savage monsters and find joy in abducting creatures, committing sacrilege and hearing the screams of victims they commonly drop from high altitudes to the ground. Their conceited nature is their biggest flaw and there have been numerous reports of them approaching stronger creatures, only rushing to their end prematurely.



TENNIN

Scarcely anything exists that competes with a tennin's alluring nature. Her ravishing beauty can tempt any creature and bend even the strongest will. There is nothing to differentiate her from ordinary human women in appearance, except for her feather cloth: an enchanted gown that allows her to fly.

Tennin are considered to be courtesans of the gods, as they possess unparalleled performing skills. Anyone wishing to harm such pure beings is granted a one-way ticket to damnation.

TENNIN

Medium celestial, lawful good

Armor Class 14 (25 while wearing its feather cloth)
Hit Points 22 (4d8 + 4)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	12 (+1)	14 (+2)	13 (+1)	30 (+10)

Saving Throws Dex +6, Cha +12
Skills Acrobatics +8, Performance +14, Persuasion +14
Senses blindsight 120 ft., passive Perception 11
Languages Celestial, Common
Challenge 4 (1,100 XP)

Feather Cloth. While the tennin wears its feather cloth, its AC becomes 25 and it gains a flight speed of 40 feet.

Pure-hearted. The tennin cannot deliberately lie.

ACTIONS

Celestial Dance. The tennin starts dancing. Creatures within 60 feet around it that can see the tennin, must make a DC 20 Charisma saving throw or be charmed by the tennin for the next hour. If a creature is not hostile to the tennin, it makes the saving throw with disadvantage. A creature can repeat their saving throw at the end of each of its turns, ending the effects immediately on a success and becoming immune to tennin's Celestial Dance for the next hour. For the duration, creatures that were hostile to the tennin are vulnerable to psychic damage.

Crescendo. The tennin increases its dancing pace. Creatures that are charmed by the tennin take 16 (3d10) psychic damage.

Finale. The tennin ends its dance and all creatures that are charmed by the tennin, remain under its charm for 24 hours. They can no longer repeat their saving throw. Additionally, the tennin cannot initiate another Celestial Dance for the next 24 hours.

REACTIONS

Fragility. If the tennin takes damage, it can immediately use Crescendo.

Tsuchigumo

Long-lived purseweb spiders can transform into these fearsome yōkai. They retain their tarantula characteristics, but grow to a monstrous size and develop horns and an unsettling set of four eyes.

Tsuchigumo live everywhere except for urban areas and oceans, making their homes in silk tubes from which they ambush passing prey. They possess very sharp senses and they are skilled spellcasters that rely on illusions to deceive other creatures.

土蜘蛛



Tsuchigumo

Large monstrosity, neutral evil

Armor Class 18 (natural armor)

Hit Points 170 (20d10 + 60)

Speed 40 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	17 (+3)	19 (+4)	13 (+1)	18 (+4)

Saving Throws Str +10, Dex +9, Con +7

Skills Deception +12, Perception +5, Persuasion +8

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 15

Languages Common

Challenge 10 (5,900 XP)

Innate Spellcasting. The tsuchigumo can create a number of illusions. The tsuchigumo's spellcasting ability is Intelligence (spell save DC 16). It can cast the following spells, requiring no material components:

At will: *major image*, *minor illusion*

1/day: *hallucinatory terrain*, *phantasmal force*

Motherload. When tsuchigumo reaches 0 hit points, it explodes and spawns five *swarm of spiders* in an unoccupied area within 30 feet around it. If the tsuchigumo took fire damage within the last round, the swarms spawn dead.

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

Web Sense. While in contact with a web, the tsuchigumo knows the exact location of any other creature in contact with the same web.

Web Walker. The tsuchigumo ignores movement restrictions caused by webbing.

Web Weaver. The tsuchigumo can cast the spell *web* at will with a casting time of 10 minutes. Additionally, the web is invisible.

ACTIONS

Multiattack. The tsuchigumo makes two bite attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 36 (8d8) poison damage. The target must make a DC 16 Constitution saving throw, taking the 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 immediately dies and spawns a *swarm of spiders*.

TSUCHINOKO

Tiny beast, neutral

Armor Class 14

Hit Points 7 (2d4 + 2)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	12 (+1)	12 (+1)	8 (-1)	11 (+0)

Skills Deception +2, Stealth +6

Senses blindsight 10 ft., passive Perception 9

Languages Common

Challenge 1/8 (25 XP)

Fond of Alcohol. The tsuchinoko can smell alcohol from 1 mile away. If the tsuchinoko consumes alcohol, it must roll 5d8. If the total exceeds its current hit points, the tsuchinoko falls asleep.

Standing Leap. The tsuchinoko's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

ACTIONS

Road Roller. As an action, the tsuchinoko can swallow its tail to roll around. While in this state it can use the Disengage and Dash action as a bonus action but it cannot use its bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d1 + 4) piercing damage plus 9 (3d4) poison damage. The target must make a DC 10 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one.



槌の子

TSUCHINOKO

Tsuchinoko look like snakes, but with a central girth that is much wider than its head or tail and they make a squeaking sound instead of the typical hissing. Their size ranges from one to two and a half feet and they can be found in remote locations like mountains and forests.

These tiny yōkai are extremely agile, able to jump high and form a hoop with their bodies in order to traverse through terrains. Their poison is not to be taken lightly.

Strangely enough, they have the ability to speak and a propensity for lying. They are also said to have a taste for alcohol, but are prone to getting drunk and even snore when they fall asleep from it.

付喪神

TSUKUMOGAMI

Tsukumogami are animated objects which have developed sapience and physical bodies over the span of (typically) a century.

Pranksters. They are usually harmless, though they tend to play small pranks. Still, they have the capacity to get angry and even group up to take revenge against those who didn't treat them well.

ABUMI GUCHI

These small furry tsukumogami are formed out of used horse stirrups that once belonged to soldiers, but were forgotten in battlefields. When those soldiers die, abumi guchi come to life.

With their masters' fate unbeknownst to them, they patiently wait on the spot they were born for the former to return. They are extremely weak, but their will to fight is strong.

CHŌCHIN OBAKE

When a paper lantern is left in abandoned houses for a long time, it turns into a chōchin obake. The paper of the lantern splits along two of its bamboo ribs, forming an eye and a gaping mouth with a big tongue. They love scaring others for fun, but do no harm unless they get attacked.

JATAI

A plain kimono sash that turns into a tsukumogami if someone dreams of snakes while next to it. It slithers around during the night strangling creatures in their sleep.

KASA OBAKE

Not much is known of how they came to be, but kasa obake are particularly dangerous if aggravated. They are one-eyed old paper umbrellas with large mouths that excrete oil and long tongues sticking out of them, and they like to prank creatures by licking them. However, many confuse their playfulness for hostility, thus triggering skirmishes that require caution.

KYŌRINRIN

Kyōrinrin are tsukumogami that possess impeccable knowledge. They slightly resemble dragons, formed out of scrolls that were left unstudied by their owners, often decorating themselves with accessories.

Compelled by the wisdom of the ages, kyōrinrin use their elongating arms to assault the ignorant owners who let such priceless treasures fall into disuse and then venture rampant.

SHIRO UNERI

Born out of stinky towels or rags that have been used for too many years, shiro uneri look like fierce, yet tiny dragons.

They are soaked in dripping water and constrict other creatures' necks with their bodies as a prank, unaware that they are killing them by assuming they pass out from their stench.

SHŌGORŌ

Shōgorō are quite enigmatic as they tend to do more harm to themselves than others. They are metal gongs that got forgotten into storage after being present to horrible crimes and turned into tsukumogami that many mistake for turtles at first sight, unable to speak and share their dreadful memories.

The gong sound it makes when hitting itself is distorted and may cause someone to feel unease.

ZORIGAMI

After over 100 years of human neglect, clocks can become these fearsome tsukumogami. They are extremely rare and despite their obviously threatening prowess, not much is known about them, as few have lived to tell the tale after confronting them. They usually prefer to inhabit tall grandfather clocks, but there have been sightings of various other shapes and sizes. They lurk in abandoned premises and do not respond well to visitors.

Time Benders. Zorigami have the power to slightly alter parts of time in their general vicinity, slowing it down or speeding it up at will. They also have limited time-travel abilities, spanning from the present up to the point they were born, showing trespassers events that have taken place in their past out of spite and even trapping them in a time-loop until they find the means to escape.

If a zorigami survives for more than 1000 years it sometimes attracts other tsukumogami into them and feeds on their powers, enabling them to animate other objects and turning them into zorichibi; a new form of tsukumogami that they can command.

鐘口



ABUMI GUCHI

Tiny construct, lawful neutral

Armor Class 8

Hit Points 3 (2d4 - 2)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	6 (-2)	8 (-1)	6 (-2)	7 (-2)	4 (-3)

Skills Stealth +0

Senses passive Perception 8

Languages —

Challenge 0 (10 XP)

A Purpose Completed. If the dead creature that the abumi guchi awaits returns to life, the abumi guchi dies.

Antimagic Susceptibility. The abumi guchi is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the abumi guchi must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Watchful protector. The abumi guchi does not need food, water or sleep to sustain itself.

ACTIONS

Tentacle. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Latch. A creature within 5 feet of the abumi guchi must succeed on a DC 8 Strength saving throw or the abumi guchi latches on to them. If the abumi guchi is latched on a creature, its attacks against it succeed automatically. The creature can repeat its Strength saving throw at the end of each of its turns, freeing itself from the abumi guchi on a success.

CHŌCHIN OBAKE

Small construct, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	13 (+1)	6 (-2)	7 (-2)	8 (-1)

Skills Insight +0

Senses passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The chōchin obake is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the chōchin obake must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

ACTIONS

Lick. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) necrotic damage. The creature must succeed on a DC 9 Charisma saving throw or be frightened of the chōchin obake until the end of its next turn.

REACTIONS

Fear of Flames. When the chōchin obake takes fire damage, it can immediately move up to half of its speed without provoking attacks of opportunity.



提灯お化け

JATAI

Medium construct, unaligned

Armor Class 11

Hit Points 17 (5d8 - 5)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	9 (-1)	4 (-3)	7 (-2)	8 (-1)

Saving Throws Str +2

Skills Athletics +4, Stealth +5

Senses passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Antimagic Susceptibility. The jatai is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the jatai must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Sneaky Attacker. When the jatai attacks an unconscious or grappled creature, it deals max damage.

Strangle. When the jatai has grappled a creature, its attacks against it succeed automatically but deal bludgeoning damage instead of slashing damage.

Weak Fighter. If the jatai uses its wet slap against a conscious creature, it makes its attacks at a disadvantage.

ACTIONS

Wet Slap. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 7 (1d12 + 1) slashing damage.

傘おばけ



KASA OBAKE

Medium construct, chaotic neutral

Armor Class 14

Hit Points 26 (4d8 + 8)

Speed 20 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	8 (-1)	13 (+1)	15 (+2)

Skills Stealth +6

Senses passive Perception 11

Languages —

Challenge 1 (200 XP)

Antimagic Susceptibility. The kasa obake is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the kasa obake must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Extremely Flammable. If the kasa obake takes fire damage, it is reduced to 0 hit points.

ACTIONS

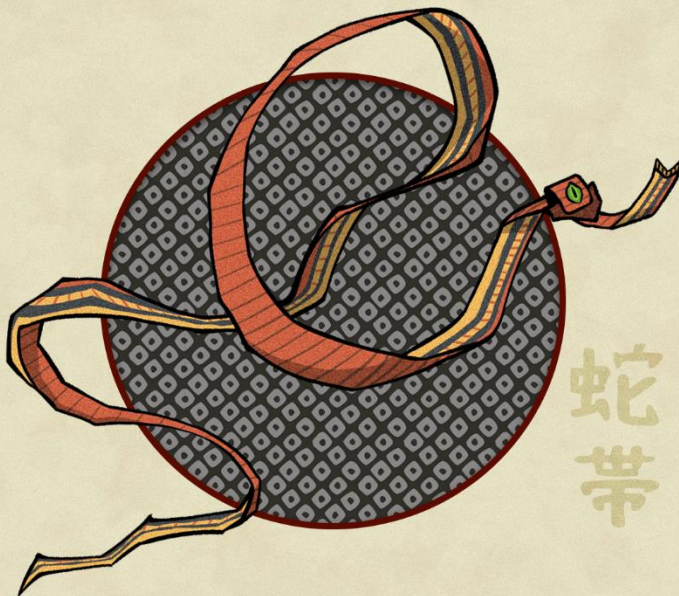
Oily Lick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) necrotic damage. The creature is doused in oil for the next minute unless it takes an action to clean itself.

Disappear. The kasa obake becomes invisible.

REACTIONS

Fiery Death. When the kasa obake is reduced to 0 hit points by fire damage, it can move up to half its speed. If it stops within 5 feet of another creature, the creature must succeed a DC 12 Dexterity saving throw or take as much fire damage as the kasa obake took. If the kasa obake takes any amount of damage while moving this way, it stops moving and does not deal any damage.

蛇帯



KYÖRINRIN

Medium construct, any alignment

Armor Class 16 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	16 (+3)	9 (-1)	20 (+5)	12 (+1)

Saving Throws Con +6, Wis +8

Skills Arcana +5, History +5, Religion +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities grappled

Senses passive Perception 15

Languages Common plus up to three other languages

Challenge 7 (2,900 XP)

Antimagic Susceptibility. The kyōrinrin is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the kyōrinrin must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Concentrated. The kyōrinrin has advantage on Constitution checks and Constitution saving throws.

ACTIONS

Multiattack. The kyōrinrin makes three attacks; two with its scroll slap and one with its beak.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Scroll Slap. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage. The creature must succeed on a DC 16 Wisdom saving throw or lose 1 of its lowest level spell slots. The creature takes damage equal to $Xd8$ where X is the level of the spell slot that was lost. If the creature is not a spellcaster then nothing happens. If the creature is a spellcaster but has no spell slots left, the creature takes 90 (20d8) necrotic damage.



SHIRO UNERI

Small construct, chaotic neutral

Armor Class 12

Hit Points 39 (6d6 + 18)

Speed 5 ft., fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	5 (-3)	12 (+1)	9 (-1)

Skills Athletics +7

Damage Resistances fire

Condition Immunities grappled

Senses passive Perception 11

Languages —

Challenge 2 (250 XP)

Antimagic Susceptibility. The shiro uneri is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the shiro uneri must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Slippery. Unarmed strikes against the shiro uneri are made with disadvantage.

Stench. Creatures that start their turn within 5 feet of the shiro uneri take 3 poison damage.

ACTIONS

Multiattack. The shiro uneri makes two attacks.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage. The target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the shiro uneri can't constrict another target.



鉦五郎



SHŌGORŌ

Small construct, unaligned

Armor Class 7
Hit Points 22 (5d6 + 5)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	5 (-3)	12 (+1)	1 (-5)	8 (-1)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities psychic
Condition Immunities prone
Senses passive Perception 9
Languages —
Challenge 0 (10 XP)

Antimagic Susceptibility. The shōgorō is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the shōgorō must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Gong-gorō. Whenever a creature hits shōgorō with a melee weapon attack, it must succeed on a DC 9 Wisdom saving throw or take 8 psychic damage.

ACTIONS

GONG! The shōgorō hits itself and takes 1 (1d6 - 2) bludgeoning damage. Creatures within 5 feet of the shōgorō must succeed on a DC 9 Wisdom saving throw or take 4 (1d8) psychic damage.

ZORICHIBI

Small construct, unaligned

Armor Class 13
Hit Points 75 (10d6 + 40)
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	18 (+4)	4 (-3)	14 (+2)	8 (-1)

Skills Perception +6
Damage Immunities psychic
Senses passive Perception 16
Languages —
Challenge 4 (1,100 XP)

Creature Out of Time. The zorichibi is immune to effects that alter the speed of time.

Overwhelming Odds. The zorichibi's attack roll and attack damage increase by 1 for every zorichibi within 60 feet of it.

Short Lifespan. The zorichibi can live up to a minute before it disappears.

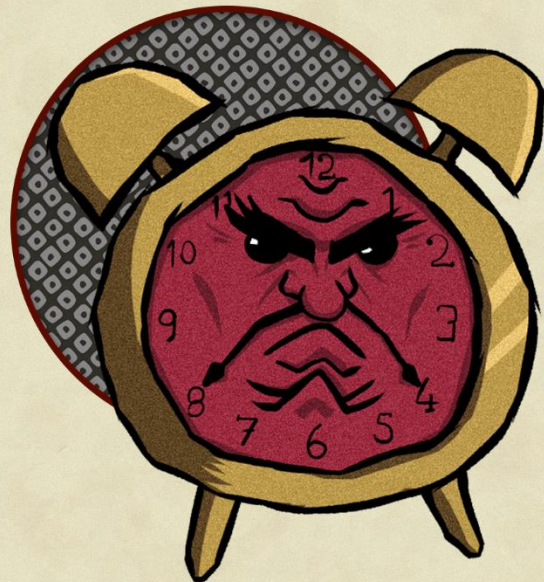
ACTIONS

Multiattack. The zorichibi makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage.

REACTIONS

Deathrattle. When the zorichibi dies or is consumed by a *zorigami*, it explodes dealing 22 (4d10) psychic damage to all creatures within 15 feet of it.



ぞりちび



ゾリガミ

ZORIGAMI

Medium construct, neutral evil

Armor Class 19 (natural armor)

Hit Points 253 (22d8 + 154)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	24 (+7)	19 (+4)	22 (+6)	18 (+4)

Saving Throws Con +13, Wis +12, Cha +10

Skills Perception +18

Damage Immunities psychic, bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 28

Languages Common

Challenge 18 (20,000 XP)

Consume Tsukumogami. The zorigami can consume a tsukumogami that is within 5 feet of it, recharging its Time Bend: Fast or its Time Bend: Slow.

Countdown. The zorigami starts each combat with a visible timer that counts down. The timer starts at 12 and at the end of each of zorigami's turns it is reduced by 1d4. Once the timer reaches 0 or less, the zorigami chooses a creature within 15 feet of it. The creature loses all of its hit points and the zorigami regains all of its lost hit points. The timer resets to 12 and starts counting down again at the end of its next turn, repeating the effects accordingly. If the zorigami takes a critical hit, the timer increases by 1d4.

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

Stolen Time. The zorigami has certain abilities that can age creatures around it. If a creature surpasses its race's life expectancy from this effect it must make a DC 20 Constitution saving throw for every turn the zorigami can see it. On a failure, the creature drops to 0 hit points. On a success, nothing happens. If the zorigami dies, all affected creatures return to normal.

Time's Up. Each creature that starts its turn within 10 feet of the zorigami ages by 1d100 years.

ACTIONS

Multiattack. The zorigami can use Borrowed Time three times and then use Time Mirage.

Borrowed Time. Creatures within 15 feet of the zorigami must make a DC 20 Constitution saving throw. On a failure, a creature's speed is halved until the end of its next turn, it takes 27 (5d10) psychic damage and it ages by 1d10 years. On a success, they take half as much damage but still age.

Time Mirage. The zorigami forces a creature within 30 feet of it that can see it to make a DC 20 Charisma saving throw. On a failure, the creature must use its next action to repeat the action it did on its next turn. If it cannot repeat it, the creature loses its action. If the action contained movement, the zorigami chooses how the creature will move.

Time Bend: Fast (Recharge 5-6). Creatures within 10 feet of the zorigami are affected by the *haste* spell as long as they remain within 10 feet of the zorigami. The zorigami rolls 2d4 at the end of its turn to reduce its Countdown timer instead of a 1d4.

Time Bend: Slow (Recharge 5-6). The zorigami can take one additional action on its turn. The zorigami reduces its Countdown timer by 1 at the end of its turn instead of a 1d4.

LEGENDARY ACTIONS

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

Attack. The zorigami makes one Borrowed Time attack.

Summon Zorichibi. The zorigami can summon a *zorichibi* in an unoccupied space within 30 feet of it controlling it as a bonus action on each of its turns. The zorigami can control up to 6 *zorichibi* at the same time.

Tick Tock (Costs 2 Actions). The zorigami's Countdown timer is reduced by 1.

UBUME

When a human mother dies shortly before or during giving birth, perturbation for her offspring's fate may prevent her spirit from passing on. If the child happens to be stillborn, then that emotion manifests into a tragic blood-soaked walking corpse carrying an underdeveloped fetus.

Ubume and their offspring appear together on dark, rainy nights, wandering coasts and sometimes town or village roads restlessly in search of unwarranted help and wreaking havoc if harm befalls their babies.



UBUME

Medium undead, lawful neutral

Armor Class 12 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	9 (-1)	15 (+2)	16 (+3)

Skills Persuasion +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhausted

Senses passive Perception 11

Languages any languages it knew in life

Challenge 2 (250 XP)

Pass the Child. The ubume gives *ubume's child* to a willing creature within 5 feet of it. If the creature is unwilling, it must succeed on a DC 13 Wisdom saving throw. The creature holding *ubume's child* must succeed in a DC 13 Charisma saving throw in order to drop it.

ACTIONS

Swipe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage.

Scream of the Dead. The ubume screams and creatures within 30 feet that can hear the ubume are deafened for the next minute and must make a DC 13 Constitution saving throw. On a failure, the creature takes 18 (4d8) psychic damage. On a success it takes half as much.

REACTIONS

Revenge of the Mother. If the *ubume's child* drops to 0 hit points while the ubume is conscious, the ubume immediately uses its Scream of the Dead affecting deafened creatures as well and regains 12 (2d10 + 1) hit points.

UBUME'S CHILD

Tiny undead, unaligned

Armor Class 6
Hit Points 10 (4d4)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	2 (-4)	10 (+0)	3 (-4)	6 (-3)	11 (+1)

Senses passive Perception 7

Languages —

Challenge 0 (0 XP)

Weight of Guilt. A creature that holds the ubume's child gains 1 level of exhaustion at the start of each of their turns.

ACTIONS

Cry for Help. The ubume's child cries for its mother, granting advantage to the attacks of the *ubume* against the creature that is holding the ubume's child.

REACTIONS

Protect Mother. If the ubume's child is within 5 feet of the *ubume* and an attack is made against the *ubume*, the ubume's child can choose to be the target of the attack instead, but it must do so before the attack is rolled.

UMIBŌZU

Gargantuan giant (titan), chaotic evil

Armor Class 18 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 120 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	28 (+9)	6 (-3)	9 (-1)	16 (+3)

Saving Throws Str +17, Dex +8, Con +16, Cha +10

Damage Immunities cold, necrotic, fire, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhausted, frightened, grappled, knocked prone

Senses darkvision 1 mile, passive Perception 9

Languages Common, Primordial

Challenge 24 (62,000 XP)

Amphibious. The umibōzu can breathe air and water.

Eradicator. Creatures within 1 mile of the umibōzu make their death saving throws with disadvantage. Additionally, every time a creature fails a death saving throw within 1 mile of the umibōzu, its maximum hit points are halved for the next 1d12 days.

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

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

ACTIONS

Multiattack. The umibōzu makes six slam attacks.

Slam. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 32 (5d8+10) bludgeoning damage.

Obliterate. The umibōzu can focus its intent against a creature within 120 feet that it can see. At the start of each of its turns, the creature rolls a death saving throw. While under the effects of obliterate, a creature is incapacitated. The effects last until the creature rolls three successes or three failures. On three failures, the creature dies. On three successes, the effects on the creature end and it is immune to umibōzu's obliterate for the next 24 hours.

REACTIONS

Spelldrinker. The umibōzu can cancel the effects of spells of 6th level or lower on itself. When the umibōzu cancels an effect in this way, it regains Xd6 hit points where X is equal to the level of spell's effect it cancelled.

Void Carcass. If the umibōzu would take damage, it instead takes none.

UMIBŌZU

Legends suggest that umibōzu are monks who were imprisoned alive in "hollow boats" (large tree trunks with carved empty spaces inside them), set adrift at sea as a sacrifice to calm the gods' wrath. Upon death, those monks' spirits manifested into enormous, almost shapeless entities with two large crimson eyes that wreak havoc to sailors and merchants on the very same waters they perished.

Ship Sinkers. Umibōzu appear on nights where the sea is calm. They unsuspectingly emerge from underwater, bringing large waves and rain along with them which magically strengthen their bodies, and proceed to sink any ship they encounter.





USHI-ONI

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	8 (-1)	11 (+0)	16 (+3)

Saving Throws Str +10, Dex +6, Con +9
Skills Athletics +14, Intimidation +7, Stealth +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, grappled, paralyzed, poisoned, restrained
Senses darkvision 120 ft., passive Perception 10
Languages —
Challenge 12 (8,400 XP)

Feed on Corpses. When the ushi-oni attacks a Large or smaller creature that has 0 hit points, the creature dies and its corpse is consumed by the ushi-oni.

From the Shadows. When the ushi-oni attacks a creature that has not taken a turn in the combat yet, it can make four melee attacks instead of two.

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

Toxic Fumes. Whenever the ushi-oni takes damage, it unleashes toxic clouds in an area within 10 feet around it. Creatures within the affected area must succeed on a DC 15 Constitution saving throw or take 16 (3d10) poison damage.

ACTIONS

Multiattack. The ushi-oni can make two melee attacks.

Ox's Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 38 (5d12 + 6) bludgeoning damage.

Spider Legs. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage. The target is restrained (escape DC 17).

Toxic Breath (Recharge 5-6). The ushi-oni exhales toxic fumes in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 55 (10d6) poison damage on a failed save, or half as much damage on a successful one. Additionally, Toxic Fumes activates dealing max damage.

REACTIONS

Consume. If a creature restrained by the ushi-oni drops to 0 hit points, the ushi-oni can use Feed on Corpses on it.

USHI-ONI

Not to be confused with an *oni*, as its name suggests, the ushi-oni is a hideous creature to look at.

Comprised of arachnid bodies and bovine heads, these monsters are notorious for their barbaric behavior and lurk in the shadows to attack anything that they consider edible. Often teaming up with other yōkai to secure their prey, they possess extremely lethal poison and their legs and fangs can easily rip apart flesh.

AN USHI-ONI'S LAIR

An ushi-oni's lair is usually located in beach caves or other dark places. The lair reeks of death and rotting or rotten corpses. Humanoid parts are scattered all around and some of them are displayed as trophies at the entrance of the lair.

An ushi-oni in its lair has a challenge rating of 13 (10,000 exp)

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the ushi oni takes a lair action to cause one of the following effects; the ushi-oni can't use the same effect two rounds in a row:

- The ushi-oni feeds on different body parts found throughout its cave. It regains 22 (4d10) hit points.
- The ushi-oni plants its spider legs in the ground and makes a spider legs attack against a creature it can see within the lair. If the attack is successful, the ushi-oni can choose to teleport in an unoccupied space within 15 feet of the target.
- Fumes fill the lair until the end of ushi-oni's next turn. The area is heavily obscured for everyone except for the ushi-oni and at the start of each of their turns each creature the ushi-oni chooses must succeed on a DC 17 Constitution saving throw or take 16 (3d10) poison damage.

REGIONAL EFFECTS

The region containing an ushi-oni's lair is distorted by the ushi-oni's existence, which creates one or more of the following effects:

- There are various craters within 6 miles of the ushi-oni's lair filled with toxic fumes.
- People go missing within 3 miles of the ushi-oni's lair.
- There is at least one yōkai within 6 miles of the ushi-oni's lair that is friendly to the ushi-oni.

If the ushi-oni dies, the craters disappear after 1 week and the yōkai friendly to the ushi-oni leave the area almost immediately.

SORTED CREATURES

CREATURES BY CR

CHALLENGE 0

Creatures	Challenge (XP)
Abumi Guchi	0 (10 XP)
Shōgorō	0 (10 XP)
Ubume's Child	0 (0 XP)

CHALLENGE 1/8

Creatures	Challenge (XP)
Abura Sumashi	1/8 (25 XP)
Fukuro Mujina	1/8 (25 XP)
Tsuchinoko	1/8 (25 XP)

CHALLENGE 1/4

Creatures	Challenge (XP)
Akabeko	1/4 (50 XP)
Ashireiko	1/4 (25 XP)
Chōchin Obake	1/4 (50 XP)

CHALLENGE 1/2

Creatures	Challenge (XP)
Bake-danuki	1/2 (100 XP)
Jatai	1/2 (100 XP)
Kappa	1/2 (100 XP)

CHALLENGE 1

Creatures	Challenge (XP)
Chiko	1 (200 XP)
Kasa Obake	1 (200 XP)
Korōri	1 (200 XP)
Shirime	1 (200 XP)

CHALLENGE 2

Creatures	Challenge (XP)
Namanari	2 (450 XP)
Shiro Uneri	2 (250 XP)
Ubume	2 (250 XP)

CHALLENGE 3

Creatures	Challenge (XP)
Akaname	3 (700 XP)
Amahime	3 (700 XP)
Amanojaku	3 (700 XP)
Chirizuka	3 (700 XP)

CHALLENGE 4

Creatures	Challenge (XP)
Jorōgumo	4 (1,100 XP)
Tennin	4 (1,100 XP)
Zorichibi	4 (1,100 XP)

CHALLENGE 5

Creatures	Challenge (XP)
Kata-waguruma	5 (1,800 XP)
Kotengu	5 (1,800 XP)
Suiko	5 (1,800 XP)

CHALLENGE 6

Creatures	Challenge (XP)
Baku	6 (2,300 XP)
Wanyūdō	6 (2,300 XP)

CHALLENGE 7

Creatures	Challenge (XP)
Kiko	7 (2,900 XP)
Kyōrinrin	7 (2,900 XP)

CHALLENGE 8

Creatures	Challenge (XP)
Ningyo	8 (3,900 XP)
Nurikabe	8 (3,900 XP)

CHALLENGE 9

Creatures	Challenge (XP)
Amarie	9 (5,000 XP)

CHALLENGE 10

Creatures	Challenge (XP)
Reiki	10 (5,900 XP)
Tsuchigumo	10 (5,900 XP)

CHALLENGE 11

Creatures	Challenge (XP)
Chūnari	11 (7,200 XP)
Kurote	11 (7,200 XP)

CHALLENGE 12

Creatures	Challenge (XP)
Dodomeki	12 (8,400 XP)
Ushi-oni (not in lair)	12 (8,400 XP)

CHALLENGE 13

Creatures	Challenge (XP)
Ushi-oni (in lair)	13 (10,000 XP)

CHALLENGE 14

Creatures	Challenge (XP)
Daitengu	14 (11,500 XP)
Namahage	14 (11,500 XP)

CHALLENGE 16

Creatures	Challenge (XP)
Tenko	16 (15,000 XP)

CHALLENGE 18

Creatures	Challenge (XP)
Zorigami	18 (20,000 XP)

CHALLENGE 19

Creatures	Challenge (XP)
Honnari	19 (22,000 XP)

CHALLENGE 20

Creatures	Challenge (XP)
Itsumade	20 (25,000 XP)

CHALLENGE 24

Creatures	Challenge (XP)
Umibōzu	24 (62,000 XP)

CHALLENGE 25

Creatures	Challenge (XP)
Ōmukade	25 (75,000 XP)

CHALLENGE 26

Creatures	Challenge (XP)
Hashihime (not in lair)	26 (90,000 XP)

CHALLENGE 27

Creatures	Challenge (XP)
Hashihime (in lair)	27 (105,000 XP)

CHALLENGE 28

Creatures	Challenge (XP)
Kūko	28 (120,000 XP)

CHALLENGE 30+

Creatures	Challenge (XP)
Kijin (not in lair)	40 (410,000 XP)
Kijin (in lair)	41 (445,000 XP)

CREATURES BY TERRAIN

ARCTIC

Creatures	Challenge (XP)
Namahage	14 (11,500 XP)

COASTAL

Creatures	Challenge (XP)
Amahime	3 (700 XP)
Amarie	9 (5,000 XP)
Hashihime (in lair)	27 (105,000 XP)
Ubume	2 (250 XP)
Ubume's Child	0 (0 XP)
Ushi-oni (in lair)	13 (10,000 XP)
Ushi-oni (not in lair)	12 (8,400 XP)

FOREST

Creatures	Challenge (XP)
Ashireiko	1/4 (25 XP)
Chiko	1 (200 XP)
Baku	6 (2,300 XP)
Jorōgumo	4 (1,100 XP)
Kotengu	5 (1,800 XP)
Tsuchigumo	10 (5,900 XP)
Tsuchinoko	1/8 (25 XP)

GRASSLAND

Creatures	Challenge (XP)
Abumi Guchi	0 (10 XP)
Akabeko	1/4 (50 XP)
Ashireiko	1/4 (25 XP)
Chiko	1 (200 XP)
Fukuro Mujina	1/8 (25 XP)
Jorōgumo	4 (1,100 XP)
Kotengu	5 (1,800 XP)
Tsuchigumo	10 (5,900 XP)
Tsuchinoko	1/8 (25 XP)

HILL

Creatures	Challenge (XP)
Abura Sumashi	1/8 (25 XP)
Amanojaku	3 (700 XP)
Ashireiko	1/4 (25 XP)
Chiko	1 (200 XP)
Chūnari	11 (7,200 XP)
Itsumade	20 (25,000 XP)
Jorōgumo	4 (1,100 XP)
Kata-waguruma	5 (1,800 XP)

Kiko	7 (2,900 XP)
Kotengu	5 (1,800 XP)
Namahage	14 (11,500 XP)
Namanari	2 (450 XP)
Tsuchigumo	10 (5,900 XP)
Tsuchinoko	1/8 (25 XP)
Wanyūdō	6 (2,300 XP)

MOUNTAIN

Creatures	Challenge (XP)
Abura Sumashi	1/8 (25 XP)
Chūnari	11 (7,200 XP)
Daitengu	14 (11,500 XP)
Honnari	19 (22,000 XP)
Itsumade	20 (25,000 XP)
Jorōgumo	4 (1,100 XP)
Kata-waguruma	5 (1,800 XP)
Kijin (in lair)	41 (445,000 XP)
Kotengu	5 (1,800 XP)
Namahage	14 (11,500 XP)
Namanari	2 (450 XP)
Nurikabe	8 (3,900 XP)
Ōmukade	25 (75,000 XP)
Reiki	10 (5,900 XP)
Tsuchigumo	10 (5,900 XP)
Tsuchinoko	1/8 (25 XP)
Ushi-oni (not in lair)	12 (8,400 XP)
Wanyūdō	6 (2,300 XP)

OUTER PLANES

Creatures	Challenge (XP)
Kūko	28 (120,000 XP)
Nurikabe	8 (3,900 XP)
Tenko	16 (15,000 XP)
Tennin	4 (1,100 XP)

SWAMP

Creatures	Challenge (XP)
Kappa	1/2 (100 XP)
Suiko	5 (1,800 XP)

UNDERDARK

Creatures	Challenge (XP)
Kata-waguruma	5 (1,800 XP)
Wanyūdō	6 (2,300 XP)

UNDERWATER

Creatures	Challenge (XP)
Amahime	3 (700 XP)
Amarie	9 (5,000 XP)
Ningyo	8 (3,900 XP)
Umibōzu	24 (62,000 XP)

URBAN

Creatures	Challenge (XP)
Akabeko	1/4 (50 XP)
Akaname	3 (700 XP)
Amanojaku	3 (700 XP)
Ashireiko	1/4 (25 XP)
Bake-danuki	1/2 (100 XP)
Chiko	1 (200 XP)
Chirizuka	3 (700 XP)
Chōchin Obake	1/4 (50 XP)
Chūnari	11 (7,200 XP)
Dodomeki	12 (8,400 XP)
Fukuro Mujina	1/8 (25 XP)
Hashihime (not in lair)	26 (90,000 XP)
Itsumade	20 (25,000 XP)
Jatai	1/2 (100 XP)
Jorōgumo	4 (1,100 XP)
Kasa Obake	1 (200 XP)
Kata-waguruma	5 (1,800 XP)
Kijin (not in lair)	40 (410,000 XP)
Kiko	7 (2,900 XP)
Korōri	1 (200 XP)
Kurote	11 (7,200 XP)
Kyōrinrin	7 (2,900 XP)
Namahage	14 (11,500 XP)
Namanari	2 (450 XP)
Nurikabe	8 (3,900 XP)
Reiki	10 (5,900 XP)
Shirime	1 (200 XP)
Shiro Uneri	2 (250 XP)
Shōgorō	0 (10 XP)
Tenko	16 (15,000 XP)
Tennin	4 (1,100 XP)
Ubume	2 (250 XP)
Ubume's Child	0 (0 XP)
Wanyūdō	6 (2,300 XP)
Zorichibi	4 (1,100 XP)
Zorigami	18 (20,000 XP)

CREATURES BY TYPE

BEAST

Creatures	Challenge (XP)
Ashireiko	1/4 (25 XP)
Bake-danuki	1/2 (100 XP)
Baku	6 (2,300 XP)
Fukuro Mujina	1/8 (25 XP)
Korōri	1 (200 XP)
Tsuchinoko	1/8 (25 XP)

CELESTIAL

Creatures	Challenge (XP)
Akabeko	1/4 (50 XP)
Chiko	1 (200 XP)
Daitengu	14 (11,500 XP)
Kiko	7 (2,900 XP)
Kūko	28 (120,000 XP)
Tenko	16 (15,000 XP)
Tennin	4 (1,100 XP)

CONSTRUCT

Creatures	Challenge (XP)
Abumi Guchi	0 (10 XP)
Chōchin Obake	1/4 (50 XP)
Jatai	1/2 (100 XP)
Kasa Obake	1 (200 XP)
Kyōrinrin	7 (2,900 XP)
Nurikabe	8 (3,900 XP)
Shiro Uneri	2 (250 XP)
Shōgorō	0 (10 XP)
Zorichibi	4 (1,100 XP)
Zorigami	18 (20,000 XP)

DRAGON

Creatures	Challenge (XP)
Itsumade	20 (25,000 XP)

FEY

Creatures	Challenge (XP)
Abura Sumashi	1/8 (25 XP)
Amarie	9 (5,000 XP)

FIEND

Creatures	Challenge (XP)
Akaname	3 (700 XP)
Amanojaku	3 (700 XP)
Chirizuka	3 (700 XP)
Chūnari	11 (7,200 XP)
Dodomeki	12 (8,400 XP)
Hashihime	26 (90,000 XP)
Honnari	19 (22,000 XP)
Kata-waguruma	5 (1,800 XP)
Kijin	40 (410,000 XP)
Kotengu	5 (1,800 XP)
Namahage	14 (11,500 XP)
Shirime	1 (200 XP)
Wanyūdō	6 (2,300 XP)

GIANT

Creatures	Challenge (XP)
Kurote	11 (7,200 XP)
Umibōzu	24 (62,000 XP)

HUMANOID

Creatures	Challenge (XP)
Kappa	1/2 (100 XP)
Namanari	2 (450 XP)
Ningyo	8 (3,900 XP)
Suiko	5 (1,800 XP)

MONSTROSITY

Creatures	Challenge (XP)
Amahime	3 (700 XP)
Jorōgumo	4 (1,100 XP)
Ōmukade	25 (75,000 XP)
Tsuchigumo	10 (5,900 XP)
Ushi-oni	12 (8,400 XP)

UNDEAD

Creatures	Challenge (XP)
Reiki	10 (5,900 XP)
Ubume	2 (250 XP)
Ubume's Child	0 (0 XP)

PRONUNCIATION & TRANSLATION TABLE

NAME (ALPHABETICAL ORDER)	JAPANESE	PRONUNCIATION	TRANSLATION
Abumi Guchi	鍙口	a-BOO-mi GHOO-chi	stirrup
Abura Sumashi	油すまし	a-boo-ra ssoo-MA-shi	oil presser
Akabeko	赤べこ	a-ka-BE-koh	red cow
Akaname	垢嘗	a-ka-NA-meh	filth licker, scum
Ama	亜麻	A-muh	linen
Amahime	亜麻姫	a-MA-hi-meh	linen princess
Amarie	亜麻りえ	a-MA-ree-eh	—
Amanojaku	天邪鬼	a-MA-no-JA-koo	heavenly evil spirit
Ashireiko	阿紫靈狐	a-shi-RE-i-koh	spirit fox
Bake-danuki	化け狸	BA-keh DA-noo-ki	haunting racoon-dog
Baku	獺	BA-koo	—
Chiko	地狐	ji-KOH	earth fox
Chirizuka	塵塚	chi-RI-zoo-kuh	dust heap
Chōchin Obake	提灯お化け	cho-O-chin O-ba-keh	lantern ghost
Chūnari	蝶なり	CHOO-oo-na-ri	(to become) butterfly
Daitengu	大天狗	da-i-TEN-ghoo	greater divine sentinel
Dodomeki	百々目鬼	do-do-ME-ki	one hundred eyes
Fukuro Mujina	袋貉	foo-KOO-roh MOO-ji-nah	bag badger
Hannya	般若	HAN-niy-ah	wisdom
Hashihime	橋姫	ha-SHI-hi-meh	lady of the bridge
Hinowa	火の輪	hi-NO-wuh	ring of fire
Honnari	本なり	HON-na-ri	(to become) book
Itsumade	以津真天	i-tsoo-MA-deh	until when?
Jatai	蛇体	ja-TA-i	snake body
Jorōgumo	絡新婦	jo-RO-o-ghoo-moh	entangling bride
Kappa	河童	KA-puh	river boy
Kasa Obake	傘おばけ	ka-SSA O-ba-keh	umbrella ghost
Kata-waguruma	片輪車	ka-TA wa-GHOO-roo-muh	crippled wheel
Kijin	奇人	ki-JIN	demon god, eccentric man
Kiko	気狐	ki-KOH	spirit fox
Kitsune	狐	ki-tsoo-NEH	fox
Korōri	虎狼狸	ko-RO-o-ri	cholera, tiger wolf racoon-dog
Kotengu	小天狗	ko-TEN-ghoo	lesser divine sentinel
Kūko	空狐	KOO-oo-koh	sky fox, void fox
Kurote	黒手	KOO-ro-teh	black hand
Kyōrinrin	経凛々	ki-O-o-rin-rin	awe-inspiring sutra
Namahage	なまはげ	na-MA-ha-gheh	(from a phrase meaning) peeled blisters
Namanari	生なり	na-MA-na-ri	(to become) raw
Ningyo	人魚	NIN-ghi-oh	mermaid
Nogitsune	野狐	no-ghi-tsoo-NEH	wild fox
Nurikabe	塗壁	nu-ri-KA-be	painted wall
Ōdachi	大太刀	O-o-da-chi	large/great sword

Ōmukade	大百足	O-o-moo-KA-deh	giant centipede
Oni	鬼	o-NI	demon, ogre
Reiki	靈鬼	RE-i-ki	demon ghost, ogre spirit
Shirikodama	尻子玉	shi-RI-ko-DA-muh	anus ball
Shirime	尻目	shi-RI-meh	butt eye
Shiro Uneri	白溶齋	shi-RO oo-NE-ri	white undulation
Shōgorō	鉦五郎	sho-O-go-ro-oh	gong ghost
Suiko	水虎	SSOO-i-koh	water tiger
Tanuki	狸	TA-noo-ki	raccoon-dog
Tengu	天狗	TEN-ghu	heavenly sentinel
Tenko	天狐	TEN-koh	heavenly fox
Tennin	天人	TEN-nin	heavenly woman
Tsuchigumo	土蜘蛛	tsoo-CHI-ghoo-moh	ground spider
Tsuchinoko	槌の子	tsoo-chi-NO-koh	child of dirt
Tsukumogami	付喪神	tsoo-koo-MO-gha-mi	tool spirits
Ubume	姑獲鳥	oo-BOO-meh	woman in late pregnancy
Umibōzu	海坊主	oo-mi-BO-o-zoo	sea monk
Ushi-oni	牛鬼	oo-shi-O-ni	ox demon
Wanyūdō	輪入道	wha-ni-OO-oo-do-oh	wheel priest
Yōkai	妖怪	yo-O-ka-i	apparition, specter
Zenko	善狐	ZEN-koh	good fox
Zorichibi	ぞりちび	jo-ri-CHI-bi	little clock
Zorigami	ぞり神	jo-ri-GHA-mi	clock spirit

FUN FACTS

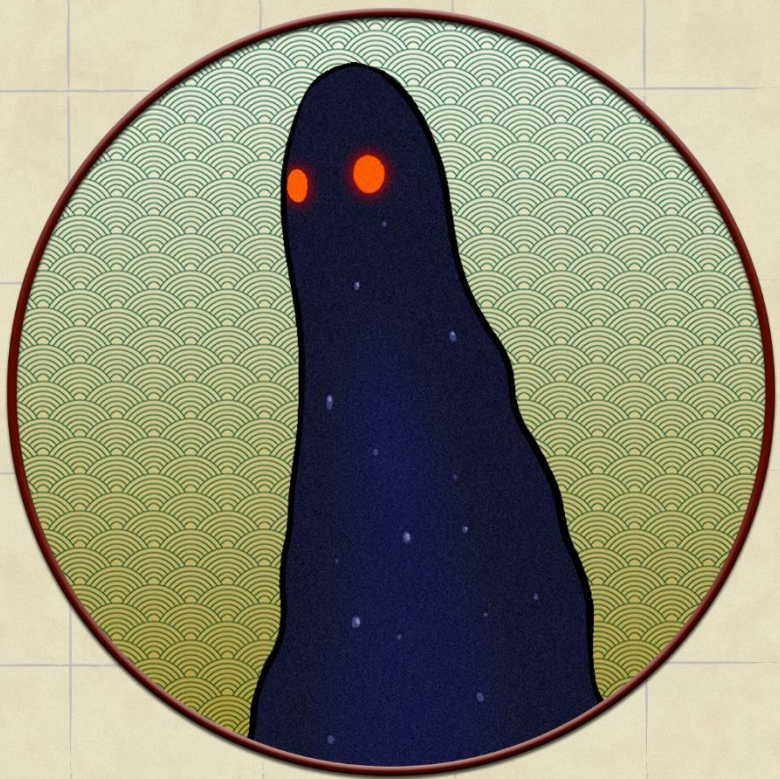
- If you feel bad for not seeing your favorite yōkai in this supplement, worry not; *there are more volumes coming*.
- Most of the original lore was much larger and extremely more brutal, graphic and controversial, but due to the new strict policies of DMS GUILD we had to cut down some parts.
- While kitsune hierarchy suggests that kūko are the most powerful among them, the strongest kitsune to have ever been recorded is actually a mere chiko. It went by the name of Tamamo no Mae (literally meaning “Lady Duckweed”) and it was female.
She was unable to become a kiko since evil-natured chiko cannot evolve, but her lust for power enabled her to acquire tremendous magical abilities and legends state that she was responsible for one of the most important civil wars in Japanese history.
- Having “long arms” in Japanese is a figure of speech, meaning somebody who likes to steal a lot. Thus, the dodomeki has long arms both figuratively and literally.
- Kappa exist in the 1st, 2nd and 3rd editions of DUNGEONS & DRAGONS.
- The ningyo exists in the 1st and 2nd editions of DUNGEONS & DRAGONS, but is described quite differently than in the actual Japanese stories.
- Hannya exist in the 2nd and 3rd editions of DUNGEONS & DRAGONS, but only in their honnari form.
- Both tengu counterparts exist in the 1st and 2nd editions of DUNGEONS & DRAGONS.
- We actually forced Nick to create ōmukade’s lore – in addition to its illustration – because he hates centipedes.
- Alexander and Nick are best friends. Nikolas is also one of our best friends, but asked us to not include him in that sentence because he considered it too corny.
- We wouldn't be trying to create masterpieces if it wasn't for JoJo. Thus, we all wholeheartedly prompt you to watch and read JoJo.

TOKENS









FINAL WORD & LEGAL STUFF



We believe that DUNGEONS & DRAGONS lacks eastern themed content, in general. Thus, we felt the need to create this supplement for all of you (and us) that run such themed campaigns. We put a lot of passion and dedication in order to present you all of this experience and sincerely hope you enjoyed it as much as we did creating it.

Make sure to check out the music mix uploaded on **Realm of Dementia's YouTube channel**, that was specifically compiled to accompany your sessions.

Thank you...

ABOUT THE CREATORS

ALEXANDER KAMI

Art Director – Graphic & Motion Designer

Throughout the years, they have established themselves in both the artistic and corporate worlds, with numerous projects completed.

Apart from that, they possess a keen interest in Japanese culture and claim to have decrypted every hidden message in JoJo.

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NICK MICHAILIDIS

Illustrator – Concept Artist

Usually has a barbell in one hand and a pen on the other. As per his own words, he *“was forced to skip the gym to make the art for this thing”*. His creative nature is what fuels his desire to experience the beauty of the world and express it through his craft.

He also has **that** photograph from JoJo Part 3 framed in his room.

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NIKOLAS TOTIEF

Author – Game Designer

He wanted to copy paste Funny Valentine's **napkin speech**, but Kami said it was too long and could be borderline plagiarism, so instead he went with *“I like writing”*.

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Special thanks to **Maria Sophia Nicolopoulos** (MA in English literature) for her orthographical corrections on the Pronunciation column of the Pronunciation and Translation Table.



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ENTER THE REALM OF THE YŌKAI

Our world is shrouded by a veil. A veil that protects us from the wickedness of the unknown and the horrors of the incomprehensible. Devils and gods, demons and tricksters, the holy and the unholy, they are everywhere around us, unseen by mortals. But the veil grows thinner and the nights grow darker. They walk among us and away from us. They inhabit mountains and islands, bridges and sewers. They are inside our houses and our temples, above us in the sky and below us within the oceans.

They are the Yōkai.

Open this book and the veil will be lifted.
And they will be free to roam the world.

For use with the fifth edition *Player's Handbook*®, *Dungeon Master's Guide*® and *Monster Manual*®, as well as any other official DUNGEONS & DRAGONS® 5E rulebook.



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