

Oni, L

7

NAME

CR

16

110

14

30/30f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

3

2

1

2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Arcana +5, Deception +8, Perception +4

Innate Spellcasting: DC 13, at will: *darkness*, *invisibility*, 1/day each: *charm person*, *cone of cold*, *gaseous form*, *sleep*

Regeneration: If at least 1 HP on turn, regain 10 HP

3

PROF

ACTIONS

Multiattack: 2 claws/glaive

Claw (Oni Form): +7, 1d8+4s (magic)

Glaive: 10', +7, 2d10+4s/1d10+4s S/M form (magic)

Change Shape: Polymorph S/M humanoid, L giant

Ras-Godai Acolyte, M

1/2

NAME

CR

13

22

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

1

3

0

0

0

2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Acrobatics +5, Athletics +3, Arcana +2, Stealth +8

Innate Spellcasting: DC 12, +4, 3/day: *invisibility*, *misty step*

2

PROF

ACTIONS

Multiattack: 2 lotus blade

Lotus Blade: +4, 2d6+2p

Ras-Godai Monk, M

4

NAME

CR

13

45

13

30/15c

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

1

3

0

0

1

3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Acrobatics +5, Athletics +3, Arcana +2, Perception +3, Stealth +8

Assassinate: Crit vs surprised, adv if target hasn't gone yet

Innate Spellcasting: DC 15, +5, 3/day: *invisibility*, *misty step*, 1/day: *hellish rebuke*

2

PROF

ACTIONS

Multiattack: 2 weapon attacks

Lotus Blade: +5, 2d6+3p

Razor Chain: 10', +5, 2d6+3s, grappled & restrained, escape DC 13, can't use razor chain on other target, 2d6s on target's turn until grapple ends

Smoke Step (React): If creature moves adjacent, teleport to unoccupied space visible within 15'

Ras-Godai Demon Blade, M

8

NAME

CR

15

90

13

30/15c

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

4

1

1

2

3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Acrobatics +7, Athletics +5, Arcana +4, Perception +5, Stealth +10

Assassinate: Crit vs surprised, adv if target hasn't gone yet

Sneak Attack (1/turn): +4d6 damage if adv/ally within 5' of target

Innate Spellcasting: DC 15, +5, 3/day: *disguise self*, *invisibility*, *misty step*, 1/day: *fireball*, *hellish rebuke*, *sleep*

3

PROF

ACTIONS

Multiattack: 2 demon blade attacks

Demon Blade: +7, 2d8+4s, DC 13 Con save or 1 lvl exhaust (lasts 1 min)

Smoke Step (React): If creature moves adjacent, teleport to unoccupied space visible within 15'

Spirit of Manazusa, M

12

NAME

CR

15

150

17

30/30f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-2

3

2

3

3

4

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Arcana +7, Perception +7, Stealth +8, resist: acid, fire, lightning, thunder, lps nonmagic, immune: charm, cold, exhaust, fright, grapple, necrotic, paralyze, petrify, poison, prone, restrain

Incorporeal Movement: Creatures/objects difficult terrain. 1d10 force if end in object

Innate Spellcasting: DC 16, +8, at will: *magic missile*, 3/day: *cone of cold*, *invisibility*, *misty step*, 1/day: *fireball*, *hellish rebuke*, *sleep*

4

PROF

ACTIONS

Multiattack: 2 life drain

Life Drain: +7, 4d8+2 necrotic, DC 14 Con save or HP max reduced by damage, long rest ends

Sorcerous Burst (React): cast *magic missile* at attacker who damages Manazusa

Demonlash

NAME

Weapon (whip)

R

Y

CATEGORY

RARITY

ATTUNE

NOTES

The name *Demonlash* is branded into the sharkskin handle on this black, razor-studded whip. It was once the preferred weapon of the feared Ras-Godai sorcerer, Manazusa.

It is a +1 whip. When you score a critical hit on your attack with this magic weapon, your critical hit deals an extra 2d6 slashing damage.

Once per day, *Demonlash's* wielder can cast *command* using Charisma as its spellcasting ability.

+1

BONUS

SAVE DC

CHARGES

Potion of Mind Reading

NAME

Potion

R

N

CATEGORY

RARITY

ATTUNE

NOTES

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

13

BONUS

SAVE DC

CHARGES

Spell Scroll, Arcane Eye

NAME

Scroll

R

N

CATEGORY

RARITY

ATTUNE

NOTES

A spell scroll bears the words of the *arcane eye* spell, written in a mystical cipher. If the spell is on your class's spell list, you can use an action to read the scroll and cast its spell without having to provide any of the spell's components. Otherwise, the scroll is unintelligible.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 14. On a failed check, the spell disappears from the scroll with no other effect. Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

13

BONUS

SAVE DC

CHARGES